



HANDBOOK

Fun, Fitness and Friendship! Equestrian
a sport for all!



Manitoba
Horse Council

PROVINCIAL HERITAGE CLASSIC SHOW CIRCUIT

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The Manitoba Horse Council is committed to:

- Upholding the welfare of horses, regardless of value, as a primary consideration in all activities.
- Requiring that horses be treated with kindness, respect, and the care they deserve, and that they not be subjected to mistreatment.
- Ensuring that owners, trainers, exhibitors and their agents use responsible care in the handling, treatment and transportation of their horses as well as horses placed in their care for any purpose.
- Providing for the continuous well being of horses by encouraging routine inspection and consultation with health care professionals and competition/industry officials to achieve the highest possible standards of nutrition, health, comfort, sanitation and safety as a matter of standard operating procedure.
- Continuing to support scientific studies on equine health and welfare.
- Increasing education in training and horsemanship practices.
- Requiring owners, trainers, handlers and exhibitors to know and follow their sanctioning organization's rules and to work within industry regulations in all equine activities and businesses.
- Reviewing, revising and developing competition rules and regulations that protect the welfare of horses.
- The standard by which conduct or treatment will be measured is that which a reasonable person, informed and experienced in generally accepted equine practices, would determine to be neither cruel, abusive nor inhumane.

Medications Control

The Manitoba Horse Council reserves the right to introduce drug testing at Heritage Circuit shows in the future, with the proviso that due notice of at least one year will be given to any participating competition and to the membership.

HERITAGE CLASSIC CIRCUIT HANDBOOK

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HERITAGE CLASSIC CIRCUIT HANDBOOK

AIMS, GOALS and OBJECTIVES

- To provide, at a provincial level of competition, a circuit of horse events that will increase participation in all areas of the horse sport in the province (except racing).
- To raise the awareness of the horse sports to the general public of Manitoba.
- To educate the competitors and the show committees by standardizing the Rules and Regulations under which they operate.
- To encourage a broad base of participation at the grassroots level of the sport, increasing entries at summer agricultural fairs and other permit-level local shows.
- To enhance the “region” concept of sport development by organizing competitions on a regional basis and awarding recognition to those participants competing and qualifying.
- To provide yearly provincial championship awards at the provincial level of competition.
- To provide educational and participation aspects through the Heritage Circuit concept, a feeder system for the development of equine sports.
- To encourage interest in and to develop a grassroots level of officiating within the province.
- To enhance the image of the Manitoba Horse Council with the general membership by providing a program that is universally available to everyone – a “Sport for All” concept.

HERITAGE CLASSIC CIRCUIT

TERMS OF REFERENCE

Committee Chair:

Appointed by the Board of Directors of the Manitoba Horse Council and reporting to the Chair of Competitions.

Ad Hoc Members:

The President of the Manitoba Horse Council is an ad hoc member of all MHC committees. The Secretary/Treasurer is an ad hoc member of the Heritage Circuit Committee. The Executive Director serves in an advisory capacity and is an ad hoc member.

Other representatives on the committee as approved by the Committee Chair to include:

- Representation from each of the seven sport regions in the province;
- Representation from the MHC coaching committee knowledgeable in English and Western coaching;
- Representation from the MHC officials committee;
- Representation from sport disciplines, if requested.

Committee Duties:

1. To prepare and update the Heritage Classic Circuit Handbook every three years; keeping it consistent with the Rules and Regulations under which the Heritage Circuit will operate;
2. To review the show package that is sent to the show committees each year;
3. To keep the points and required records of placings for awarding yearly honours for the Heritage Circuit;
4. To secure through sponsorships and donations the prizes to be awarded for each year to winners from the Heritage Circuit;
5. To prepare the certificates for mailing to the winners each year;
6. To promote and recruit new members to nominate to the Heritage Classic Circuit;
7. To provide prizes for Provincial Championships through solicitation of sponsorships;
8. To prepare an annual report on the program with any recommendations for change, to be submitted to the Board of Directors for its consideration in November of each calendar year.

Any major change in the format of the Heritage Classic Circuit must receive the approval of the Board of Directors of the Manitoba Horse Council prior to implementation.

SAFETY AND RISK MANAGEMENT

The Manitoba Horse council urges all members to develop a “Safety Awareness” program for each of its events for the benefit of participants, the spectators and the event/show management involved.

1. SAFETY COMMITTEE

- a. **It is a requirement for insurance purposes that all Horse Show Committees have a safety sub-committee that has the authority to develop safety policies and procedures for their show and to enforce those regulations.**
- b. Name a chairperson who is responsible for Safety Precautions during the event.
- c. Have the safety committee develop, and the Horse Show Committee approve, the safety guidelines for the event.
- d. Empower the safety committee to enforce any rules or regulations relating to the safety guidelines of the sanctioned event.
- e. Keep accurate records of the event. Minutes of all meetings, and any other matters that require documentation should be kept by the show secretary for a period of not less than two and a half years following the event.
- f. Ensure adequate emergency medical attention is available for every event.

2. LIABILITY WAIVER

- a. It is recommended all Horse Shows use a liability waiver to be signed by each participant at the event.
- b. **Make especially certain** that parents/guardians have signed waivers for **anyone under the age of 18 years.**
- c. Should people refuse to sign a waiver, the show committee can refuse to allow them to participate in the event. (If they wish to participate in the event, a waiver is a part of the agreement that they must undertake.)

Appendix B Sample Liability Waiver: A sample waiver is available for the use by shows, should they wish. The Manitoba Horse Council does not make any claims as to the effectiveness of the waiver.

3. FIRST AID & EMERGENCY MEDICAL HELP:

- a. **It is essential that every horse show has a plan in place for emergency medical help.**
- b. A show should have a First Aid Kit readily available at all times for minor incidents. The kit should include a **St. John’s “FIRST AID EMERGENCY MEDICAL HELP”** reference handbook, or similar publication for consultation.
- c. A show should have, preferably 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 certified current Equine Canada Coach, a registered nurse, an EMT, a Ski Patrol official or similar other persons 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.** Alert them ahead of your event so they are aware it is being held. Keep their telephone number of both ambulance and event so they are aware it is being held. Keep the telephone number of both ambulance and doctor readily available on a moment’s notice.
- d. A backboard and a neck brace are advisable to have on hand at all shows.

4. SAFETY CHECK LIST OR AN EMERGENCY ACTION PLAN (EAP):

- a. **Make a safety check list and/or an EAP for your show**, with a plan of action to ensure safety procedures are followed. Some areas to include are: Stable Safety, Spectators areas/seating/safety, Parking, Fire Precautions/Emergency Measures, Emergency Exits, and Accidents.
- b. **Signage:** Post all rules and regulations for participants/spectators to follow.
- c. **Other Policies to consider:** i) Unruly horses and/or people ii) Alcohol/drugs – its use while on the premises iii) Smoking – its use in areas such as arenas, stables iv) Dogs/pets running at large v) Children unattended vi) Visitor/spectators in horse areas vii) Garbage disposal viii) Use of protective headgear.

**Many other areas of concern may exist at individual events. List them, and have a plan to deal with them.*

***Appendix C Sample Emergency Action Plan (EAP)*

5. ACCIDENT/INCIDENT REPORT FORM:

- a. Prepare a form and record any accident/incident that occurs at the event no matter how trivial it may seem at the time. A sample form can be requested from the MHC.
- b. Have the report form signed, dated, and if possible signed by any relevant witnesses to that accident/incident. Make sure the report form answers the six big questions: **WHO; WHAT; WHEN; WHERE; HOW AND WHY.**
- c. Describe the conditions present at the time, such as weather, crowds, outside interferences. While such reports may seem unnecessary at the time should a situation or question arise at a later date, a record made at the time will be an invaluable aid, especially should any legal action result.

**Appendix D Sample Accident/Injury Report Form*

GUIDELINES FOR SHOW COMMITTEES

The MHC Heritage Classic Circuit is a provincial circuit. Each circuit show is a member of one of the seven sport regions (see map) and a complete set of awards is presented annually in each of the seven sport regions.

- Every participating horse show will be a MHC recognized Show,
- The prize list of all shows participating in the MHC Heritage Classic Circuit must clearly state that the show is a: **“MHC HERITAGE CLASSIC CIRCUIT SHOW”**
- One member of the show committee **MUST** be a current MHC individual member for liability reasons.
- Each show will receive a Show Certificate that **must** be displayed at the horse show office.
- Result Forms: These are supplied to the Show Committee Secretary and are to be completed for each Heritage Classic class, listing the placing of all horses from first through fifth place. Accuracy in reporting results ensures Provincial Championships are calculated correctly.
- **All participants are required to purchase a MHC membership to ensure each entry is protected by their own individual insurance coverage.**

SPORT REGIONS

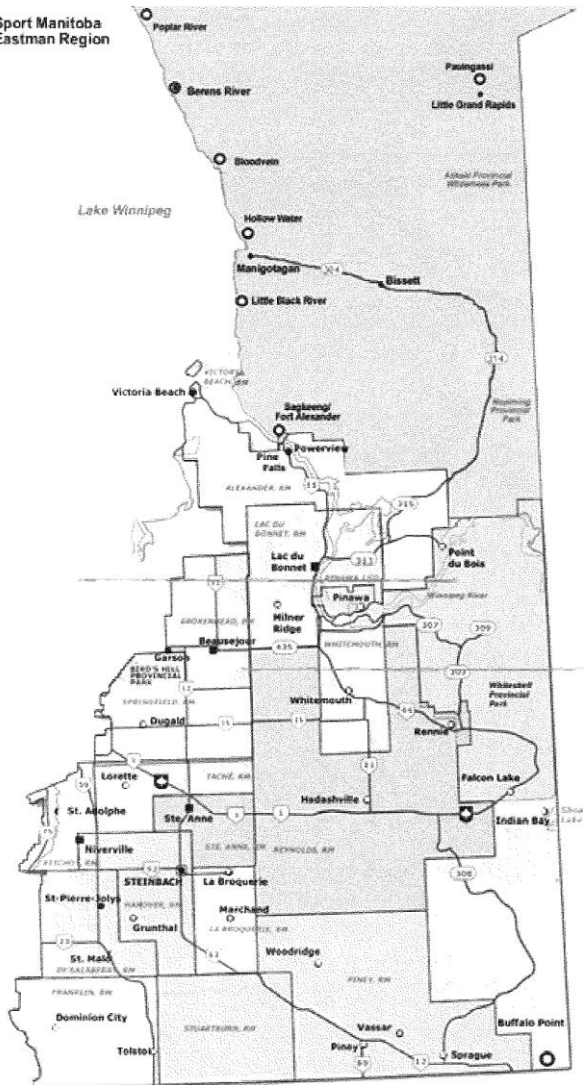
Manitoba is divided into seven sport regions. They are as follows:

CENTRAL

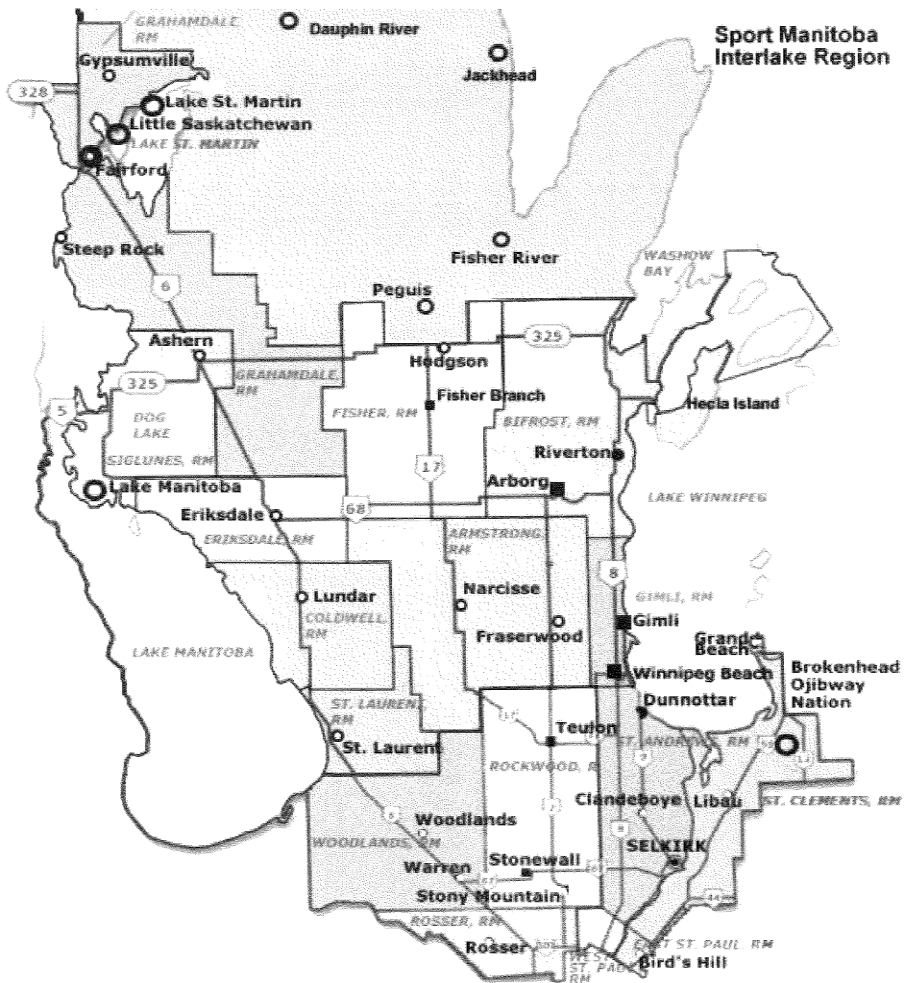


EASTMAN

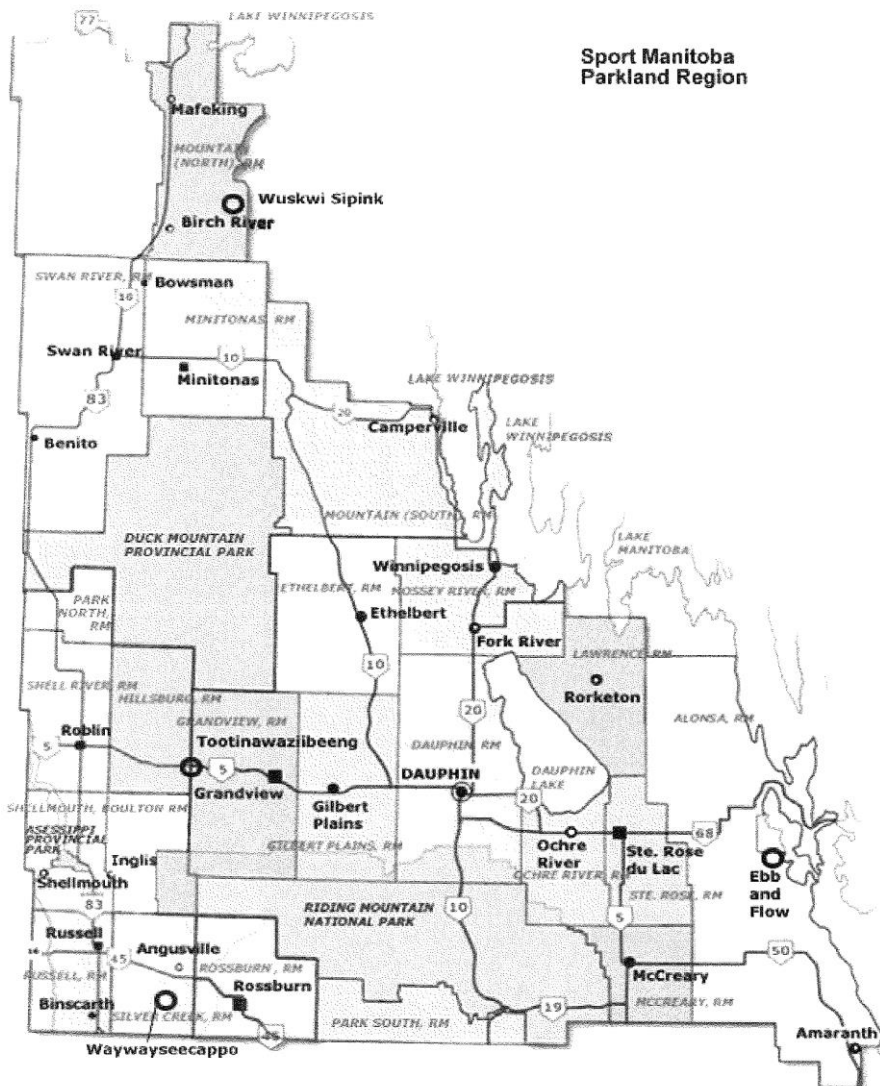
Sport Manitoba Eastman Region



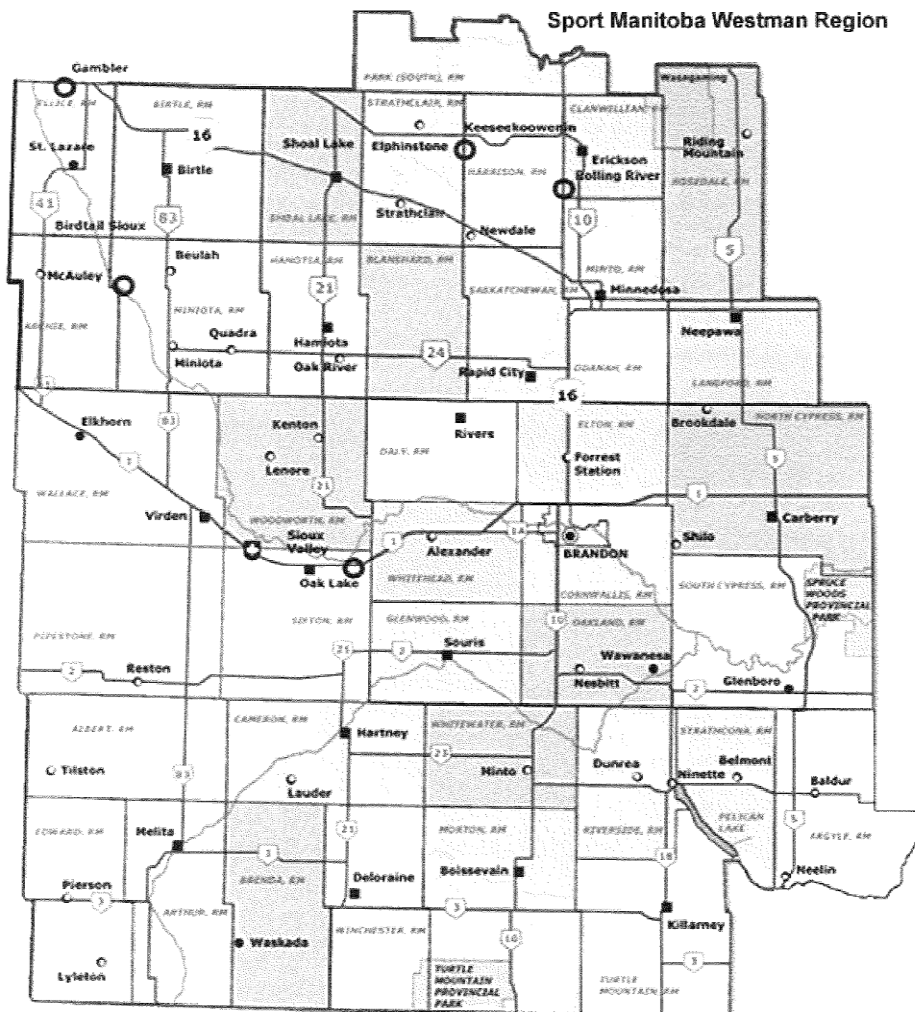
INTERLAKE



PARKLAND



WESTMAN



WINNIPEG – defined by city limits

Please contact the MHC office if you require further clarification regarding regional locations.

ANIMAL WELFARE

The Manitoba Horse Council is dedicated to the humane treatment and welfare of horses. The cruel, abusive or inhumane treatment of a horse at any MHC Heritage Circuit competition by an exhibitor, owner, trainer or any other person must not be tolerated anywhere on the grounds under any circumstances.

1. Cruelty can be defined as intentionally causing pain or unnecessary discomfort to a horse. The standard by which such contact or treatment will be measured is that which a reasonable person, informed and experienced in generally accepted equine training and exhibition procedures would determine to be cruel, excessive or inhumane.
2. The organizing show committee must bar such violations from further participation in the competition. 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, with the penalties to be imposed for confirmed abuse of horses at the show.
3. In any performance event, the judge shall have the authority to request the removal or alteration of any piece of equipment that, in his/her opinion, would tend to give the horse an unfair advantage or which he believes to be inhumane.

ADMINISTRATIVE RULES

1. Show committees must submit applications and prize lists four weeks prior to the show date or a \$25.00 late fee will be assessed to the show.
2. Forms for class results will be sent to each show as the MHC office receives and approves their Sanction and Class applications and prize list.
3. The Show Secretary must submit the results of each MHC Heritage Circuit class along with any nominations or membership applications received at the show. These **MUST BE SUBMITTED within TEN DAYS AFTER THE SHOW.**
4. Horses nominated for the Heritage Circuit will begin point accumulation only **AFTER** the horse/rider combination is nominated. Shows participated in prior to nomination of horse/rider **WILL NOT** be considered.
5. Persons may nominate their horse at a show on the form provided. To be eligible for awards, a person must be a current individual member of the MHC and nominate the horse on which s/he wishes to accumulate points.
6. The show must forward all memberships and nominations it receives to the MHC promptly, to ensure they receive their proper points.

OFFICIALS

The MHC **provides a list of approved** MHC officials authorized for Heritage Circuit Shows. Senior Recognized Breed or Senior Recognized Officials from other provinces are also recommended. A current list of officials is available from MHC.

NOTE:

1. Judges 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.
2. 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.
3. A judge may not judge any division where a competitor or exhibitor is the owner or employee of an establishment at which said judge boards, trains or takes instruction.
4. Judges may not discuss the purchase or sale or lease of any horse during the continuation of a competition at which they are officiating.
5. 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.
6. 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.
7. 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.
8. Course designers may not compete over any course which they have constructed or designed.
9. 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 exhibitors.

Appendix E Sample Official's Contract

AGE CATEGORIES

For MHC Heritage Circuit purposes, a Competitor will adhere to the following age groups:

As of January 1 of current year:

- Junior "A" 15 years to 17 years.
- Junior "B" 12 years to 14 years.
- Junior "C" 11 years and under.
- Adult 18 years and over.
- Junior Ages may be combined to offer one Junior Class or Junior Combined B/C and Junior A or Junior combined A/B and Junior C.
- Any class may offer only one "Open" class.

HERITAGE CLASSIC CIRCUIT SHOW DIVISIONS

Heritage Circuit recognized classes shall be assigned to one of six divisions. An Equitation division is offered with the points won qualifying for Equitation awards only.

The class offered may be an Open one, or may be divided into Senior (Adult) and Junior, or may have the Junior further broken down into the Junior age categories (A, B, C, or even A & B, C). In addition to age divisions each class may have ONE open class.

A person will receive points from a maximum of two classes in any separate class event offered in a show, e.g. Jr. Trail and Open Trail.

Heritage Circuit Point Calculation Sheet

	5 horses entered	4 horses entered	3 horses entered	2 horses entered	1 horse entered
1 st	5	4	3	2	1
2 nd	4	3	2	1	-
3 rd	3	2	1	-	-
4 th	2	1	-	-	-
5 th	1	-	-	-	-

Dressage:

Percentage scores will be submitted to the MHC by show committees on the results forms. To determine award winners - percentage scores will be averaged together to determine an overall score with awards distributed accordingly.

Rider/handler judged classes such as showmanship and equitation shall have their own division with their own awards. These points will not count toward other awards. A rider may win equitation points toward a provincial award on different nominated horses. However, a rider may enter only ONE horse in any ONE equitation class

WESTERN DIVISION

1. Western Pleasure (Jr. A, B, C, Adult, Open)
2. Reining (Jr. A, B, C, Adult, Open)
3. Trail (Jr. A, B, C, Adult, Open)
4. Showmanship (Jr. A, B, C, Adult, Open)
5. Horsemanship (Jr. A,B,C, Adult, Open)

SPEED DIVISION

1. Barrel Race (Jr. A, B, C, Adult, Open)
2. Pole Bending (Jr. A, B, C, Adult, Open)
3. Stake Race (Jr. A, B, C, Adult, Open)
4. Keyhole Race (Jr. A, B, C, Adult, Open)

HACK & ENGLISH PLEASURE DIVISION

1. Show Hack (Jr. A, B, C, Adult, Open)
2. Road Hack (Jr. A, B, C, Adult, Open)
3. English Pleasure (Jr. A, B, C, Adult, Open)
4. English Equitation (Jr. A, B, C, Adult, Open) any of the recognized seats may be used in an equitation class.

DRESSAGE DIVISION

1. Walk Trot - (Equine Canada Walk Trot Test 1, 2, 3)
2. Training Level - (Equine Canada Training Level Test 1, 2, 3)
3. First Level - (Equine Canada First Level 1, 2, 3)

A horse/rider combination may only ride in two consecutive levels. Dressage classes may be judged as Junior, Adult, and Open.

Show organizers: you must contact the MHC office for access to Equine Canada dressage tests. Only Equine Canada tests will count for Heritage Circuit points.

HUNTER DIVISION

1. X-Rail Hunter (Jr. A, B, C, Adult, Open)
2. 0.60m (2'0") Hunter (Jr. A, B, C, Adult, Open)
3. 0.70m (2'3") Hunter (Jr. A, B, C, Adult, Open)
4. 0.75m (2'6") Hunter (Jr. A, B, C, Adult, Open)
5. Hunt Seat Over Fences (Jr. A, B, C, Adult, Open)

In the Hunter Division each horse/rider combination may enter a maximum of three consecutive class heights.

PLEASURE DRIVING DIVISION

1. Turn out
2. Working
3. Reinsmanship

AWARDS AND QUALIFYING RULES

Rules:

1. A horse and exhibitor must be nominated to be eligible for awards. The exhibitor must be a current, individual member of MHC.
2. A horse may be nominated by more than one person, but points and awards will be given on a nominated horse/rider combination for horse awards.
3. A horse must be entered in a show using the name submitted on the nomination form, spelled correctly to ensure proper computer entry.
4. Eligible classes for points and awards from each division will be published each year.
5. Equitation or Showmanship points may be won using any nominated horse, but an individual may not accumulate points from more than one entry in any eligible class.
6. Regional champions will be declared in each of the provincial regions. To be declared a Regional Champion, the horse and exhibitor must have received points in at least two classes of that awards.
7. Regional awards will be won in the region in which the exhibitor lives, but points accumulated towards that award may be attained at any Heritage Circuit show in the province.
8. Provincial Champions will be declared for overall High Points in each respective Class or Region in the province. To be declared a Provincial Champion, the horse and exhibitor must have placed in at least two of the classes and the respective class must have been held in at least four sport regions.
9. An individual's (horse or exhibitor) points will not be released without the written permission from the nominated exhibitor/handler. After all the points are tabulated and awards designated, the points will be official and available to nominated members.
10. Points will be counted for awards from the best six shows for each class. Exhibitors/handlers are encouraged to attend more shows. If fewer than 6 shows attended, all points will count towards awards.
11. **For class awards, each horse/exhibitor's highest total points won in a class at the best six shows entered will count.** If fewer than six shows are entered, total points won in placings at all shows entered will count.
12. **For division and other championship awards, each horse/exhibitor's best six placings in each of the classes entered in the division will count. Except Provincial All Around High Point Horse/Exhibitor Award** – will accumulate its highest points from its best six shows from every division's classes.
13. To be declared a Regional or Provincial Division Dressage Champion a competitor must place in a minimum of two tests in a particular level. Riders competing at Walk/Trot will have their points count (x1), Training Level (x2) and First Level (x3). The horse/rider combination accumulating the highest number of points will be declared champion.
14. To be declared a Regional or Provincial Division Hunter Champion a competitor must place a minimum of three times in any particular class. Riders competing in x-Rail Hunters will have their points count (x1), 0.60m (2') Hunters (x2), 0.70m (2'3") Hunters (x3) and 0.75m (2'6") Hunters (x4). The horse/rider combination accumulating the highest number of points will be declared champion.

Awards (tentative – may be subject to revision):

HERITAGE REGION CLASS- CHAMPION AND RESERVE

Certificates, issued by mail each year, in each region. Recognizes the champion and reserve horse/rider in each class, within their respective region.

HERITAGE REGION DIVISION CHAMPION AND RESERVE

Certificates: issued by mail each year in each region. Awarded to the region reserve and champion in each division.

HERITAGE PROVINCIAL CLASS CHAMPION

Plaques: Awarded at the AGM Awards Reception. Awarded to Junior and Senior Horse/Rider champion in each Heritage Class.

HERITAGE JUNIOR PROVINCIAL DIVISION CHAMPION

Awards: Awarded at the AGM Awards Reception. Awarded to Division Junior High Point and Reserve: Junior Western, Junior Hack, Junior Dressage, Junior Hunter, Junior Western Speed.

HERITAGE SENIOR PROVINCIAL DIVISION CHAMPION

Awards: Awarded at the AGM Awards Reception. Awarded to Division Senior High Point and Reserve: Senior Western, Senior Hack, Senior Dressage, Senior Hunter, Senior Western Speed.

HERITAGE OVERALL PROVINCIAL DIVISION CHAMPION

Awards: Awarded at the AGM Awards Reception. Awarded to Division High Point: Western, Hack, Dressage, Hunter, and Western Speed.

HERITAGE PROVINCIAL EQUITATION: HIGH POINT AWARDS

Gold, Silver & Bronze Medallions: The Rider/Handler only is judged on their skill in presenting and handling of their horse. Medallions awarded to provincial top three Junior and Senior competitors in: Showmanship, Horsemanship, English Equitation, Pleasure Driving and Hunt Seat over Fences. Points accumulated in equitation do not count towards any other awards and are only awarded to the provincial champions.

HERITAGE JUNIOR HORSE HI POINT AWARDS: English and Western

Awards: Awarded at the AGM Awards Reception. Awarded to the two top Provincial Junior Horses competing in English Pleasure Junior Horse and Western Pleasure Junior Horse. Points accumulated in Junior Horse classes do not count for any other awards.

HERITAGE PLEASURE DRIVING HI POINT HORSE AWARD

Awards: Awarded at the AGM Awards Reception. Awarded to the top Provincial Pleasure Driving Horse competing in Turnout, Working, and Reinsmanship. Points accumulated in Pleasure Driving Classes do not count for any other awards.

HERITAGE ALL AROUND CHAMPION

Awards: Awarded at the AGM Awards Reception. Awarded to Provincial All Around High Point Horse/Rider Champion - Junior and Senior Riders. All classes count, highest points in each class from best six shows. Riders must compete in a minimum of two divisions.

YOUTH SPORTSMANSHIP AWARD

Awards: Awarded at the AGM Awards Reception. Awarded to a Heritage nominated Junior Competitor who exemplifies good sportsmanship at Heritage Circuit competitions. The nomination must be sent to the MHC with show results.

ACTIVE FOR LIFE AWARD

Awards: Awarded at the AGM Awards Reception. Presented annually to recognize competitor(s) over 45 years of age. Awarded to a Heritage Circuit and/or Prairie Cup Series nominated competitor who requests on their nomination form to be considered for this award. The winner(s) will be determined by total points earned in competition.

RULES OF COMPETITION

1. Helmet Policy: All youth under the age of 18 as of January 1 of the current year will be required to wear an approved ASTM/SEI helmet when participating in any event sanctioned by the Manitoba Horse Council. This is for safety and insurance purposes.
 - Exemption allowed: Upon request, a competition may be granted an exemption to this rule if it is sanctioned under an approved set of International or National Rules and regulations.
 - The 2005 helmet rule requiring all youth under the age of 18 years to wear an approved ASTM/SEI helmet when participating in speed event classes remains in effect.
2. In Showmanship, an exhibitor may be in either Western or English attire.
3. Mannerly stallions may be shown by SENIOR EXHIBITORS ONLY.
4. Appropriate whips are allowed in Driving, Hunter and Speed Event Divisions.
5. Age categories for Junior Riders shall be as the age they were as of Jan. 1: 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.
6. A Junior Western Horse, five years and under, may be ridden with a snaffle bit or bosal with two hands on the reins in all classes.
7. English Tack:

Standard English tack is appropriate. Any English type saddle that allows an appropriate seat for the class. In all English classes, acceptable bits are a snaffle, pelham, kimberwick, and /or full bridle.

Optional Equipment:

 - a) Spurs
 - b) Gloves
 - c) Braiding of mane and tail
 - d) Standing or running martingales ONLY in over fences Hunter classes
 - e) Horse boots in Hunter classes at Judge's discretion only
8. English Attire:

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 traditional hunt style clothing. An approved ASTM/SEI helmet with a permanently affixed harness is compulsory. Hair must be neat and contained as in a net or braid
9. Western Tack:
 - In all western classes, horses will be shown in a western stock saddle.
 - A western bridle with a western curb bit shall be used on senior horses.
 - On Senior Horses, the reins may only be held in one hand. 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 40cm (16") spacing between the free hand and the reining hand.
 - Silver equipment will not count over a good working outfit.
 - Junior horses, five years and under may be shown in a snaffle bit or bosal with two hands on the reins.
 - Chain chin straps are permissible, but must be at least one-half inch in width, and must lie flat against the jaw of the horse.

Optional Equipment:

- a) Rope or Riata attached to the saddle.
- b) Hobbles attached to the saddle.
- c) Breast Collars
- d) Protective boots or leg wraps and bandages are allowed in reining and speed events.
- e) Martingales, nosebands, and tie downs are allowed ONLY in speed events.

10. Western Attire

- Any competitor may wear protective headgear in any division or class without penalty from the judge. Junior competitors must wear safety approved ASTM/SEI helmets.
 - Exhibitors must wear appropriate western attire consisting of shirt with collar, Western pants, Western boots and either a Western hat or an ASTM/SEI approved helmet.
 - The hat or helmet must be on the rider's head when the exhibitor enters the arena. Spurs, chaps, and gloves are optional.
11. Exhibitors 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 an elimination, each horse must be ridden in the actual class by the same rider who rode it in the elimination.
 12. 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.
 13. The management of any contest shall determine whether or not elimination is necessary, the number of go-rounds to be held, and the number of horses to be shown at each performance.
 14. The final placing of each horse is to be determined by totalling its scores in the finals plus elimination and/or go-rounds.
 15. In all classes, any rider and/or horse which falls during the performance is automatically disqualified. 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.
 16. 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.
 17. Arenas must have a safe gate or door that will open and shut.
 18. Obvious side-line coaching or obvious ringside assistance while rider is being judged may result in the disqualification of the exhibitor.
 19. Discipline - Exhibitors 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 exhibitor. 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.

WESTERN PERFORMANCE CLASSES –TERMINOLOGY

The following terminology shall apply in Western Division Classes whenever a specific gait is called for:

- a) The walk is a natural, flat footed, four beat gait. The horse must move straight and true at the walk. The walk must be alert, with a stride of reasonable length in keeping with the size of the horse.
- b) The jog is a smooth, ground covering two beat diagonal gait. The horse works from one pair of diagonals to the other pair. The jog should be square, balanced and with straight forward movement of the feet. Horses walking with their back feet and trotting on the front are not considered performing the required gait. When asked to extend the jog, the horse moves out with the same smooth way of going.
- c) The lope is an easy, rhythmical three beat gait. Horses moving to the left should lope on the left lead. Horses moving to the right should lope on the right lead. Horses travelling at a four beat gait are not considered to be performing at the proper lope. The horse should lope with a natural stride and appear relaxed and smooth. The horse should be ridden at a speed which is in keeping with his natural way of going.

WESTERN PERFORMANCE DIVISION

WESTERN PLEASURE

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.

Class Conduct:

- This class will be judged on performance, condition and conformation of the horse; however, a minimum of 20% of the judging shall be placed on condition and conformation.
- 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 12 horses to extend at the jog, however, not more than the top 12 horses may be asked to extend at the lope. The rider should sit at the extended jog.
- Horses are required to back easily and stand quietly.
- 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.

REINING

General:

To rein a horse is not only to guide it, but also to control its every movement. The best reined horse should be wilfully guided or controlled with little or no apparent resistance and dictated to completely.

- Desired qualities possessed by a good reining horse are smoothness, finesse, attitude, quickness and authority in performing the various reining maneuvers.
- The rider controls every movement of the horse as he guides it throughout the pattern.
- Correct maneuvers are essential to the reining horse's performance and when controlled are the basis for speed.
- When ridden at speed the horse should perform willingly with no evidence of resistance to the rider's aids.
- Rundowns should be controlled and fluid.
- The stop should demonstrate proper frame, balance and style.
- The form of the horse in the slide supersedes the actual distance travelled
- 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.
- Lead changes must be made with precision and balance.

Class Conduct

- a) 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.
 - Any fault incurred prior to the commencement of a pattern will be scored accordingly.
- b) To rein a horse is not only to guide him, but also to control his every movement.
 - The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely.
 - Any movement on his own must be considered a lack of control.
 - 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.
 - Credit will be given for smoothness, finesse, attitude, quickness and authority in performing the various maneuvers while using controlled speed.
- c) 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.

Scoring

Scoring will be on the basis of 0 -Infinity, with 70 denoting an average performance.

Scoring Guidelines

Neither a no score nor a zero (0) score can place.

No Score

- Infraction of any provincial or federal law.
- 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).
- Use of illegal equipment.
- Use of illegal bits, bosals or curb straps.
- Use of tack collars, tie downs or nosebands.
- Use of whips.

- Use of any attachment that alters the movement or circulation of the tail.
- Failure to dismount and present horse and tack to appropriate judge.
- Disrespect or misconduct by the exhibitor.
- 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.
- Closed reins are not allowed except as standard romal reins.
- Excess rein may be only straightened at a place where the horse is completely stopped as described by the pattern.

0 SCORE

- Use of more than the index or first finger between reins.
- Use of 2 hands (except snaffle bit or hackamore classes) or changing hands.
- Use of romal except as outlined in rules.
- Failure to complete pattern as outlined.
- Performing maneuvers out of order.
- Inclusion of maneuvers not specified, including but not limited to:
 1. backing more than 2 strides
 2. turning more than 90 degrees
 3. 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.
- Equipment failure.
- Balking or refusal of command where the pattern is delayed.
- Running away or failing to guide where it becomes impossible to discern if the entry is on pattern.
- Jogging in excess of ½ circle or ½ the length of the arena.
- Over spins of more than ¼ turn.
- Fall to the ground by horse or rider.
- Dropping a rein that contacts the ground.
- Failure to have the correct number displayed.
- Failure to wear correct western attire.

Penalties

5 Points

- Spurring in front of the cinch.
- Use of either hand to install fear or praise.
- Holding saddle with either hand.
- Blatant disobedience including kicking, rearing, biting, bucking or striking.

2 Points

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

Circles, Figure Eights, Spins, Run-Around

- Each time a horse is out of lead, is a 1 point penalty.
- Penalty for being out of lead on a circle is accumulative, and a judge will add 1 point penalty for each $\frac{1}{4}$ circle or any part thereof that the horse is out of lead.
- A judge is required to penalize a horse $\frac{1}{2}$ point penalty for a delayed change of lead by one stride where the lead change is required by the pattern description.
- Starting a circle at a jog is $\frac{1}{2}$ point penalty.
- Exiting a rollback at a jog up to 2 strides is a $\frac{1}{2}$ point penalty.
- Over or under spinning up to $\frac{1}{8}$ of a turn is a $\frac{1}{2}$ point penalty.
- Over or under spinning up to $\frac{1}{4}$ turn is a 1 point penalty.
- For run-around patterns, failure to be on the correct lead when rounding the end of the arena will be penalized as follows:
 - For half of the turn or less is a 1 point penalty.
 - For more than half of the turn is a 2 point penalty.
 - For failure to stay 6m (20') from the wall when approaching a stop or rollback is a $\frac{1}{2}$ point penalty.

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

Maneuvers

- -1 $\frac{1}{2}$ extremely poor
- -1 very poor
- -1/2 poor
- 0 average/correct
- +1/2 good
- +1 very good
- +1 $\frac{1}{2}$ excellent

Hierarchy of Concern

1. On Pattern
2. Correctness
3. Level of Difficulty

The Work

Credit

- ☐ Authority of execution
- ☐ Smoothness
- ☐ Finesse
- ☐ Quickness
- ☐ Speed Control

Discredit

- Lack of Control
- Resistance

Faults

Faults against the horse to be scored accordingly, but not to cause disqualification:

- (1) Opening mouth excessively when wearing bit;
- (2) Excessive jawing, opening mouth or head raising on stop;
- (3) Lack of smooth, straight stop on haunches-bouncing or sideways stop;
- (4) Refusing to change leads;
- (5) Anticipating signals;
- (6) Stumbling;
- (7) Backing sideways;
- (8) Knocking over markers.

Faults against the rider to be scored accordingly, but not to cause disqualification:

- (1) Losing stirrup;
- (2) Failure to go beyond specified markers on rollback and stop is considered a fault.

A show may have up to three approved reining classes.

- (1) If three reining classes are to be held at a show, they shall be the following:
 - a) Senior reining shown with bit;
 - b) Junior reining shown with bit;
 - c) Hackamore/snaffle bit reining (5 years old and younger, shown with hackamore or snaffle bit);
- (2) No horse may be entered in both junior bit and hackamore/snaffle bit reining classes at the same show.
- (3) If two reining classes are to be held at a show, they shall be the following:
 - a) Senior reining shown with bit;
 - b) Junior reining shown with either a bit, hackamore or snaffle bit at the discretion of the exhibitor.
- (4) If only one reining class is to be held at a show, it shall be the following:
 - a) Reining-all ages - horses 6 years old and older must be shown in bit; horses 5 years old and younger may be shown in either bit, hackamore or snaffle bit at the discretion of the exhibitor.

Reining arena set up: Markers to be placed on the wall or fence of the arena as follows:

- i) at the centre of the arena, and
- ii) at least 15m (50') from each end wall.

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

Where the Pattern designates stops to be beyond a marker, the horse should begin his stop after he passes the specified marker. While horse is in motion, rider's hands shall be clear of horse and saddle.

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.

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.

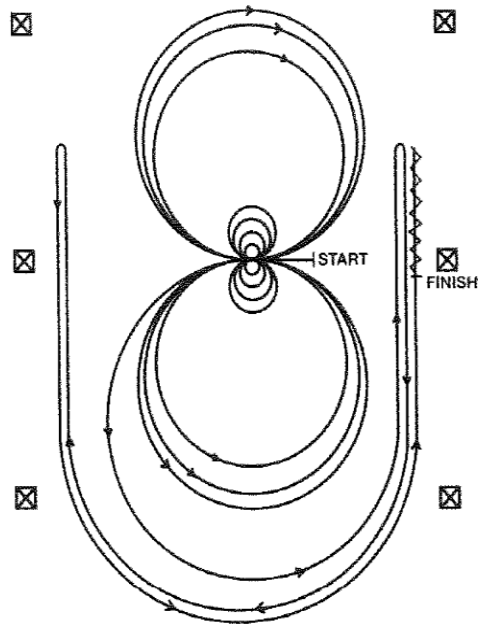
A diagram of a figure-eight track. The track consists of two loops joined at a central point. A small circle at the center is labeled "START". A wavy line on the left side is labeled "FINISH". Arrows indicate the direction of travel. There are four checkboxes (☒) around the track: one at the top left, one at the top right, one at the bottom left, and one at the bottom right.

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

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up.

30

Pattern MHC – B

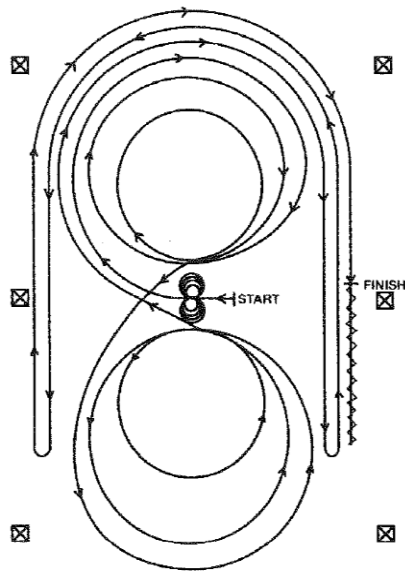


Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

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. Change leads at the center of the arena.
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 rollback at least 6m (20') 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 rollback at least 6m (20') 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 6m (20') from the wall or fence. Back up at least 3m (10'). Hesitate to demonstrate the completion of the pattern.

Rider must dismount and drop bridle to the designated judge.

Pattern MHC – C

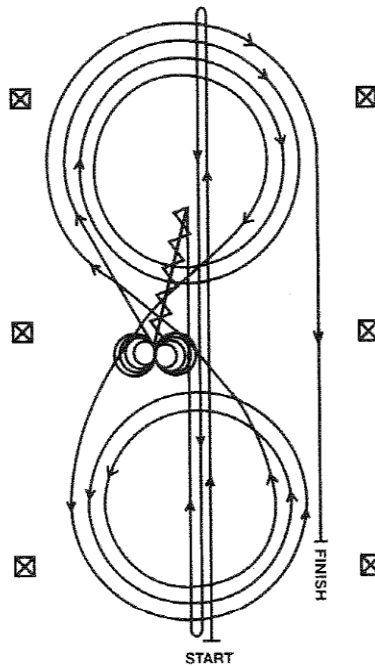


Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

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

Rider must dismount and drop bridle to the designated judge.

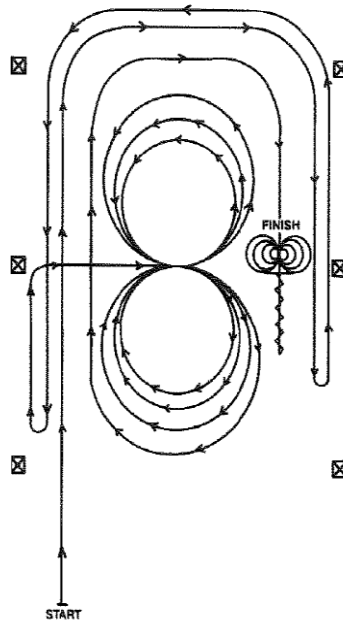
Pattern MHC – D



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

Rider must dismount and drop bridle to the designated judge.

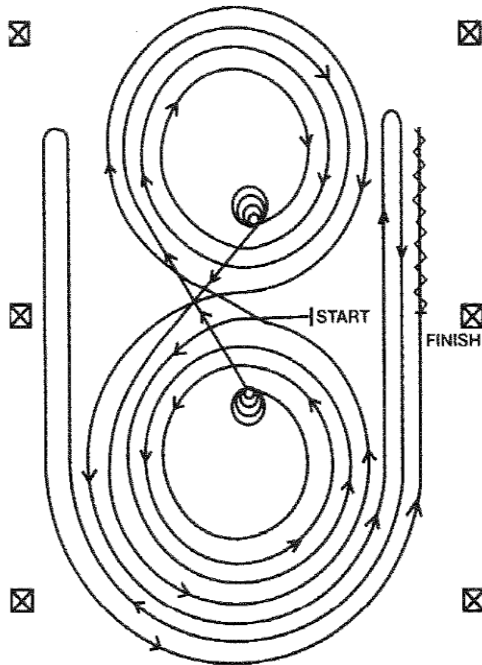
Pattern MHC – E



1. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least 6m (20') from the walls or fence, 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 circle back around the top of the arena, and staying at least 6m (20') from the walls or fence, 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 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 center 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, circle the top of the arena, and staying at least 6m (20') from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least 3m (10'). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

Rider must dismount and drop bridle to the designated judge.

Pattern MHC - F



Horses may walk or trot to the center of arena. Horses 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, but do not close the circle. Run up the right side of the arena past the centre marker and do a right rollback at least 6m (20') from the wall or fence – no hesitation.
6. 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 6m (20') from the wall or fence – no hesitation.
7. Continue 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 6m (20') from the wall or fence. Back up at least 3m (10'). Hesitate to demonstrate completion of the pattern.

Rider must dismount and drop bridle to the designated judge

TRAIL

The Trail Horse Class is the performance of a safe, sensible, well-mannered horse over a course of obstacles.

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 maneuver or each as a maneuver.
4. The course to be used must be posted at least one hour before the scheduled time of the class.
5. Failure to follow the course shall cause elimination.
6. Failure to complete the course shall not be 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 9m (30'), and to lope at least 15m (50'), 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.

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 take 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, trotovers, and lopeovers should be as follows, or increments thereof:
 - a) Walkovers: 40-60cm (16-24") and may be elevated to 30cm (12"). Elevated walkovers should be set at least 56cm (22") apart.
 - b) Trotovers: 90-107cm (36-42") and may be elevated to 20cm (8").
 - c) Lopeovers: 1.8- 2.1m (6-7'), or increments thereof, and may be elevated to 20cm (8").
 - d) Backing Obstacle: Backing obstacles to be spaced a minimum of 71cm (28"). If elevated, 76cm (30") spacing is required. Entrants cannot be asked to back over a stationary object such as a wooden pole or metal bar. Examples: i) Back through and around three markers. ii) Back through L, V, V straight or similar shaped course, it may be elevated no more than 60cm (24").

Optional Obstacles

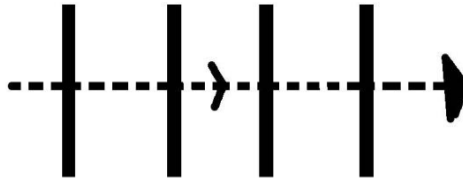
- a) Water hazard (ditch or small pond).
- b) Serpentine obstacles at walk or jog - spacing a minimum of 1.8m (6') for jog.
- c) Carry object from one part of arena to another (articles as might be found on a trail ride).
- d) Ride over wooden bridge: minimum of .9m (36") width and 1.8m (6') length. Must be sturdy and safe.
- e) Slicker - put on and remove.
- f) Mailbox - remove and replace materials from mailbox.
- g) Side pass (may be elevated to 30cm (12") maximum).
- h) Square obstacle: Four logs or rails, 1.5-2.1m (5-7') 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.
- i) A combination of two or more of any obstacle is acceptable.

Prohibited Obstacles

- Tires
- Animals
- Hides
- PVC pipe
- Dismounting
- Jumps
- Rocking or moving bridges
- Water box with floating or moving parts
- Flames, dry ice, fire extinguisher, etc.
- Logs or poles elevated in a manner that permits such to roll.

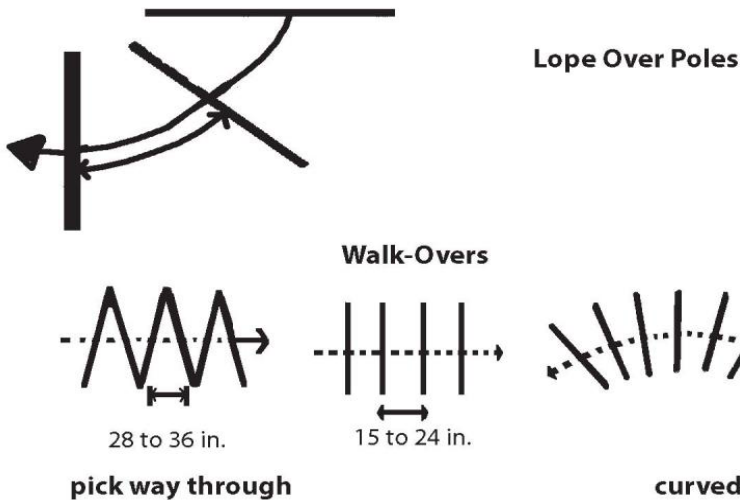
The judge may remove or change any obstacle s/he deems unsafe or nonnegotiable.

Trot Over Poles



Trot Over Poles: spacing should be 90-107cm (3-3'6") where horse should travel; poles may be elevated to a maximum of 20cm (8")

Lope Over Poles and Walk Over Poles

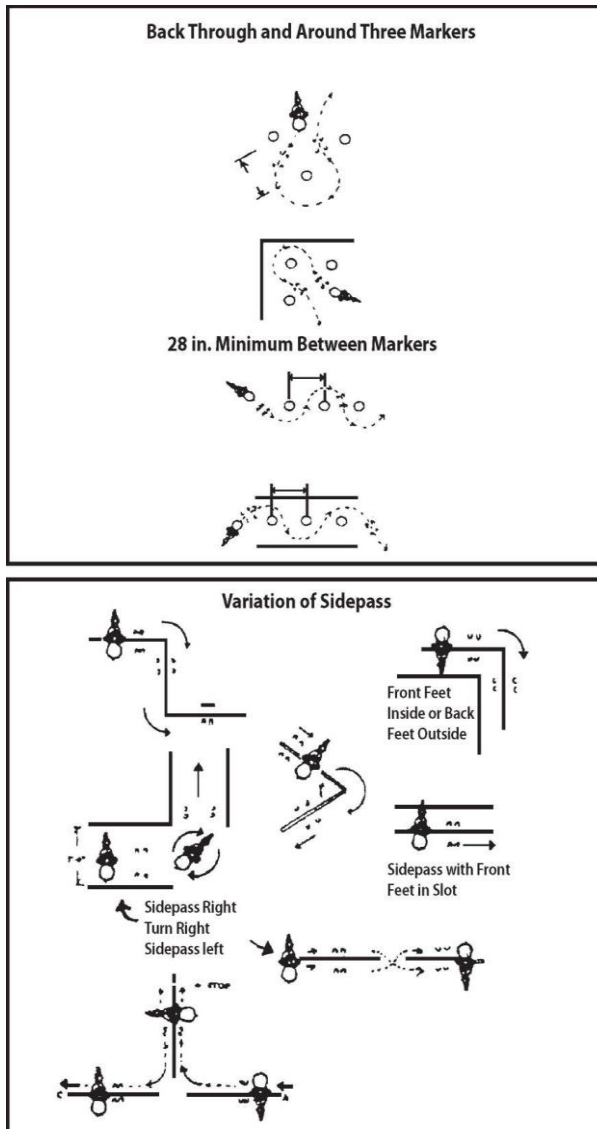


Spacing at the path of the horse should be 38-60cm (15-24")

Walk Over Poles: spacing should be 38-60cm (15-24") where horse should travel; poles may be elevated to a maximum of 20cm (8"); if poles elevated, spacing should be at least 56cm (22") apart

Lope Over Poles: spacing should be 1.8-2.1m (6-7') where horse should travel; poles may be elevated to a maximum of 20cm (8")

DIAGRAMS



Back through Markers should be a minimum of 71cm (28") apart

Sidepass right, turn right, Sidepass left should have distance between parallel poles of 1.8m (6')

Scoring a Trail Class

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

Penalties

The following deductions will result:

0 - SCORE

- Use of more than one finger between reins.
- 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.
- Use of tail in front of cinch or used in a threatening way.
- Performing the obstacles incorrectly or other than in specified order.
- No attempt to perform an obstacle.
- Equipment failure that delays completion of pattern.
- Excessively or repeatedly touching the horse on the neck to lower the head.
- Fall to the ground by horse or rider.
- Failure to enter, exit or work obstacle from correct side or direction, including overturns of more than 1/4 turn.
- Failure to work an obstacle in any manner other than how it's described by the course -
Riding outside designated boundary marker of the arena or course area.
- Third refusal.
- Failure to demonstrate correct lead or gait, if designated.
- 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:
 1. Head carried too low (tip of ear below the withers consistently)
 2. Over-flexing or straining neck in head carriage so the nose is carried behind the vertical consistently.

1/2 Penalty Point:

- Each tick of log, pole, cone or obstacle.

1 Penalty Point:

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

3 Penalty Points:

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

5 Penalty Points:

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

WESTERN SPEED DIVISION

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.

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. The order of go of the competition shall be determined by drawing lots, or by computerized random sorting.
3. Each contestant shall be ready when called, or may be eliminated at the Judge's discretion.
4. If there is an elimination heat(s) 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.
5. Ties will not be broken, except to determine class and Championship winners. Money will be split equally between tied entries. A coin will be flipped to determine allocation of ribbons or other awards.
6. 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.
7. 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.
8. Point accumulations for awards will accrue to horse/rider combinations only.
9. The Judge, at his/her discretion, may eliminate a contestant for excessive use of a bat, crop, whip, or rope.
10. Closed gate policy in effect.

Courses:

- The Horse Show Committee must keep in mind that a properly prepared speed event horse will negotiate prescribed patterns correctly, at speed.
- No element of a pattern should be adjacent to a fence or wall, if avoidable, and this will "hold in" a horse that is incompletely trained.
- Each course should be measured, element to element, and from the starting line.
- Fences or walls should not be used as the starting point for measuring the course, unless the arena is too small for the standard pattern.

Timing Line:

- Poles indicating the timing line, the event officials and equipment are not part of the course and should be as unobtrusive as possible.
- 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.

Ground Conditions:

- 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.

- 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.
- Sufficient stopping distance should be provided beyond the finish line. See the individual event diagrams for recommended stopping distances.

Entry/Exit:

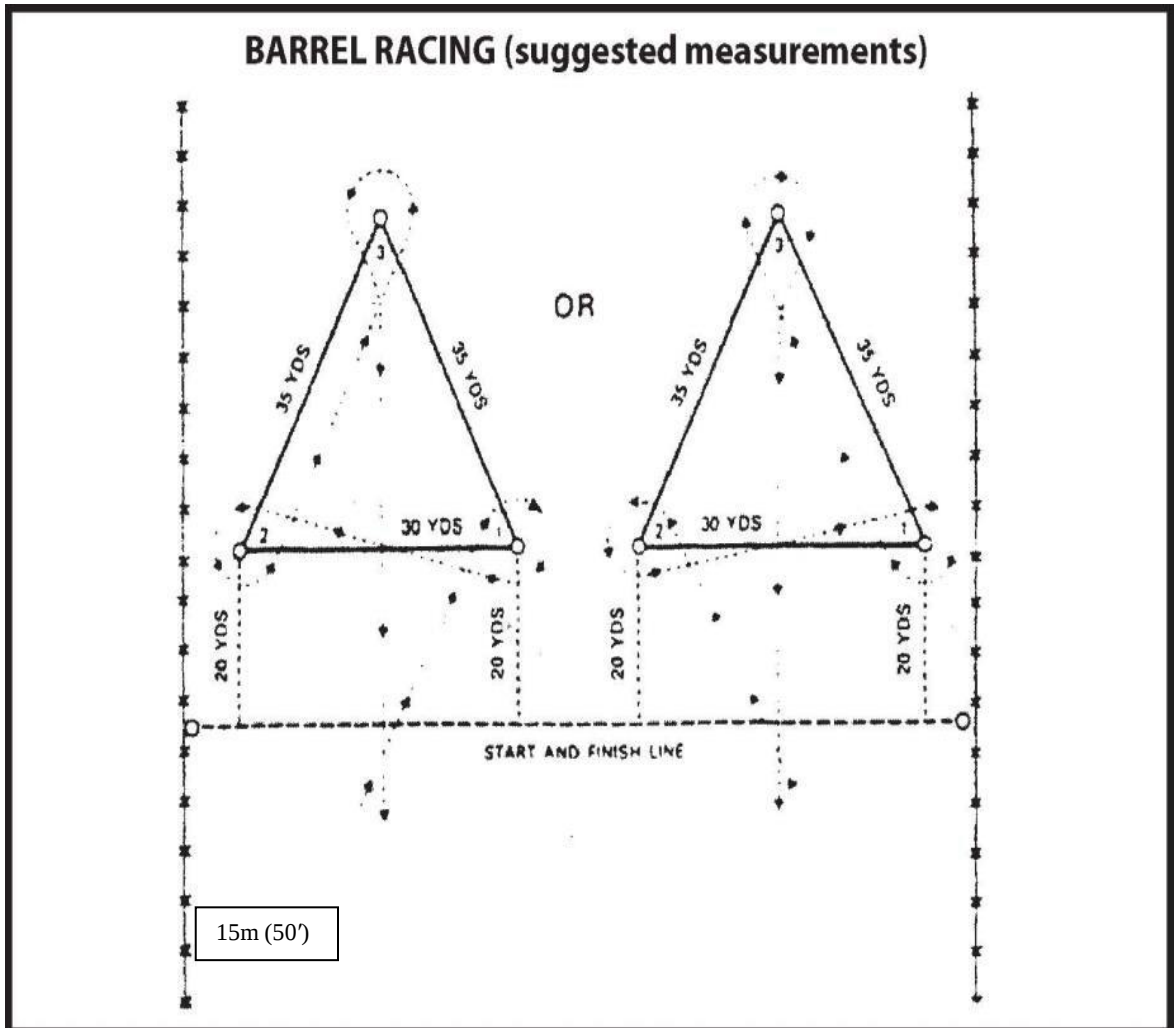
- A course must be arranged to set up and finish in the arena. No open gates. The minimum distance from the timing line to the end of the arena shall be 15m (50").
- Adequate space must remain between barrels and any obstacle. Refer to the individual event diagrams for recommended measurements.

Attire:

- Tidy Western dress to be used at all times. Refer to "Western Attire".
- In any speed event class, junior contestants are required (seniors encouraged) to wear approved ASTM/SEI helmet.
- Deliberate discarding of the hat by the competitor, anywhere in the arena, will incur a 5 second penalty, at the judge's discretion.
- It is recommended that hats be tied on in Speed Event classes
- It is a requirement to be wearing a hat when crossing the finish line-
- Bats, crops, scat bats, spurs, over-&-under, nose and eyebrow tie-downs and mechanical hackamores are to be permitted.
- Excessive spurring or cropping may bring 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.

BARREL RACE

1. The official obstacles of Barrel Racing shall be a 200 litre (45 gallon) steel drum, with both ends closed. If the course is too large for the available space the pattern should be reduced 4.6m (15') 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.
2. 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.



POLE BENDING

1. The official Pole Bending course is indicated in the diagram. The poles are placed on the centre line of the arena, starting 6.4m (21') from the timing line, with each successive pole a further 6.4m (21') from the timing line. 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. The course must start and finish inside the arena.
4. Failure to follow the correct course shall cause a disqualification.
5. Poles may be grazed, but may not be held, carried, or relocated by contestants.
6. A 5-second penalty shall be assessed for each pole knocked down.

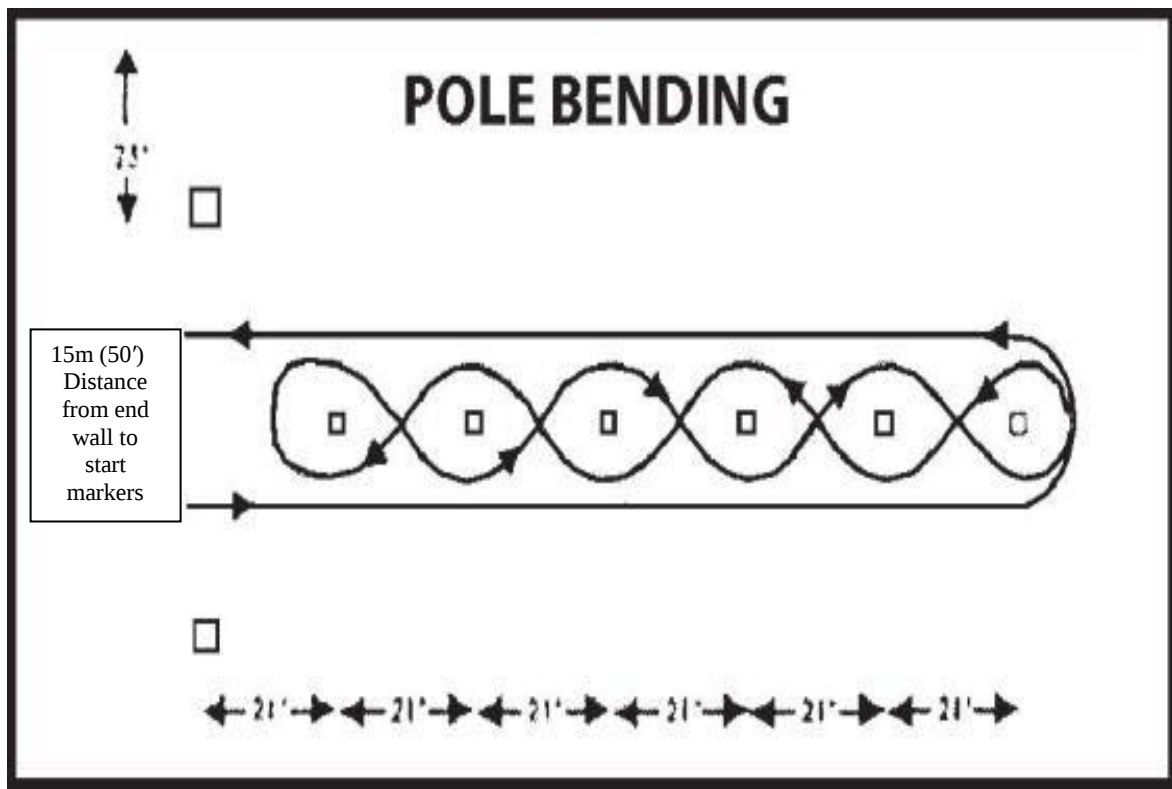
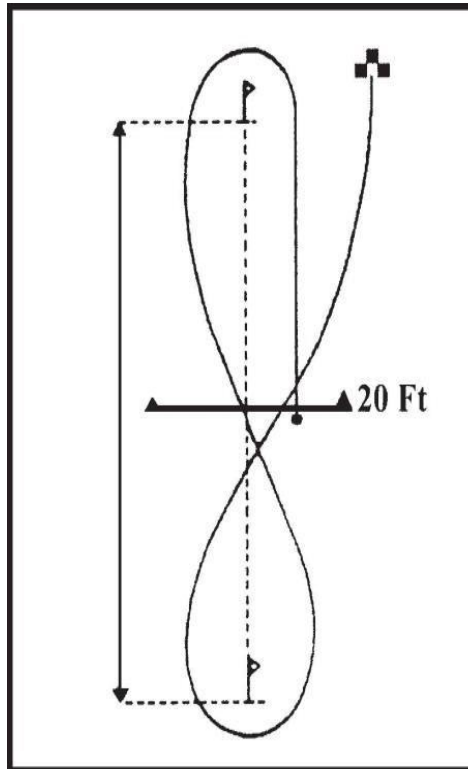


FIGURE 8 STAKE RACE

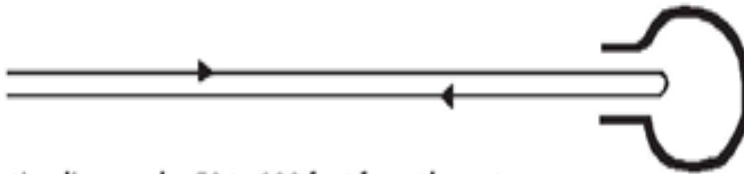
1. The official obstacles of the Stake Race are two poles, each 1.8m (6') tall. Each pole shall be mounted on a base with a diameter of 25-46cm (10-18"). The official pattern is indicated in the diagram.
2. Knocking over a pole will result in elimination.



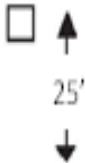
KEYHOLE RACE

1. The official obstacle of the Keyhole Race shall be a circle with a 6m diameter (20').
2. The entrance will be 1.2m (4') wide and 3m (10') long.
3. The start/finish line should be 15m (50') from the entrance to the circle if this will also allow at least a 15m (50') distance between the arena end wall and the start/finish markers.
4. The rider must turn the horse around in the circle. 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.

- ☐ The circle of the key hole is 20 ft in diameter.
The entrance is 4 ft. wide and 10 ft. long.



The starting line can be 50 to 100 feet from the entrance.



HACK DIVISION

General

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. 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).

Tack

- English saddle of any type is required.
- English bridles may be double, pelham, snaffle or kimberwick.
- Martingales, boots of any kind and/or bandages, breast collars and breast plates are not allowed.

Attire

- Traditional English Attire permitted. Jacket, shirt with collar, breeches and tall riding boots.
- Gloves are optional. .
- Spurs are optional.
- Whips are NOT permitted in any hack class.

SHOW HACK

In show hack, the judging criteria is based on 55% quality, 35% performance and 10% manners.

General Characteristics

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.

Gaits

- The walk: straight, four beat and flat footed.
- The Trot: free, light and crisp, may be required as follows:
 - Collected - on contact, more upright frame and collection, with the rider sitting
 - Normal
 - Extended - on contact, medium speed with horse's legs driving forward with impulsion and the rider either posting or sitting.
- The Canter: The canter may be required as follows:
 - Collected
 - Normal
 - Extended
- Hand Gallop: under control. No more than 12 horses to hand gallop at one time.

Class Routine and Judging

- Horses to enter the ring at a walk.
- To be shown at a walk, trot, canter and hand gallop.
- Collected and extended gaits to be called for in trot and canter at discretion of the judge.
- Expected to stand quietly.

ROAD HACK

In Road Hack, the judging criteria is based on 40% performance, 40% manners and 20% quality.

General Characteristics

The horse and pony must present an appearance of overall substance. Soundness is required.

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 with only 12 horses to gallop at a time.

Class Routine and Judging:

- ☐ Horses to enter the ring at a walk.
- ☐ To be shown at a flat-footed walk with a reasonably loose rein, trot, strong trot, easy canter and hand gallop.

ENGLISH PLEASURE

General Characteristics

An English Pleasure horse should have the distinct appearance of being a pleasure to ride. The horse should be relaxed and display impeccable manners. It should be forward moving and show a willing way of going at all gaits. The horse should have a bright expression and alert ears. It should be obedient on light hand and leg contact.

Gaits

An English Pleasure horse is shown at a walk, trot and canter (not gallop). The walk should be a four beat flat-footed gait, alert and with a stride in keeping with the size of the horse. The trot (two beat) should seem effortless and be cadenced and balanced. The canter (three beat) should be smooth, with rhythmic and fluid strides. It should flow and be without excessive speed.

Class Routine and Judging

- An English Pleasure horse should exhibit a proper cadence at each gait with quality of movement and consistency of gait being of major importance. They should move with strides that cover the ground with ease. Transitions should be responsive and smooth.
- English Pleasure horses to be judged: 45% quality of movement; 40% manners; 15% conformation.
- Horse will be penalized for: break of gait 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 line-up.

DRESSAGE DIVISION

General

Dressage is an exhibition of riding in which the horse is controlled in certain maneuvers by very slight movement of the rider's hands, legs and weight in the saddle.

Dressage is shown at specific levels. These levels are progressively more difficult and reflect the development of the horse and rider's skills and abilities. The tests ridden in competition measure the horse and rider's schooling and correctness and are scored accordingly. Each level has a specified format which is stated on the test form. Each movement within the test is described and the elements to be performed are outlined.

Heritage Circuit competitions will use Equine Canada tests. Show organizers must contact Manitoba Horse Council to obtain tests.

The Heritage Circuit will include Walk-Trot, Training Level, and First Level.

- Riders/horses performing Walk-Trot Dressage tests should demonstrate a relaxed way of going and correct bend. The rider should use the correct basic aids and the horse should demonstrate its understanding of these aids by carrying himself forward and by accepting the bit. Required movements are medium walk, free walk, rising trot. All work is performed on 20m (65') circles and straight lines.
- At the Training Level the horses will be showing the working paces with some variation. Working infers a balance in which the horse is more or less on a horizontal plane. It should be carrying its own and its rider's weight evenly distributed throughout its body.
- A judge looks to see the horse is capable of maintaining a working balance in walk, trot and canter, and that it is working in relaxation, indicated by the smoothness of its transitions which, in turn, leads to accuracy.
- First Level tests require that the horse has met the training level requirements and has developed further in terms of impulsion and balance. Horses are required to show lengthening of trot and canter, and display balance on smaller circles.
- A rider may enter only two consecutive levels at any show.

Dress

Dress and equipment neat and clean.

- Traditional dress shirt with collar, breeches, jacket, tall English boots and ASTM/SEI approved helmet. Spurs are optional.
- Riders with long hair must wear hair nets or tie hair back in a braid or bun.

Saddlery and Equipment

- Saddles: English saddle preferably of Dressage seat type.
- Bridles: Only snaffle bridles and bits are allowed.
- Boots or bandages may not be worn in the competition arena. They are allowed at the competition in warm up.

- Breastplates, foregirths, girth covers, cruppers and non-restrictive nose fly guards are permitted.
- The use of two-way communication devices in the competition arena is prohibited.
- NO whips allowed in the competition arena.
- No martingales allowed.

Scoring

- | | |
|--------------------|------------------|
| •10 – Excellent | •9 – Very Good |
| •8 – Good | •7 – Fairly Good |
| •6 – Satisfactory | •5 – Sufficient |
| •4 – Insufficient | •3 – Fairly Bad |
| •2 – Bad | •1 – Very Bad |
| •0 – Not Performed | |

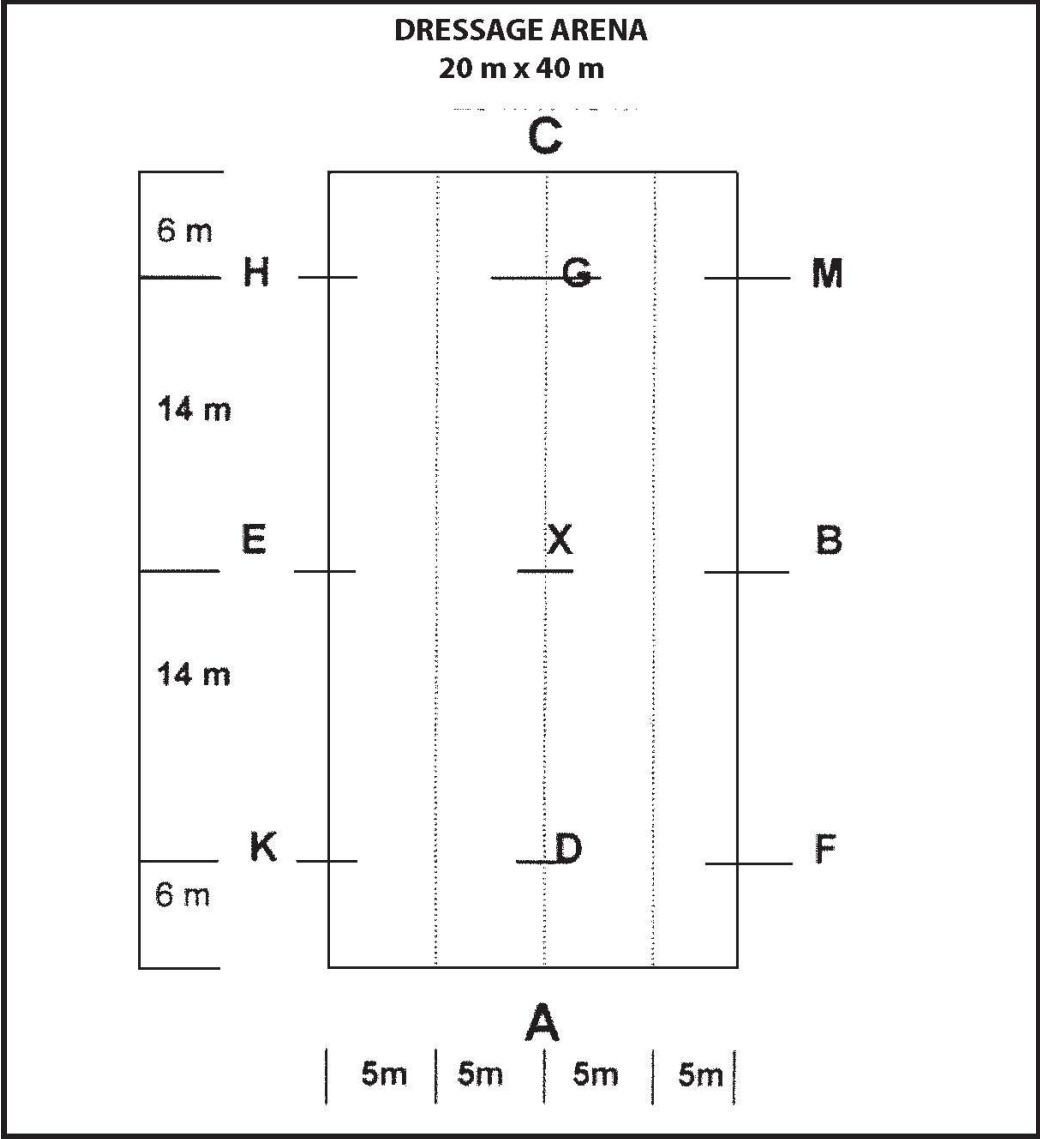
½ Points may also be awarded

The collective marks are based on:

- The freedom and regularity of the horses movement (gaits)
- The horse's desire to move forward with elasticity of steps and roundness (impulsion)
- The horse's attention and confidence, harmony with the rider, lightness of movement and acceptance of the bit (submission)
- The rider's correctness and effectiveness of aids (position and seat)

Arena

- a) The arena, flat and level, must be 20m (65') x 40m (130') or 20m (65') x 60m (195') for the Heritage levels in Dressage.
- b) The arena should be separated from the public by a distance of 15m (50') surrounding the arena if possible.
- c) The arena itself should be surrounded by a low fence about 0.30m (12") high. The part of the fence at "A" should be easy to remove to allow the competitor in and out of the arena in a suitable way. The rails of the fence should be such to prevent the horse's hooves from entering.
- d) The letter markers outside the ring enclosure should be placed about 0.5m (19") from the fence and clearly marked. It is desirable to put a special mark on the inside of the fence itself, level with and in addition to the letter concerned. The part of the fence at A can remain open. The letter A must be placed at least 5m (16') away from the arena and a distance of up to 15m (50') is permitted.
- e) Arena fence conditions must be the same for all competitors in a class.
- f) The judge must have a separate table that is raised if possible to give him/her a good view of the arena.



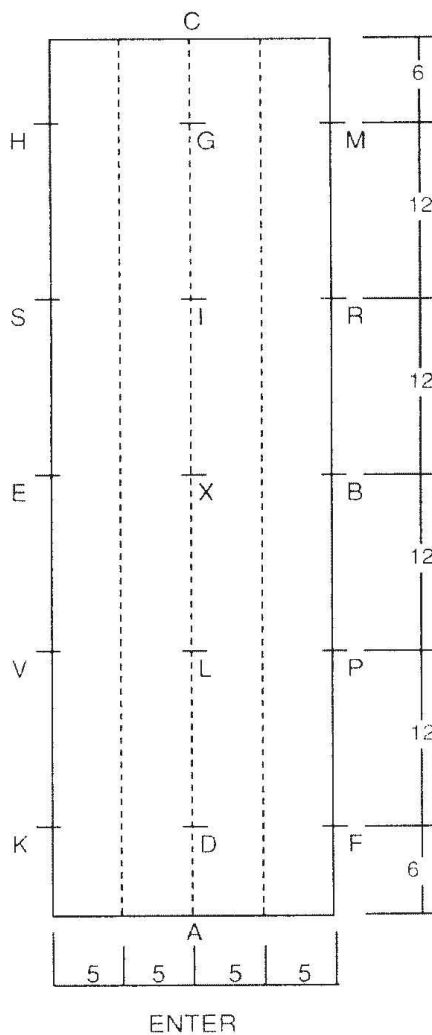
**ARENA FOR DRESSAGE
COMPETITIONS**

1 metre = 3.3 feet

LARGE ARENA

20 x 60 metres

JURY



HUNTER DIVISION

General

A Hunter should display good jumping form and be calm and confident while doing so. The horse should move with a steady rhythmic canter between the fences and jump the fence in a manner that appears to flow. The pace should be even throughout the course and the horse should adjust its leads accordingly. The horse should meet the fence squarely and jump in the center of the obstacle. A Hunter should be relaxed but show a willing and alert attitude. It should remain calm on its approach to the jump and continue on course quietly after landing. A good Hunter completes the course with cadence, balance and style in a manner that is comfortable and safe.

Headgear

At competitions offering over fences classes, proper protective headgear (helmet) with safety harness permanently affixed to the helmet is compulsory for everyone riding anywhere on the competition ground. It is mandatory that the protective headgear meets the ASTM/SEI standards.

Safety/Medical Services

It is mandatory that all competitions where persons are required to jump over obstacles have Emergency Medical Service on site. There should be a minimum of advanced first aid and basic cardiac life support (BCLS) provided. A crisis response plan should be prepared in advance by the show committee.

Appointments and Attire

Hunter Tack and Attire should be traditional in style.

Hunter classes (both under saddle and over fences) have requirements for classic, plain tack that demonstrates that the hunter is easy to ride, attentive and responsive to its rider.

Hunt Tack should be traditional and as follows:

- Saddle: English saddle – usually a type of forward seat (jumping saddle)
- The bridle is a simple English bridle with a plain cavesson using a classic snaffle bit Pelham or Kimberwick. A double bridle may be worn.
- Martingales are permitted in over fences classes, and only a standing martingale is legal in hunter classes.
- Whips cannot exceed 76cm (30”) and must be un-weighted.

Rider Attire

Competitors should be neatly dressed in Traditional Hunter attire. Attire consists of a hunt style jacket, shirt with collar, breeches, tall English riding boots and an ASTM/SEI approved helmet. Gloves and/or spurs are optional. Hair must be neat and contained in a net or braid.

Grooming and Braiding

The Hunter horse must be very neat and well presented, not necessarily braided.

Hunter Courses

The MHC strongly recommends the use of technical assistance when setting “over fences” classes at a competition. Please contact the MHC office for more information and a list of approved Course Designers.

- A Hunter course should typically consist of 8-10 obstacles. The course should be simple and inviting and should include verticals, oxers, gates and fences with natural “fill” such as brush and flowers. Fences should simulate those found in a field, such as natural looking rails, brush, walls and coops. The fences should be natural colors such as brown, green, beige and white.

Solid fences with lots of fill and a well-defined ground line are easier to jump. Jumps with spread (oxers) must have the back rail higher than the front. The height of the fences should not exceed that listed for the class. For example, if it is a 0.76m (2'6") Hunter class, the back rail of the oxer must not exceed that height. 75% of the fences must be set at specified height and spread

- Hunter courses for Heritage Circuit classes should use traditional component tracks (or “lines”) of side, diagonal and quarter line wherever possible. A simple bending line may be used in an equitation course. Refer to sample courses on pages 59-63.
- Hunter distances are typically based on a 3.7m stride length (12'). Adjustments should be made according to the height of the fences being jumped (slightly lengthen the distances between “related” obstacles as the height of the fences goes up). Adjustments may also be made according to ring size, footing (depth or weather conditions).
- Slope of the arena and whether or not the fences are set going away from or toward the “in” gate may also affect stride length.
- Horse shows offering “over fences” classes must provide a safe warm-up area with a minimum of one straight (vertical) and one spread (oxer) fence for practice. Flags to indicate direction are required with white on left and red on right.
- Please check with the rules and regulations provided by the MHC for warm up ring protocol. No competitor will be allowed to set or use this equipment outside of the scheduled show time.
- Shows offering Hunter classes are also encouraged to allow time for “schooling rounds”. The times for rounds will be determined by the show committee and will be dependent on the facility as well as the availability of equipment and emergency medical services.

Conduct of Hunter Over Fences Class

- Hunter courses must be clearly posted, at least one hour in advance of the start time of the over fences portion of the show.
- Horses are shown, one at a time, over a course of hunter style obstacles.
- A performance starts when the horse enters the ring, and ends when it leaves.
- At the discretion of the competition management, and if course design permits, “preloading” of the hunter ring is permitted. The gate person will control this process.
- Awards will be given once all horses have completed the course.

Judging

A hunter is judged on movement, manners, jumping style/performance and hunting soundness. At the judge’s discretion, horses may be asked to jog for soundness.

Jumping Style/Performance

A good show hunter must possess an excellent jumping form. The forearm should be parallel with, or higher than the ground. The knees and lower legs should be even. The horse should not be lazy with its lower legs, but tuck them under its forearm as it clears the fence, clearly bending its fetlocks and knees. The horse should not throw its body or legs to one side, but should stay perfectly straight over the fence. A good hunter should show a great bascule or roundness over a jump.

Movement

A good hunter should cover the ground effortlessly with long, low sweeping strides. It should be able to collect and lengthen its stride while maintaining its tempo and rhythm.

It should not have excessive knee action, nor should its' strides be short and choppy, both of which would make its movement less efficient.

- The walk should be free and ground covering.
- The trot should show balance and cadence and be ground covering without excessive speed
- The canter should display long, low strides that cover the ground with relaxed, free-flowing movement

Manners

A Hunter should display an alert and willing attitude. It should be relaxed and responsive to invisible signals from its rider and it should present an overall appearance of being easy to ride.

The horse should be obedient to light hand and leg cues. Transitions should be smooth and on cue.

Soundness

A Hunter must display hunting soundness and must be free from any sign of lameness.

Scoring

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, at the center of the fence, and jump with correct jumping style.

Circling once upon entering the ring and once before leaving is permitted.

Horses will be penalized for unsafe jumping and bad form, whether or not they touch the fence. Twisting, incorrect leads and cross-cantering will be penalized. Adding a stride between fences of a "related" distance will be penalized. Leaving out a stride is considered dangerous and will be heavily penalized.

Excessive use of the whip will result in penalties. (i.e.) greater than 3 strikes in front of horse's shoulder.

Refusals and knockdowns will be heavily penalized. An obstacle is considered knocked down when the height of the jump is lowered by the horse or rider through contact with the rail or standard.

Scoring of hunters is based on 1-100. With the following breakdown:

- 90-100: An excellent performer and a good mover that jumps the entire course with cadence, balance and style.
- 80-89: An excellent performer that commits one or two minor faults: or, a good performer that jumps all fences reasonably well.
- 70-79: A good performer that makes a few minor faults: or, an average mover that makes no serious faults but lacks the style and cadence of the scoper horse.
- 60-69: Poor movers that make minor mistakes such as cross canter: or, average movers that have no major faults or disobediences but have one or two poor fences.
- 50-59: A horse that commits one major fault, such as refusal, break of gait, drops a leg.
- 30-49: A horse that commits two or more major faults, such as knock downs, refusals, dangerous jumping.
- 10-29: A horse that avoids elimination but jumps in a manner that is dangerous.

Disobediences

- Refusal: When a horse stops in front of an obstacle (whether or not it is knocked down).
- If the horse is moved toward the obstacle but does not attempt to jump, it is considered another refusal.
 - If the horse steps back or moves to the side, even one step, and the rider encourages the horse to jump the obstacle again but is unsuccessful, this is considered a second refusal.
- Run-out: When a horse evades or passes the obstacle to be jumped.
- Loss of forward movement: When a horse fails to maintain the trot or canter after beginning the course.
- 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 retaking an obstacle after a refusal or run-out.

Elimination

- Two disobediences including refusal, stop, run-out, or extra circle.
- Bolting from the arena.
- Off course.
- Jumping an obstacle before it is reset.
- Fall of horse and/or rider. A horse is considered to have fallen when shoulder and haunch on the same side touch the ground. Rider may not remount.
- Deliberately addressing an obstacle.

HUNTER UNDER SADDLE CLASS

Heritage Circuit shows wishing to offer proper hunter “Divisions” should include a Hunter under Saddle Class. Under saddle classes should only be run if a minimum of two (2) over fences classes are offered in a corresponding height division.

For example, a Hunter Division would consist of:

0.76m (2'6") Hunter over Fences Class
0.76m (2'6") Hunter under Saddle Class
0.76m (2'6") Hunter Stake Class

Horses must compete in the over fences portion of the division in order to ride in the under saddle class for that division.

Hunter under saddle classes must not be the first class of a hunter division. The horse must be judged over fences before the flat portion of that division.

Points earned in Hunter under Saddle classes are not considered for Heritage Awards.

Class Routine

Horses from a particular hunter division will show together in the flat portion. They will be shown at a walk, trot and canter, both ways of the ring. At the judge's discretion, they may be asked to extend gaits (no more than 12 to hand gallop).

Judging/Scoring

Horses are to be judged on their performance, condition and conformation. They should possess the same quality of movement as described for a good hunter. A flowing, balanced performance that shows cadence and willingness shall be given maximum credit. Transitions should be smooth and responsive.

Horses will be faulted for:

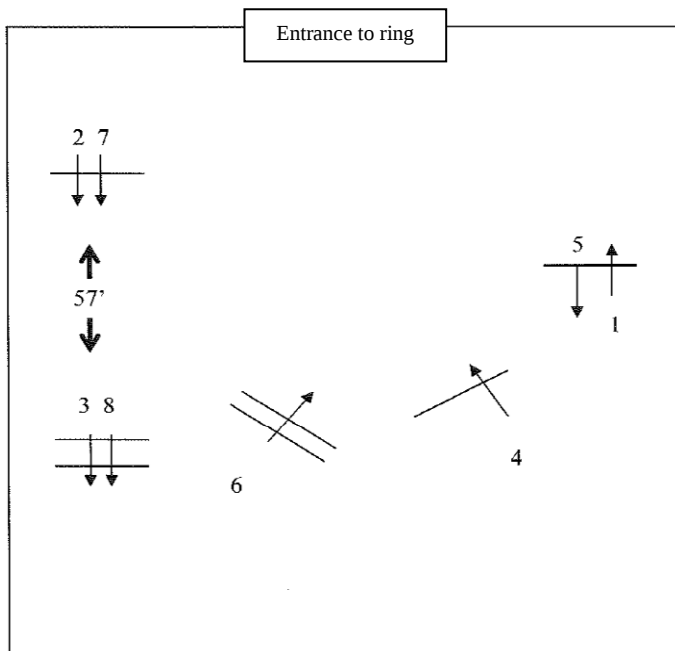
- Short, quick, vertical strides
- Break of gait
- Wrong lead
- Excessive speed or slowness at any gait
- Failure to take appropriate gait when called for
- Stumbling
- Being dull, lethargic or emaciated
- Carrying head too high or low (poll above or below withers)

Heritage Circuit

Simple Hunter Course # 1

X-Rails to 2'6"

(Oxers at 2'3" and 2'6" only)

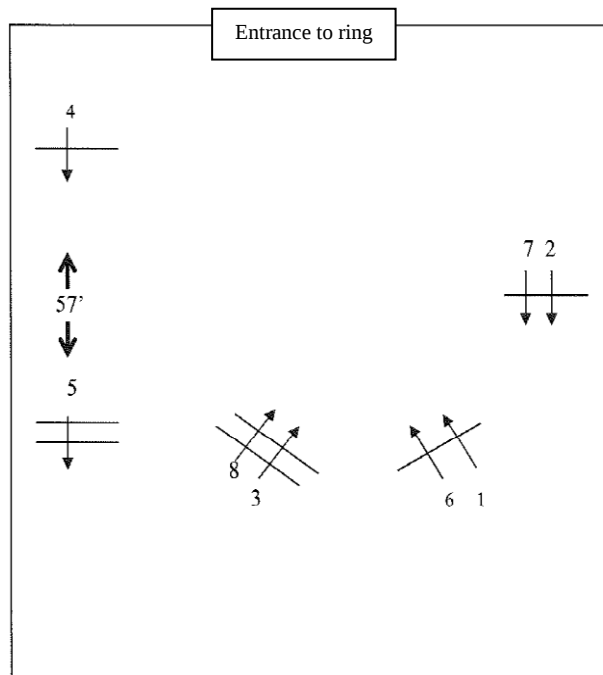


Heritage Circuit

Simple Hunter Course # 2

X-Rails to 2'6"

(Oxers at 2'3" and 2'6" only)

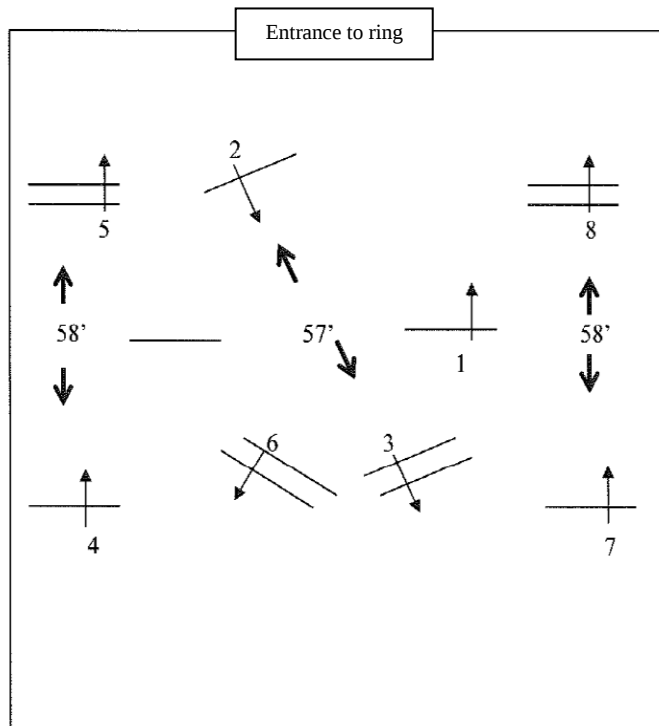


Heritage Circuit

Simple Hunter Course # 3

X-Rails to 2'6"

(Oxers at 2'3" and 2'6" only)

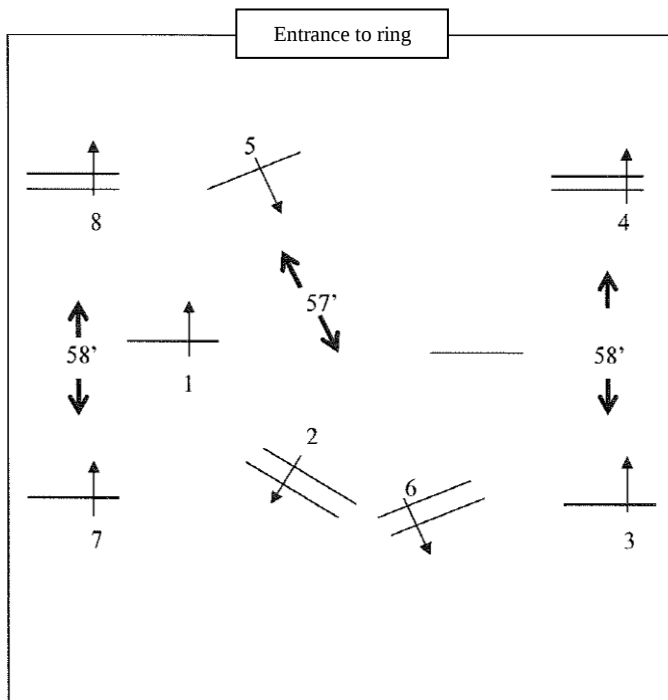


Heritage Circuit

Simple Hunter Course # 4

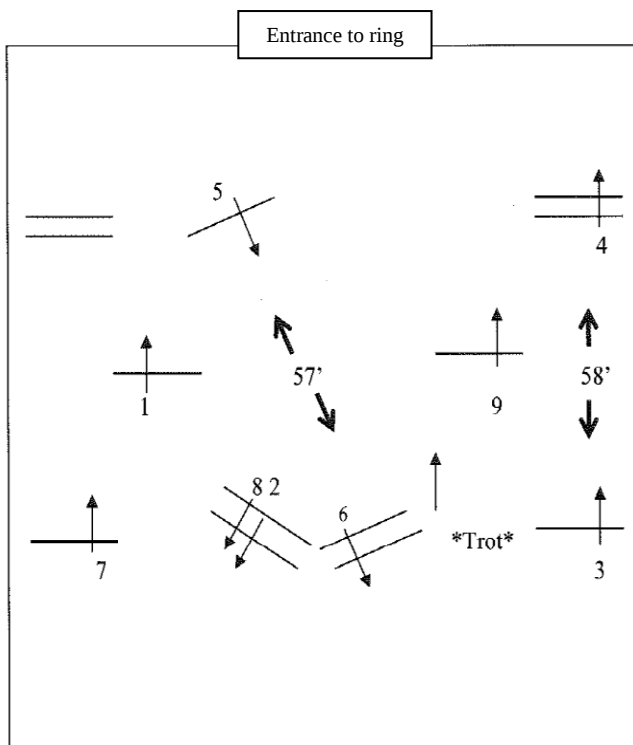
X-Rails to 2'6"

(Oxers at 2'3" and 2'6" only)



Heritage Circuit

Hunt Seat Over Fences Course # 1



Trot at markers (*) and to # 9

EQUITATION DIVISION

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.

A rider or handler will not receive points for more than one entry in any given class at a show.

Points won in the Equitation Division are used only in the calculation of the Equitation awards.

ENGLISH EQUITATION

Riders may ride Hunt Seat, Dressage Seat, or Saddle Seat

- Riders will be judged on seat, hands and legs, and their ability to control and show their horse.
- The class will proceed at least once around the ring at each gait – walk, trot and canter – and on command will reverse and repeat.
- Following the rail work, the class will line up and perform individual tests at the judge's discretion.

Individual tests from which the Judge must choose

- Rein back
- Figure 8 at a trot, demonstrating change of diagonals
- Figure 8 at a canter with a simple lead change through trot (three or four trotting steps)
- Extended trot or medium trot
- Turn on the haunches or forehand
- Change of leads on a straight line down the center line with a simple change through the trot or walk
- Counter canter

HUNT SEAT EQUITATION OVER FENCES

Riders will ride in "Hunter" tack and attire.

The objective of this class is to judge the rider's ability over fences, not the horses'. Only the effect the rider has on the horse, and their overall effectiveness is to be considered. Attention will focus on the rider's position between and over fences. How the rider elects to ride the course, the pace and approach to the jumps, and their ability to get the horse to the right take-off spot are used to evaluate the rider's ability.

Course Description

An Equitation over Fences course should be similar to a basic hunter course. It should allow the rider to test his/her skills while keeping to the standards of a good hunter round. The course may include a bending line or a roll back. It may be set up so that the rider can elect to approach the fence from two different lines. If the rider chooses the route with the higher degree of difficulty he/she may earn extra points. However, the overall picture must remain rhythmic and flowing.

Class Routine

Class routine will be the same as for hunters but may include a ride off where the top riders may be called back to be individually tested. . Elimination incurred during a ride off shall result in that competitor being placed last of all ride off participants.

Individual Tests

It is suggested that individual tests be kept simple. Judges may choose from the flat tests plus the following:

- Pull up between fences except in a combination
- Jump low fences at a walk, trot or canter

WESTERN HORSEMANSHIP

1. Riders will be judged on seat and hands, ability to control and show the horse.
2. Results as shown by performance of the horse are NOT to be considered more important than the method used by the rider.
3. Rider 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.
 - a) 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 40cm (16") of rein between the hands. Wrists are to be kept straight and relaxed, with thumb on top and fingers closed around the reins. Index 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 the rules discussed earlier in this division.
 - b) Position in Motion: Rider should sit the trot and not post. Rider should remain seated at the lope. 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.

Appointments

Clothing must be clean, workman like, neat and consist of shirt with collar, Western pants, Western boots and either a Western hat or an ASTM/SEI approved helmet. Gloves, chaps and/or spurs optional.

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.

1. 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

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.

2. The judge must post the pattern s/he will ask for at least one hour prior to the class commencing.

3. 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. Exhibitors shall leave the arena at the signal, regardless of whether or not they have completed work prescribed by the judge.

4. Failure to complete the pattern will not be an elimination, but shall be scored accordingly.

The horsemanship class is to determine the riding ability of the rider, and the judge will bear this in mind at all times.

SHOWMANSHIP

1. The Showmanship class shall be judged strictly on the exhibitor's ability to fit and show a horse at halter. The horse is merely a prop to demonstrate the ability and preparation of the exhibitor.

The ideal showmanship performance consists of a poised, confident, neatly attired exhibitor leading a well groomed and conditioned horse that quickly and efficiently performs the requested pattern with promptness, smoothness, and precision. The showmanship class is not another halter class and should not be judged as such.

2. 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 exhibitors 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.

3. For the purpose of the Heritage Circuit, competitors in showmanship classes may be dressed in either Western or English attire. If in English attire, horse may be in either bridle or halter.

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

5. 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) Faults in overall Appearance of Exhibitor and Horse include:

- Poorly groomed, conditioned or trimmed horse.
- Dirty, ragged, poorly or ill-fitted halter or lead.
- Poor or improper position of exhibitor.
- Excessively stiff, artificial or unnatural movement around horse or when leading.
- Continuous holding of the chain portion of the lead, or lead shank tightly coiled around hand or dragging on the ground.
- Changing hands or placing both hands on the lead except when preparing to show the horse's teeth.

b) Faults of the Performance include:

- Drifting of horse while being led.
- Horse stopping crooked or dropping a hip out when stopping, setting up or standing.
- Backing, leading or turning sluggishly or crooked.
- Horse not set up squarely or excessive time required to set up.
- Failure to maintain a pivot foot during turns or stepping behind right front leg with left front leg when turning to the right.
- Horse holding head and/or neck crooked when leading, stopping, or backing.
- Failure to perform maneuvers at designated markers, but horse is on pattern.

c) Severe Faults of the Overall Appearance of Exhibitor and Horse: (avoids disqualification but should be placed below others that do not incur a severe fault) include:

- Leading on the off or right side of the horse.
- Complete failure to move around horse by exhibitor and obstructing judge's view.
- Exhibitor touching the horse or kicking or pointing their feet at the horse's feet during set.
- Standing directly in front of the horse.
- Exhibitor wearing spurs or chaps.

d) Severe Fault of the Performance (avoids disqualification but should be placed below others that do not incur a severe fault) includes:

- Omission or addition of maneuvers.
- Knocking over a cone.
- Working on the wrong side of the cones.
- Severe disobedience including rearing or pawing, horse kicking at other horse, exhibitors or judge, or horse continuously circling the exhibitor.

e) Disqualification (shall not be placed) includes:

- Loss of control of horse that endangers exhibitor, other horses or exhibitors, or judge including the horse escaping from the exhibitor.
- Failure of exhibitor to wear correct number in a visible manner.
- Willful abuse.
- Excessive schooling or training or use of artificial aids.

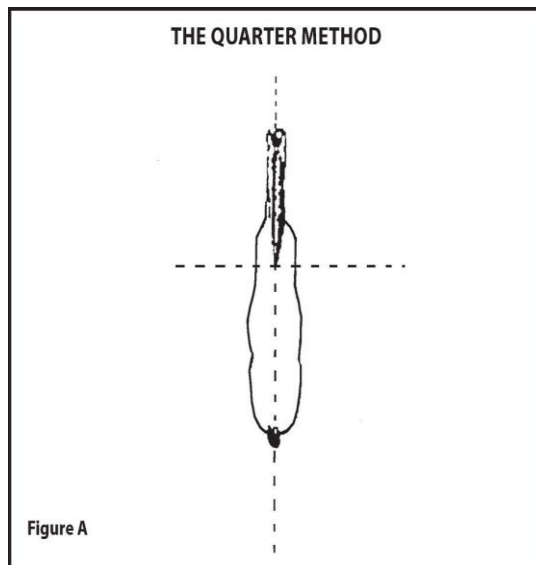
The Quarter Method

Suggested Guidelines of Movement

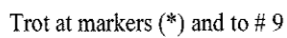
The following guidelines are meant to serve as an illustration of movement around the horse while showing in Showmanship at Halter and are for the exhibitor's information:

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 I the handler should be in IV. As the judge moves to II, handler should move to I. When the judge moves to III, the handler moves to IV. As the judge moves up the horse to IV, the handler returns once more to I. This method is based on safety as the handler can keep the horse's hindquarters from swinging toward the judge should the horse become fractious.

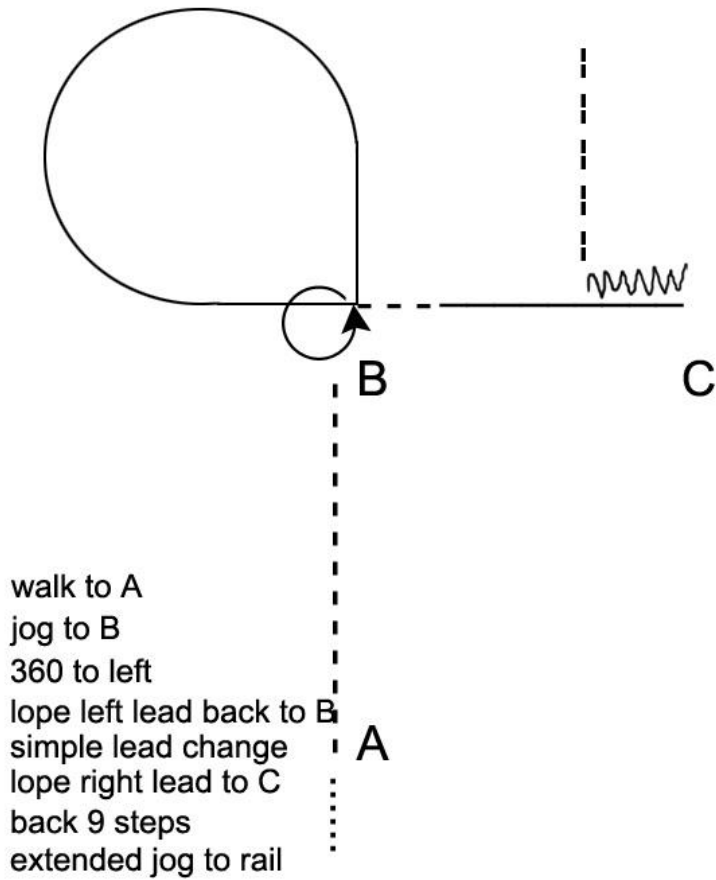
Reference tool:
I -top left quadrant
II -bottom left quadrant
III-bottom right quadrant
IV-top right quadrant



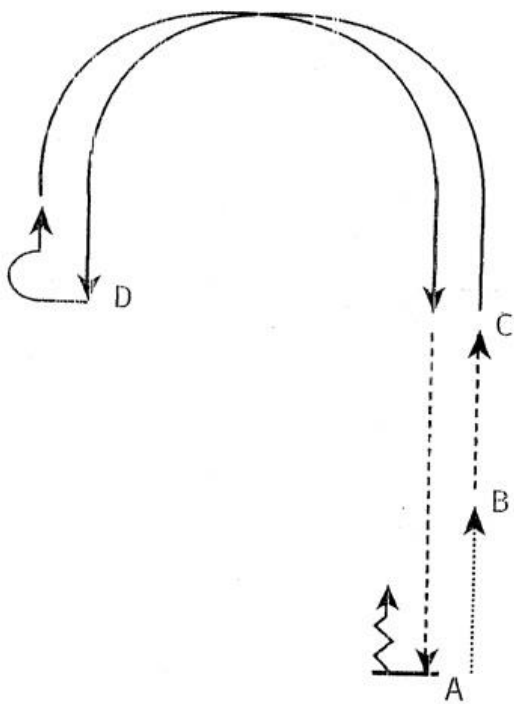
Hunt Seat Over Fences Course # 1



Equitation Pattern 1



Horsemanship Pattern 1



Begin at A, walk to B

Jog to C

Lope a half circle to D left lead

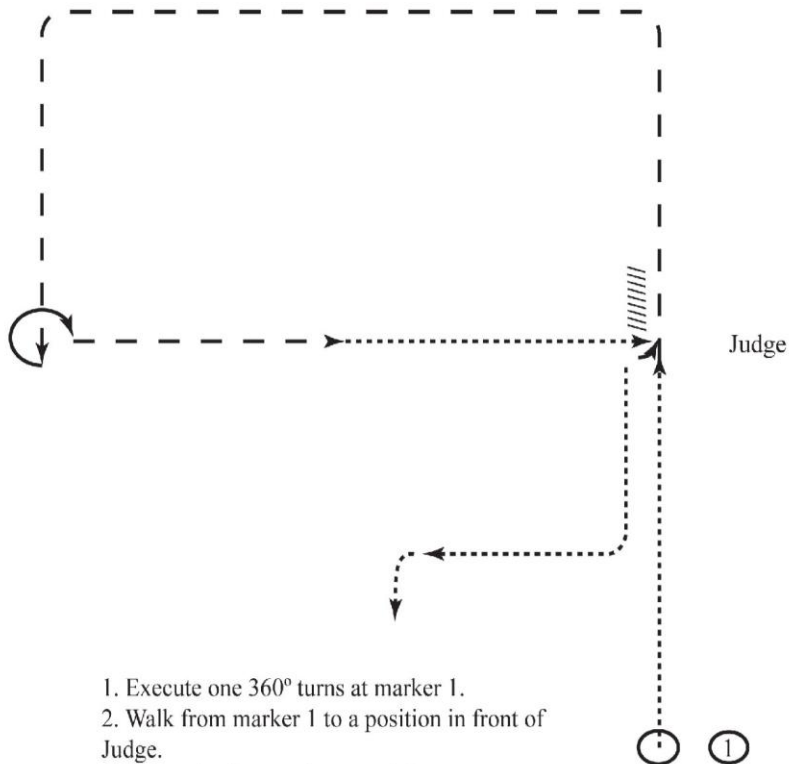
Stop at D, do 180 degree turn to the right

Lope a half circle to C
right lead

At C break to a jog and continue to A

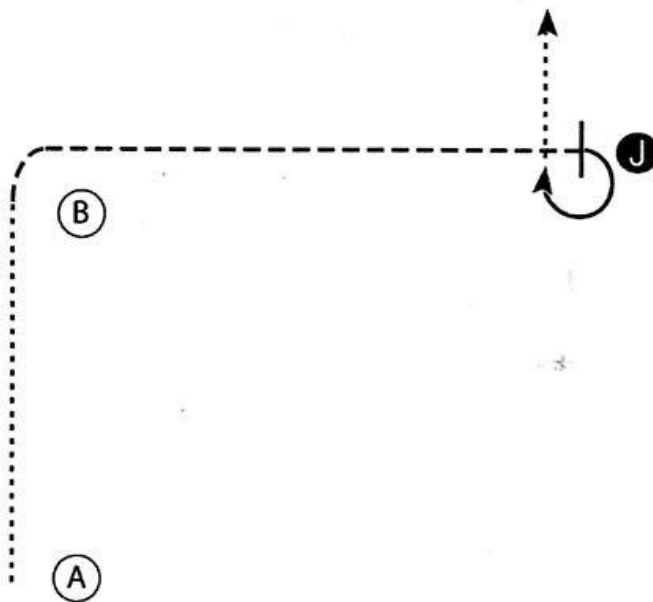
Stop at A and back 5 steps

Showmanship Pattern 1

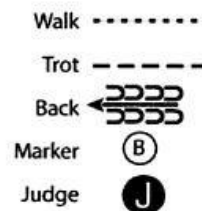


1. Execute one 360° turns at marker 1.
2. Walk from marker 1 to a position in front of Judge.
3. Set up, hesitate and trot straight away.
4. Trot two corners and stop.
5. Execute 3/4 turn to the right.
6. Trot half way to the Judge.
7. Walk halfway to the Judge.
8. Stop and set up for inspection.
9. After inspection, turn 1/4 to the right.
10. Back two horse lengths.
11. Walk or jog to exit.

Showmanship Pattern 2



1. Walk from A to B.
2. Trot from B to the Judge.
3. Stop and set up for inspection.
4. When dismissed perform a 270 degree turn and walk straight away from the Judge.



PLEASURE DRIVING

These classes are for a single horse hitched to a cart or buggy

General Safety

- All persons involved in the competition should keep safety foremost in their minds. Having the horse under control at all times is not only a safeguard for a driver and passengers, but for everyone present and involved.
- 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.
- It is the responsibility of each driver to insure the harness and vehicle are in good repair and structurally sound.
- Drivers should maintain at least 4.6m (15') from other vehicles both during the competition and in the warm up and parking areas.
- All rules of the road should be observed unless uniformed officials direct otherwise. (i.e.) pass left shoulder to left shoulder.
- 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.
- The horse must never be left unattended while put to a vehicle. Failure to comply will result in elimination.
- At the discretion of the competition management one header per driver may be utilized to ensure the safety of the exhibitors and spectators. Headers must be properly attired.
- Junior drivers must have a header. Headers will ride with the driver during the work portion and position themselves at the horse's head in the line-up. Headers should stand at the front and to the left of the horse's head. Headers are to stand still and not touch or interfere with the horse unless it becomes necessary to restrain the horse for safety reasons. If restraint is required prior to the completion of judging, the entry may be penalized.
- The MHC encourages the use of protective headgear.
- All Juniors must wear a ASTM/SEI safety approved helmet while participating in any event sanctioned by the MHC.

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 another. In a reinsmanship class, in order to evaluate a driver's versatility, the judge may request an appropriate test involving driving with one hand.

Use of Whip

1. An appropriate driving whip shall be carried in hand at all times while driving. (i.e.) whip lash should reach horse's shoulder.
2. Failure to carry a whip in hand incurs penalties.
3. The whip salute is used to acknowledge the judge at the start and finish of an individual test.

Outside Assistance

1. Only the driver may handle the reins, whip, or brake during a competition. Failure to comply will incur elimination.
2. No change of driver is permitted.
3. Drivers receiving outside assistance after the judging has begun will be eliminated at the judge's discretion unless that assistance has been specifically allowed.

Dress

1. Drivers should be dressed conservatively according to the style of the present day. Period costumes are acceptable.
2. Dress for the driver should conform to the type of turnout.
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 unless they are wearing an ASTM/SEI approved helmet.
4. Ladies must wear a conservative dress, tailored suit, or slacks. Floppy hats are discouraged.
5. Unless otherwise specified, the driver shall wear a hat or ASTM/SEI approved helmet and gloves.

The Horse(s)

1. A horse may be of any breed or type, color or size as long as it is capable of performing the gaits required.
2. Braiding of the mane is optional.
3. If shoes, it should be suitable for pleasure driving.
4. Bits: Snaffle and other types of traditional driving bits are allowed. Burr, gag and twisted wire bits of any type are not permitted.

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 cart or buggy back evenly in a straight line, and b) move forward willingly to former position using the same quiet aids.

CLASSES

TURNOUT CLASS

A pleasure driving class where entries are judged primarily on the performance and quality of each turnout. 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. 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.

To be judged:

- 40% on performance, manners and way of going.
- 30% on the condition fit and appropriateness of harness/vehicle.
- 15% on neatness and appropriateness of attire.
- 15% on overall impression.

WORKING CLASS

A pleasure driving class in which entries are judged primarily on the suitability of the horse to provide a pleasant drive. 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. 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.

To be judged:

- 70% on performance, manners and way of going of the horse.
- 20% on the condition and fit of harness and vehicle.
- 10% on neatness of attire.

REINSMANSHIP (i.e.: A Driving Equitation Class)

A Pleasure driving class in which entries are judged on the ability and skill of the driver.

To be judged:

- 75% on drivers handling of the reins and whip, his/her control, posture and overall impression of the driver.
- 25% on the condition of the harness, vehicle, and neatness of attire.

JUNIOR HORSE CLASSES

WESTERN PLEASURE JUNIOR HORSE

This class is open to any horse five years of age or younger. It is shown in regular Western tack. A snaffle or bosal are preferred but any legal western bit may be used. In a snaffle or bosal, two hands on the reins may be used.

Junior horses will not be asked to extend their gaits.

The class will be judged and scored under the same criteria as a Western Pleasure class.

Points earned in this class count toward a Junior Horse award only.

ENGLISH PLEASURE JUNIOR HORSE

This class is open to any horse five years of age or younger. It is shown in regular English tack. A junior horse should be shown in a regular snaffle bit.

They should be shown at a walk, trot and canter, not to gallop.

The class will be judged and scored under the same criteria as an English Pleasure class.

Points earned in this class count toward a Junior Horse award only.

METRIC CONVERSION TABLE

WHEN YOU KNOW	MULTIPLY BY	TO FIND
Inches	2.54	Centimetres
Centimetres	0.3937	Inches
Yards	0.9	Metres
Metres	3.281	Feet
Feet	0.3048	Metres
Miles	1.609	Kilometres
Kilometres	0.6214	Miles
Pounds	0.4536	Kilograms
Kilograms	2.205	Pounds

METRIC CONVERSION CHART

10" = 25.4cm; 10 cm = 4"

2'3" - 0.70m	4'9" - 1.45m
2'6" - 0.75m	5'0" - 1.50m
2'9" - 0.85m	5'3" - 1.60m
3'0" - 0.90m	5'6" - 1.70m
3'3" - 1.00m	5'9" - 1.75m
3'6" - 1.10m	6'0" - 1.80m
3'9" - 1.15m	6'3" - 1.90m
4'0" - 1.20m	6'6" - 2.00m
4'3" - 1.30m	6'9" - 2.10m
4'6" - 1.40m	7'0" - 2.20m

Since 10cm equals 4 inches, it should be noted that exact equivalents are not possible. During this time of transition between Imperial and Metric measure, this chart may be useful, but I should be remembered that the listed Metric maximum height may be slightly higher than the "equivalent" Imperial maximum. Fences should therefore not exceed maximum heights.

Speed Distances Conversion Table		
15' (5 yds.)	-	4.6m
50' (16.7 yds.)	-	15m
60' (20 yds.)	-	18m
90' (30 yds.)	-	27m
105' (35 yds.)	-	32m

SAMPLE LIABILITY WAIVER

**ACKNOWLEDGEMENT OF RISK
MUST BE SIGNED BY THE APPROPRIATE INDIVIDUALS IN ORDER TO TAKE PART IN THIS
EVENT**

**THIS DOCUMENT WILL AFFECT YOUR LEGAL RIGHTS AND LIABILITIES
PLEASE READ CAREFULLY**

I acknowledge that the Equestrian Sports of Western Performance, Western Speed, English Hack and Dressage, Hunter, Equitation and Showmanship, and Driving are high risk sports and that I am participating at my own risk and in full knowledge of the hazards and potential hazards which are inherent in these equestrian sports. I further acknowledge the inherent risks in riding and working around horses. These risks include bodily injury to both horse and rider that can result from normal use, competition or schooling.

In consideration of being allowed to participate in this event, I hereby assume all risks and hereby release and absolve the organizing committee, Manitoba Horse Council Inc. and their officials, volunteers, officers, directors, agents, representatives and employees and the owners and occupiers of the land upon which the competition is held from all responsibility, liability or claims of any nature and kind which I may have arising from my participation in this activity, including but not limited to bodily injury or death to myself or to my horse(s) and damage to property arising from any cause whatsoever, including the negligence of one or more of the individuals at organizations referred to herein.

I hereby declare that in making this entry I have read and fully understand and agree to the terms and conditions stated herein and that it is binding upon my executors, heirs and assigns.

Signature of Rider _____ Date _____

If the rider is under eighteen (18) years, the parent/guardian must sign below:

I acknowledge that as Parent/Guardian of _____ that I have read and fully understand and agree to the terms and conditions stated herein on behalf of _____ and myself.

Parent/Guardian _____ Date _____

I/we hereby confirm that there is liability coverage (Manitoba Horse Council membership) in force with respect to the ownership of the competing horse(s).

Signed _____

EMERGENCY ACTION PLANFACILITY NAME: _____ DIAGRAM OF FACILITY ATTACHED ☐ YES ☐ NO

ADDRESS: _____

LOCATION OF FIRE/FLOOD PLAN: _____ PLAN & MAP ATTACHED ☐ YES ☐ NOLOCATION OF TELEPHONES: _____ ON FACILITY DIAGRAM ☐ YES ☐ NOCLEAR DIRECTIONS TO THE FACILITY FOR EMERGENCY PERSONNEL: _____ MAP ATTACHED ☐ YES ☐ NO

CHARGE PERSON:	PHONE NUMBER	ALTERNATE CHARGE PERSON:	PHONE NUMBER
ROLES/RESPONSIBILITIES: Charge Person(s) will take charge, initiate EAP and assign duties as required. The Charge person may be the Instructor/Coach on site if the above charge persons are not immediately available.			

CALL PERSON:	PHONE NUMBER	ALTERNATE CALL PERSON:	PHONE NUMBER
ROLES/RESPONSIBILITIES: Call Person(s) will make phone calls which may include emergency services, parents/guardians and/or others as required. Call person may also meet and direct emergency personnel to accident site and other duties as assigned.			

ITEM	LOCATION	DATE LAST REVIEWED	Mapped on Facility Diagram	Attachments
First Aid kit - Human			Human 1 st Aid ☐ Y ☐ N	List of 1 st Aid contents ☐ Y ☐ N
First Aid kit - Horse			Equine 1 st Aid ☐ Y ☐ N	List of 1 st Aid contents ☐ Y ☐ N
Fire extinguishers			Fire Ex. ☐ Y ☐ N	
Rider profiles/phone #s			Profile locations ☐ Y ☐ N	
Staff profiles/phone #s			What security measures are in place for the medical profiles?	
Horse profiles/phone #s				

PHONE NUMBERS**911****EMERGENCY, AMBULANCE, FIRE, POLICE, POISON CONTROL**
(UNLESS OTHERWISE SPECIFIED FOR YOUR AREA)

MAIN HOUSE	
STABLE	

	NAME	PHONE #	ADDRESS (IF APPLICABLE)
HOSPITAL			
VET HOSPITAL			
VETERINARIAN			
AFTER HOURS VET			
FARRIER (OPTIONAL)			

CLEAR DIRECTIONS TO HOSPITAL:MAP ATTACHED ☐ YES ☐ NOCLEAR DIRECTIONS TO VET HOSPITAL:MAP ATTACHED ☐ YES ☐ NO

Appendix D – Sample Accident/Injury Report Form

Explanatory Notes: This form is to be completed by the competition Steward, Technical Delegate or a member of the competition organizing committee if an injury has occurred.

1. General Information:

Competition Name: _____ Competition Number: _____
Date (d/m/y): _____ Time: _____
Location: _____
Organizer: _____ Tel: _____

2. Injured Party: ☒ Person ☐ Horse ☐ Both

If person:

☐ Rider/Driver/Vaulter/Handler ☐ Groom ☐ Spectator ☐ Official ☐ Spectator ☐ Volunteer ☐ Other: _____

Name: _____ Tel: _____

Birth Date: _____ Sex: ☐ Male ☐ Female

Address: _____

City: _____ Postal Code: _____

Horse's Name: _____ Passport: _____ Age: _____

Horse Owner: _____ Tel: _____

3. Location of Injury: Check one of the following:

☐ Parking Area ☐ Warm-up ☐ Stabling ☐ Show Ring ☐ Cross-Country ☐ Other: _____

Name and type of class: _____

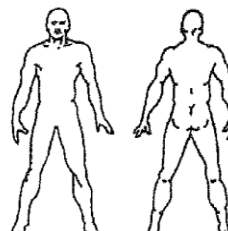
If over fences, type of fence, _____ Dimensions of Fence: _____

Fence Safety Features: Safety cups? ☐ Yes ☐ No ☐ n/a Frangible ☐ Yes ☐ No ☐ n/a Rotational fall ☐ Yes ☐ No

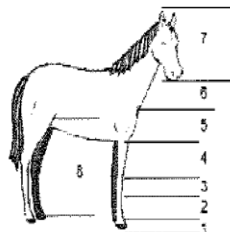
4. Brief description of accident:

5. Nature of Injury to Person:

Apparent Injury (Describe): _____



6. Nature of Injury to Horse:



In case of horse accident, brief statement from official or treating veterinarian:

7. Treatment: ☐ Onsite ☐ Transported ☐ None ☐ Refused

By Whom: ☐ EMT/Paramedic ☐ MD ☐ Veterinarian ☐ Spectator ☐ Official ☐ Person Responsible ☐ Other

Name (s): _____

8. Witnesses to Accident:

Were you a witness to the incident? ☐ Yes ☐ No

If not, who reported this to you? Name: _____ Phone: _____

Attach a Witness Report if available or statement from medical officer:

Name	Address	Telephone
1.		
2.		
3.		

9. Follow-up: (If appropriate i.e. hospital report, x-ray, veterinary clinic or hospital report)

Report completed by: _____ Date: _____

Signature Steward/TD or OC member: _____ Date: _____

Competition Officials Contract

Dear _____:

On behalf of the _____ Competition Committee,
we invite you to serve as our _____, in the following divisions:

This contract confirms that (official's name) _____ has
agreed to judge/officiate at the _____
competition, located at _____ and the dates
are _____.

Compensation:

We agree to compensate you at the rate of : \$ _____ per ____ hour day for
your services. Overtime will be approved by official prior to scheduling and if
approved will be compensated as follows: _____

Your accommodations and meals will be provided as follows:

Accommodations: _____ (long distance telephone
calls, room service etc are excluded)

Meals (includes meals while travelling) at a rate not to exceed \$ _____ per day.

Misc. expenses: _____

Travel: to be provided via airline at economy/seat sale rates, or if driving,
reimbursement for mileage at the rate of \$ _____/KM. Airfare to be
booked by competition committee ____ or official _____. Reimbursement
provided for travel expenses to and from the airport, shuttle & airport parking.

Transportation will provided from the airport to the motel and to the event
location and return by the competition. Yes or no

**Total compensation will be paid to the official at the conclusion of the
event.**

Cancellation:

Should this event be cancelled for any reason after this contract has been signed
by both parties, _____ (club or competition name)
agrees to pay the official as follows:

If contract cancelled by the competition two months prior to the event , the
official shall receive no compensation other then expenses occurred, including
airline tickets, if purchased.

If the official must cancel at any time, the official shall forfeit all compensation for the event and shall reimburse the competition for any airline expenses incurred.

This agreement may not be transferred, assigned or reassigned by either party without written consent of the other party.

Signatures affixed to this document indicate agreement to these terms by both parties.

We hope you will be able to accept this invitation and look forward to your receiving confirmation of acceptance. Please sign and return the enclosed copy of this letter to the undersigned.

Sincerely:

Date: _____

Signature of official: _____

Date: _____

Address: _____

Telephone: _____

Return contract to:

Name: _____

Address: _____

Phone: _____

Fax: _____

Email: _____

Other: Phone number on the grounds of the event _____

Motel & phone number: _____

To be filled out by the official:

Smoker ? ____

Particular diet requirements? _____

Preferred beverages & snacks: _____

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