



2025 Wild Rose Competition Program Rule Book Section 2 –Western Performance

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Preamble



The Alberta Equestrian Federation (AEF) is recognized by the Government of Alberta as the only recognized organization for equestrian sport in Alberta.

Aims, goals, and objectives:

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

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

To provide a feeder system for the development of athletes and disciplines. This will be accomplished additionally through education and participation opportunities in the Wild Rose Competition Program.

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

To align with the concepts and levels of the Long-Term Athlete Development (LTAD) program.

New to 2024

Tiered sanctioning for hunter/jumper shows:

Year end awards offered for competitors attending Wild Rose Hunter/Jumper Provincial Circuit Sanctioned shows.

Year end awards offered for competitors attending Wild Rose Dressage sanctioned shows.

AEF Wild Rose sanctioned competitions are to run in accordance with the AEF Wild Rose rules.

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

Competition organizers should be familiar with the AEF Wild Rose rules and policies and should have copies available for all individuals present.

Competitions may expand upon the rules, provided notification of changes is printed in the competition prize list. Under no circumstances may any changes contradict the AEF rule requirements pertaining to safety.

All AEF Wild Rose sanctioned competitions are restricted to AEF members in good standing. All competitors must have a current AEF membership, including riders in lead line classes. Out-of-province competitors are eligible to compete, however, they must provide proof of membership with their home Provincial/Territorial Sport Organization (PTSO) or will be required to purchase an AEF membership.

Disrespectful behavior or abuse to horse or others of any kind may result in membership suspension.

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

If it is found that the Wild Rose rules require further interpretation for the level of competition present, the Equestrian Canada (EC) rules will prevail.

Safety and Risk Management

Statement of Safety

The Alberta Equestrian Federation ("AEF") has a fundamental obligation and responsibility to protect the health, safety, and physical and mental well-being of every individual participant that is involved in AEF affiliated activities, competitions, or clinics. AEF takes situations involving misconduct or maltreatment very seriously. For this reason, AEF is committed to enacting and enforcing strong, clear, and effective policies and processes for preventing and addressing all forms of misconduct or maltreatment. AEF's policies are intended to promote a safe sport environment in a manner that allows for consistent, immediate, appropriate, and meaningful action should any issues arise. They are also intended to be proactive in preventing issues from arising by communicating expected standards of behaviour. For more information on the AEF's obligations and guidelines for safe sport, please reference the Safe Sport Policy. The AEF urges all members to develop a "Safety Awareness" program for each event to benefit participants, spectators and management involved. All equestrian activities, including competition, are vulnerable to accidents. The show committee has a responsibility to provide an event that is run as safely as possible.

Animal Welfare

The inhumane treatment of an equine at any AEF Wild Rose sanctioned competition by any individual (competitor, owner, trainer, etc.) must not be tolerated anywhere on the grounds, under any circumstances.

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

The AEF recommends every competition have a statement in their prize list regarding the stance on the abuse of horses and the commitment of the event to the humane treatment and welfare of horses. In addition, note the penalties to be imposed (such as elimination or disqualification) for the confirmed abuse of horses at the event.

The following acts are considered cruel, abusive and inhumane (acts are not limited to this list):

- a. Excessive use of a whip on a horse by a person. NOTE: Except in emergency situations, any striking of the horse's head (on the poll and forward of the poll) shall be deemed excessive.
- b. Rapping the legs of a horse with the butt end of the riding crop or other implement.
- c. Use of any substances to induce temporary heat.
- d. Use of a wire or chain in conjunction with any schooling jump.
- e. Use of electric device to create a shock in schooling or showing.
- f. Use of shackles, hock hobbles and similar devices (not to be confused with rubber or elastic exercising devices).
- g. Showing a horse with raw or bleeding sores on body.
- h. Withholding feed and water for prolonged periods.
- i. Cruel treatment of a horse in a stall, runway, schooling area, competition ring or elsewhere on the competition grounds, by any person.

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

Roles and Useful Definitions

Competition manager/organizer: This individual(s) is/are responsible for the organization of the competition up until the event begins. The competition organizer must be a current AEF member in good standing.

Competition secretary: This individual performs duties as assigned by the event directors, manager or committee chairpersons. Regular duties may consist of (but are not limited to): keeping records of class entries, scratches, additions, placements and payment of fees.

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

Steward: An equestrian competition steward is a licensed official tasked with the responsibility of interpreting and enforcing the rules of the organization that has sanctioned the event.

Learner official/judge: An individual who is in training and/or shadowing an official.

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

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

Professional: Anyone who is paid to ride a horse(s), or who coaches students for a fee.

Course designer: A professional responsible for creating the layout and design of courses used in hunter and jumper horse shows. The course designer's role involves designing courses that test the horse and rider's abilities while adhering to the specific rules and regulations of the discipline. They must consider factors such as the terrain, space available, the skill level of competitors, and safety standards when creating their designs. Additionally, they may need to adjust the course layout based on weather conditions or other unforeseen circumstances to ensure fair competition and the welfare of the horses and riders.

1. Reining

Person responsible: The person(s) responsible (PR) for a horse must be an adult who has, or shares responsibility for the care, training, custody, and performance of the horse and who has official responsibility for that horse under AEF Rules. The PR is liable under the penalty provisions of the applicable AEF Rules for any rule violations. Every entry form for an AEF sanctioned competition must identify the PR and be signed by the PR. The person(s) responsible are ultimately responsible for the condition, fitness, and management of the horse and are alone responsible for any act performed by themselves or by any other person with authorized access to the horse in the stables, elsewhere on the grounds, or while the horse is being ridden, driven, or exercised. For adult entries into AEF sanctioned competitions, the PR shall be either the trainer, the owner of the horse, or the competitor who rides or drives the horse during the AEF sanctioned competition. For Junior entries into AEF sanctioned competitions, the Junior competitor cannot be the PR. For Junior entries, the PR may be either the trainer, the owner of the horse, or a parent/guardian of the Junior competitor.

Wild Rose drug test technician (WRDTT): an official responsible for conducting drug tests on horses participating in Wild Rose sanctioned competitions. This program aims to ensure the integrity of equine competitions by enforcing rules and regulations related to the use of medications and substances in horses. WRDTT follows established protocols and procedures to collect samples from horses, such as blood or urine, for analysis. They ensure that the collection process is conducted in a fair, ethical, and accurate manner, maintaining the chain of custody to preserve the integrity of the samples.

1. General

Reining is a judged western event designed to show the athletic ability of a western-type horse in the confines of the arena. Athletes are required to run patterns to demonstrate small slow circles, large fast circles, flying lead changes, rollbacks over the hocks, 360-degree spins performed in place, back-ups, and sliding stops.

- a. Each horse may only compete in one competition level per day.
- b. During warmup, horses must not be closer than two metres to the boundary of the arena at the completion of a sliding stop.
- c. During warmup, horses cannot spin more than eight consecutive times. Horses that are stressed or exhausted cannot be spun.
- d. The maximum time for a mounted reining exercise session for one horse is 90 minutes.

2. Class Conduct

- a. Each competitor will perform the required pattern individually and separately. All horses will be judged from the moment they enter the arena to the end of the last maneuver.
- b. Any fault incurred prior to the commencement of a pattern will be scored accordingly.
- c. The best reined horse should be willingly guided or controlled with little or no apparent resistance.
 - i. Any movement on their own will be considered "lack of control."
 - ii. All deviations from the exact written pattern will be considered "lack of or temporary loss of control", and therefore faulted accordingly.
 - iii. Credit will be given for smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed.
- d. Following the performance, all riders must drop their bridle. The bridle will be checked by the designated judge in the arena or in close proximity of the arena.

3. Scoring

Scoring will be on a basis of zero to infinity, with a 70 denoting an average performance. The individual maneuvers are scored in ½ point increments from a low of -1½ to a high of +1½ with a score of 0 denoting a maneuver that is correct with no degree of difficulty. Neither a "no score" or a "zero score" can place.

Judges must have the use of a secretary/scribe when judging reining.

- a. No score:
 - i. Infraction of any provincial or national law
 - ii. Abuse of an animal in the arena and/or evidence of abuse occurring prior to or during the exhibition of a horse (e.g.: blood on the sides/mouth)
 - iii. Use of illegal equipment
 - iv. Use of illegal bits, bosals, or curb straps
 - v. Use of tack collars, tie downs or nosebands
 - vi. Use of whips or bats
 - vii. Use of any attachment that alters the movement or circulation of the tail
 - viii. Failure to dismount and present horse and tack to the appropriate judge
 - ix. Disrespect or misconduct by the competitor
 - x. The judge may excuse any horse at any time while in the arena for unsafe conditions or improper exhibition pertaining to both the horse and rider.
 - xi. Closed reins (except when used as standard romal reins)
 - xii. Excess free rein may be straightened at any time during the pattern, provided the athlete's free hand remains behind the rein hand. Any attempt to alter tension with the free hand ahead of the rein hand will be considered using two hands, and a penalty score of 0 will be applied.
- b. '0' Score:
 - i. Use of more than the index or first finger between reins
 - ii. Use of two hands (except snaffle bit or hackamore classes) or changing hands
 - iii. Use of romal except as outlined in rules (see Section 1, Article 10.5)
 - iv. Failure to complete pattern as outlined
 - v. Performing maneuvers out of order
 - vi. Inclusion of maneuvers not specified, including (but not limited to):
 - vii. Backing more than two strides
 - viii. Turning more than 90 degrees. (Exception: a complete stop in the first quarter of a circle after a lope departure is not considered an inclusion of a maneuver. A -2-point break of gait penalty will apply.
 - ix. Equipment failure
 - x. Balking or refusal of command where the pattern is delayed

- xi. Running away or failing to guide, where it becomes impossible to discern if the entry is on pattern
- xii. Jogging in excess of half a circle or half the length of the arena
- xiii. Over spins of more than a quarter turn
- xiv. Fall to the ground by the horse or rider
- xv. Dropping a rein which contacts the ground
- xvi. Failure to have the correct number displayed
- xvii. Failure to wear correct western attire.
- xviii. Penalties
- c. '5' Points:
 - i. Spurring in front of the cinch
 - ii. Use of either hand to install fear or praise
 - iii. Holding saddle with either hand
 - iv. Blatant disobedience including kicking, rearing, biting, bucking or striking
 - v. The act of a horse dropping to its knees or hocks.
- d. '2' Points:
 - i. Break of gait
 - ii. Freezing up in spins or rollbacks
 - iii. On walk in patterns, loping prior to reaching the centre and/or failure to stop or walk before executing a canter departure
 - iv. On run in patterns, failure to be in a lope prior to reaching the first marker
 - v. If a horse does not completely pass the specified marker before initiating a stop position
 - vi. Jogging beyond two strides but less than half a circle or half a length of the arena.
- e. Circles, figure eights, spins and run-around penalties:
 - i. '1' point penalty: each time the horse is out of lead
 - ii. Accumulative penalties will occur from being out of lead on a circle
 - iii. The judge will add '1' point of penalty for each quarter circle or any part that the horse is out of lead
 - iv. '½' point penalty: delayed change of lead by one stride where the lead change is required by the pattern description
 - v. '½' point penalty: starting a circle at a jog
 - vi. '½' point penalty: exiting a rollback at a jog up to two strides
 - vii. '½' point penalty: over or under spinning up to one-eighth of a turn
 - viii. Over or under spinning up to a quarter turn will incur a '1' point penalty
 - ix. '½' point penalty: failure to stay 20 feet from the wall when approaching a stop or rollback

- x. For “run-around” patterns, failure to be on the correct lead when rounding the end of the arena will incur the following:
- xi. ‘1’ point penalty: for half of the turn or less
- xii. ‘2’ point penalty: for more than half the turn.

NOTE: If there is any doubt regarding a penalty, credit will go to the competitor.

4. Maneuvers

- a. General point distribution
 - i. Extremely poor: -1½
 - ii. Very poor: -1
 - iii. Poor: -½
 - iv. Average or correct: 0
 - v. Good: +½
 - vi. Very good: +1
 - vii. Excellent: +1½
- b. Hierarchy of concern
 - i. On pattern
 - ii. Correctness
 - iii. Level of difficulty.

5. The Work

- a. Credit
 - i. Authority of execution
 - ii. Smoothness
 - iii. Finesse
 - iv. Quickness
 - v. Speed control.
- b. Discredit
 - i. Lack of control
 - ii. Resistance.

6. Arena Set Up

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

- a. At the centre of the arena
At least 50 feet (15 m) from each end wall.

7. Patterns

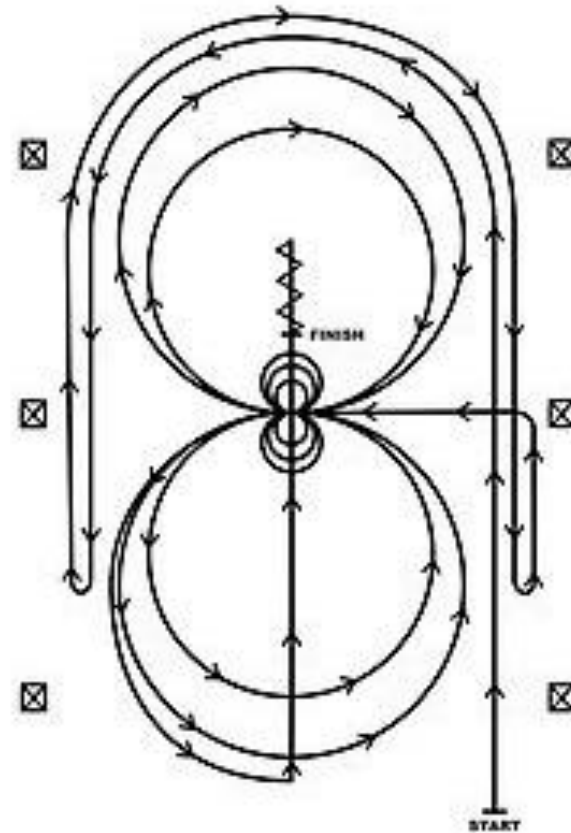
- a. All patterns are to be worked as stated, not as drawn.
- b. Where the pattern designates stops to be beyond a marker, the horse should begin his stop after he passes the specified marker.

- c. 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.
- d. 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.

THE DECISION OF THE JUDGE IS FINAL

Novice Pattern:

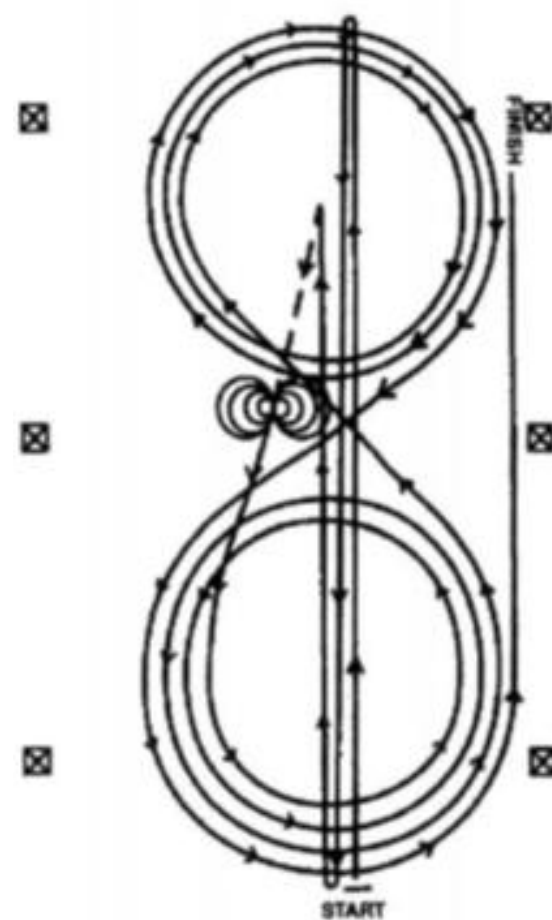
- a. Beginning, lope straight up the right side of the arena, circle the top of the arena, run straight down the opposite or left side of the arena past the centre mark and do a right rollback—no hesitation.
- b. Continue straight up the left side of the arena, circle back around the top of the arena, run straight down the right side of the arena past the centre marker and do a left rollback—no hesitation.
- c. Continue up the right side of the arena to the centre marker, at the centre marker the horse should be on the left lead and complete two circles to the left, one large fast and one small slow. Stop at centre.
- d. Complete three spins to the left. Hesitate.
- e. Complete two circles to the right, one large fast and one small slow. Stop at centre.
- f. Complete three spins to the right. Hesitate.
- g. Begin a large circle to the left, do not close the circle. Continue up the centre of the arena past the centre marker and do a sliding stop.
- h. Back up at least 10' (3 m). Hesitate to demonstrate competition of pattern.



NOVICE
PATTERN

Pattern 1:

- i. Run at speed to the far end of the arena past end marker and do a left rollback – no hesitation.
- j. Run to opposite end of the arena past end marker and do a right rollback – no hesitation.
- k. Run past centre of the arena, do a sliding stop, back up to the centre of the arena at least 10' (3 m) – hesitate.
- l. Complete four spins to the right.
- m. Complete four and a quarter spins to the left, so that the horse is facing left wall or fence – hesitate.
- n. Beginning on the left lead, complete three circles to the left: first circle – large and fast; second circle – small and slow; third circle – large and fast. Change leads at the centre of the arena.
- o. Complete three circles to the right: first circle – large and fast; second circle – small and slow; third circle – large and fast. Change leads at the centre of arena.
- p. Begin a large, fast circle to the left but do not close this circle. Run straight up the right side of the arena past the centre marker and do a sliding stop at least 20' (6 m) from wall or fence – hesitate to demonstrate the completion of the pattern.
- q. Exhibitor must dismount and drop bridle to the designated judge.

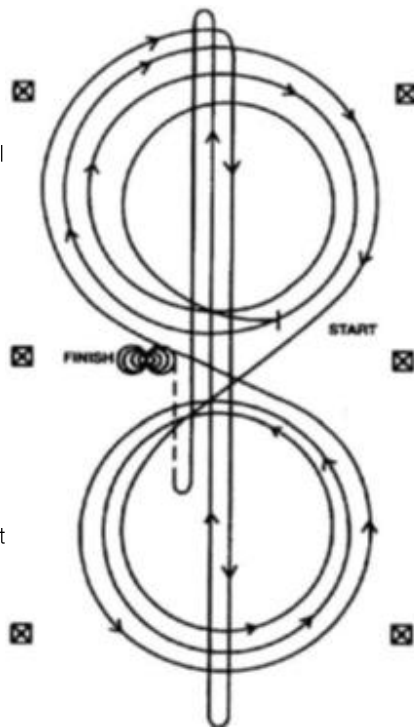


PATTERN 1

Pattern 2:

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

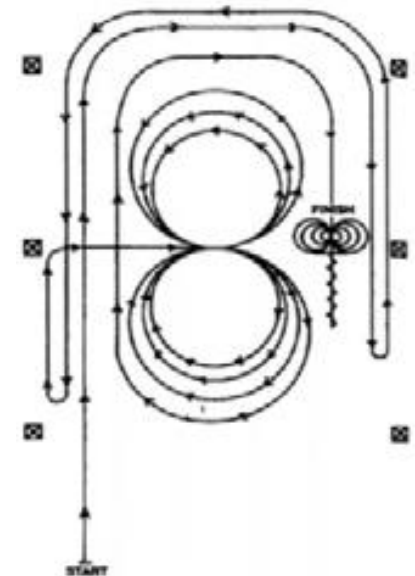
- r. Beginning on the right lead, complete three circles to the right: first circle – small and slow; the next two circles – large and fast. Change leads at the centre of the arena.
- s. Complete three circles to the left: first circle – small and slow; the next two circles large and fast. Change leads at the centre of the arena.
- t. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback – no hesitation.
- u. Run up the middle to the opposite end of the arena past the end marker and do a left rollback – no hesitation.
- v. Run past the centre marker and do a sliding stop. Back up to the centre of the arena or at least 10' (3 m) – hesitate.
- w. Complete four spins to the right – hesitate.
- x. Complete four spins to the left – hesitate to demonstrate the completion of the pattern.
- y. Exhibitor must dismount and drop bridle to the designated judge.



PATTERN 2

Pattern 3:

- a. Beginning, and staying at least 20' (6 m) from the walls or fence, lope straight up the left side of the arena, circle the top end of the arena, run straight down the opposite or right side of the arena past the centre marker and do a left rollback – no hesitation.
- b. Continue straight up the right side of the arena staying at least 20' (6 m) from the wall or fence, circle back around the top of the arena, run straight down the left side of the arena past the centre marker and do a right rollback – no hesitation.
- c. Continue up the left side of the arena to the centre marker. At the centre marker, the horse should be on the right lead. Guide the horse to the centre of the arena on the right lead and complete three circles to the right: first and second circles – large and fast; third circle – small and slow. Change leads at the centre of the arena.
- d. Complete three circles to the left: first and second circles – large and fast; third circle – small and slow. Change leads in the centre of the arena.
- e. Begin a large fast circle to the right but do not close this circle. Continue up the left side of the arena staying at least 20' (6 m) from the wall or fence, circle the top of the arena, run straight down the opposite or right side of the arena past the centre marker and do a sliding stop. Back up at least 10' (3 m) – hesitate.
- f. Complete four spins to the right – hesitate.
- g. Complete four spins to the left – hesitate to demonstrate the completion of the pattern.
- h. Exhibitor must dismount and drop bridle to the designate judge.

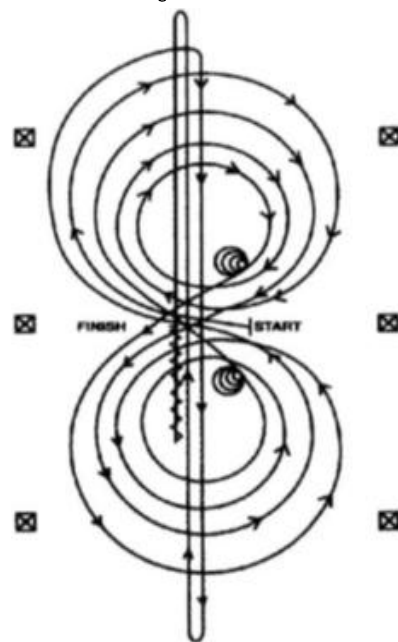


PATTERN 3

Pattern 4:

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

- Beginning on the right lead, complete three circles to the right: first and second circles – large and fast; third circle – small and slow. Stop at the centre of the arena – hesitate.
- Complete four spins to the right – hesitate.
- Beginning on the left lead, complete three circles to the left: first and second circles – large and fast; third circle – small and slow. Stop at the centre of the arena – hesitate.
- Complete four spins to the left – hesitate.
- Beginning on the right lead, run a large fast circle to the right, change leads at the centre of the arena, run a large fast circle to the left, and change leads at the centre of the arena.
- Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback – no hesitation.
- Run up the middle to the opposite end of the arena past the end marker and do a left rollback – no hesitation.
- Run past the centre marker and do a sliding stop. Back up to the centre of the arena or at least 10' (3 m) – hesitate to demonstrate completion of the pattern.
- Exhibitor must dismount and drop bridle to the designated judge.

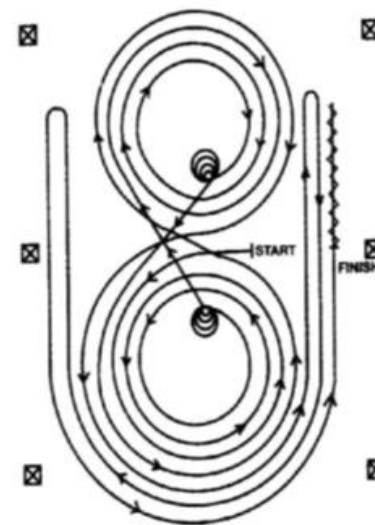


PATTERN 4

Pattern 5:

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

- Beginning on the left lead, complete three circles to the left: first and second circles – large and fast; third circle – small and slow. Stop at the centre of the arena – hesitate.
- Complete four spins to the left – hesitate.
- Beginning on the right lead, complete three circles to the right: first and second circles – large and fast; third circle – small and slow. Stop at the centre of the arena – hesitate.
- Complete four spins to the right – hesitate.
- Beginning on the left lead, run a large fast circle to the left, change leads at the centre of the arena, run a large fast circle to the right, and change leads at the centre of the arena.
- Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the centre marker and do a right rollback at least 20' (6 m) from the wall or fence.
- Continue around previous circle but do not close this circle. Run up the left side of the arena past the centre marker and do a left rollback at least 20' (6 m) from the wall or fence – no hesitation.
- Continue back around previous circle but do not close this circle. Run up the right side of the arena past the centre marker and do a sliding stop at least 20' (6 m) from the wall or fence. Back up at least 10' (3 m) – hesitate to demonstrate completion of the pattern.
- Exhibitor must dismount and drop bridle to the designated judge.

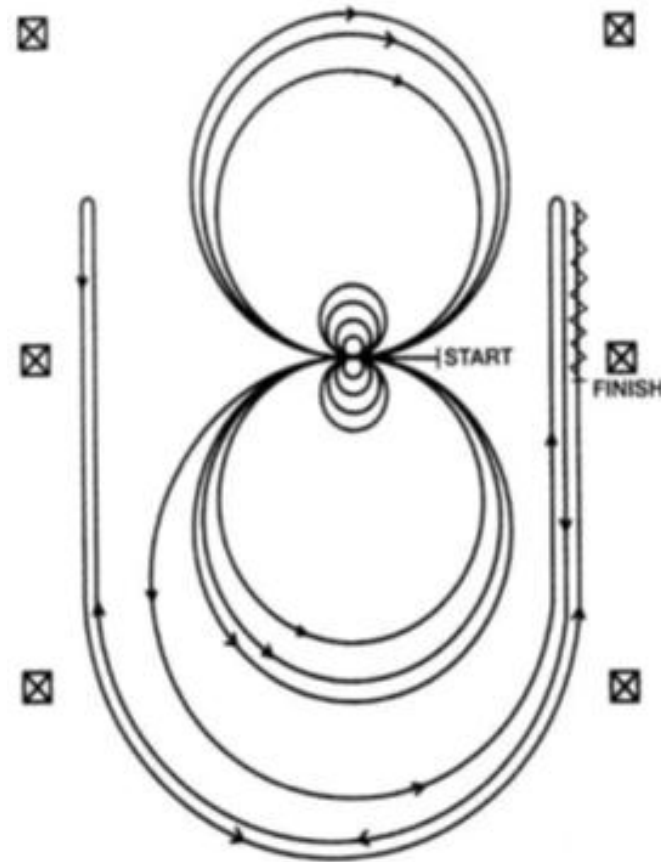


PATTERN 5

Pattern 6:

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

- a. Complete four spins to the right – hesitate.
- b. Complete four spins to the left – hesitate.
- c. Beginning on the left lead, complete three circles to the left: first and second circles – large and fast; third circle – small and slow.
- d. Complete three circles to the right: first and second circles – large and fast; third circle – small and slow. Change leads at the centre of the arena.
- e. Begin a large and fast circle to the left but do not close this circle. Run up the right side of the arena past the centre marker and do a right roll back at least 20' (6 m) from the wall or fence – no hesitation.
- f. Continue back around the previous circle but do not close this circle. Run up the left side of the arena past the centre marker and do a left roll back at least 20' (6 m) from the wall or fence – no hesitation.
- g. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the centre marker and do a sliding stop at least 20' (6 m) from the wall or fence – hesitate to demonstrate completion of the pattern.
- h. Exhibitor must dismount and drop bridle to the designated judge.



PATTERN 6

2. Western Riding

1. General

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

Each competitor will individually perform a pattern selected by the judge. The judge is responsible for ensuring the pattern is set up correctly. The horse will be judged on quality of gaits, change of leads, response to the rider, manners, disposition, and intelligence.

It is recommended that a scribe be provided for western riding classes.

Credit shall be given for, and emphasis placed on:

- a. **Smoothness:** even rhythm of gaits (i.e., starting and finishing pattern with the same rhythm), and the horse's ability to change leads precisely, easily and simultaneously both behind and in front at the centre markers.
- b. **NOTE:** the horse should cross the log at the jog and lope without breaking gait or radically changing stride.
- c. **Balance:** in order to have balance, with quality lead changes, the horse's head and neck should be in a relaxed, natural position with the poll level in line with or slightly above the withers.
- d. They should not carry their head behind the vertical (appearance of intimidation) or be excessively nosed out (resistant appearance).
- e. **Head Carriage:** the horse should have a relaxed head carriage showing response to the rider's hands, with a moderate flexion at the poll.
- f. **Contact:** horses may be ridden with light contact or a reasonably loose rein.

2. Pattern

- a. It is recommended that the eight small circles are represented with pylon markers. These should be separated by a uniform measured distance not less than 30' (9m) or succeeding 50' (15m) on the sides with five markers (see diagram). In pattern one, the three markers on the opposite side should be set adjacent to the appropriate markers. It is recommended that markers be set a minimum of 15' (4½m) from the fence and with a 50 to 80' (15 to 24 m) width in the pattern, as the arena permits.

- b. A solid log or pole should be used and be a minimum of 8' (2.5 m) in length.
- c. The long serpentine line indicates the direction of travel and gaits at which the horse is to move. The shaded area represents the lead changing area between the markers. The dotted line (...) indicates walk, the dash line (--) jog, and the solid line (—) lope.

3. Class Conduct

- a. Except for junior horses (five years and under) shown with a hackamore or snaffle, only one hand must be used on the reins and may not be changed.
 - i. Horses six years and older, must be shown in a curb bit.
- b. When a romal is used, it shall be carried as per Section 1, Article 10.5
- c. Elimination resulting from "going off pattern," constitutes the following:
 - i. An incomplete pattern
 - ii. Passing on the wrong side of the markers or missing the log
 - iii. Incorrect order of maneuvers
 - iv. Knocking over a marker.
- d. Penalty faults:
 - i. Excessive opening of the mouth
 - ii. Stumbling
 - iii. Raising head during maneuvers
 - iv. Losing a stirrup or hold onto the saddle
 - v. Anticipating signals or making early lead changes
 - vi. Unnecessary talking, petting, spurring, quirked or jerking of the reins by the rider.

4. Scoring

4.1. Maneuvers

- a. Scoring will be on a basis of zero to 100 with 70 denoting an average performance.
- b. Scoring guidelines to be considered – points will be added or subtracted from the maneuvers on the following basis ranging from +1½ to -1½: (-1½ extremely poor, -1 very poor, -½ poor, 0 average, +½ good, +1 very good, +1½ excellent).
- c. Maneuver scores are to be determined independently of penalty points.

4.2. Penalties

A contestant shall be penalized each time the following occur:

- a. '5' point penalty:
 - i. Out of lead beyond the next designated change area (note: failure to change, including cross-cantering. Two consecutive failures to change would result in two five-point penalties)
 - ii. Blatant disobedience, including kicking out, biting, bucking and rearing
 - iii. Holding the saddle.
- b. '3' point penalty:
 - i. Not performing the specific gait (jog or lope) or not stopping when called for in the pattern, within 10' (3 m) of the designated area.
 - ii. Simple change of leads
 - iii. Out of lead at, or before, the marker prior to the designated change area or out of lead at, or after, the marker after the designated change area
 - iv. Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead)
 - v. In patterns 1 and 3: Failure to start the lope within 30' (9 m) after crossing the log at the jog
 - vi. Break of gait at the walk or jog for more than two strides
 - vii. Break of gait at the lope.
- c. '1' point penalty:
 - i. Hitting or rolling the log
 - ii. Out of lead more than one stride either side of the centre point and between the markers
 - iii. Splitting the log (log between the two front or two hind feet) at the lope
 - iv. Break of gait at the walk or jog up to two strides.
- d. '½' point penalty:
 - i. A tick or light touch of the log
 - ii. Hind legs skipping or coming together during lead change
 - iii. Non-simultaneous lead change (front to hind or hind to front)
 - iv. Out of lead for one-half to one stride.
- e. Reasons for disqualification (overall score of 0):
 - i. Illegal equipment
 - ii. Willful abuse
 - iii. Off course
 - iv. Knocking over markers
 - v. Completely missing the log
 - vi. Major refusal – stop and back up more than two strides or four steps with front legs

- vii. Major disobedience or schooling
- viii. Failure to start lope prior to end cone in patterns 1 and 3
- ix. Four or more simple lead changes and/or failure to change leads
- x. Overturn of more than ¼ turn.

4.3. Credits

- a. Change of lead precisely and easily, both front and rear, at the center point between markers
- b. Accurate and smooth pattern
- c. Even pace throughout
- d. Easy to guide and control with rein and leg
- e. Manners and disposition
- f. Conformation and fitness.

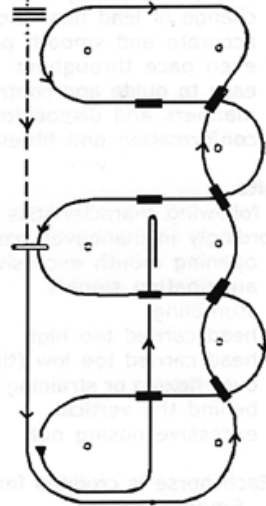
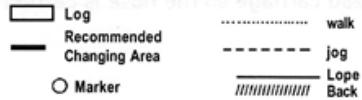
4.4. Faults

The following characteristics are considered faults and should be judged accordingly in maneuver scores:

- a. Excessive opening of the mouth
- b. Anticipating signals
- c. Stumbling
- d. Head carried too high
- e. Head carried too low (poll below the withers)
- f. Over flexing or straining neck in head carriage so the nose is carried behind the vertical
- g. Excessive nosing out.

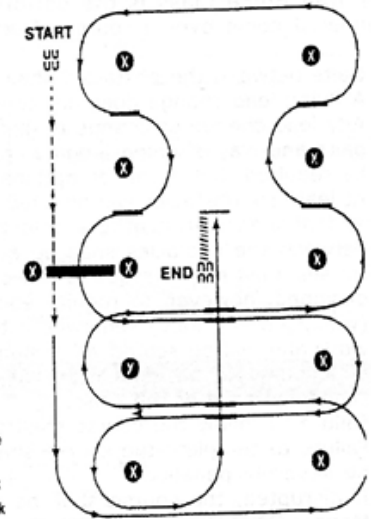
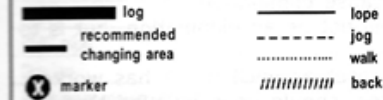
Western Riding Pattern 1

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



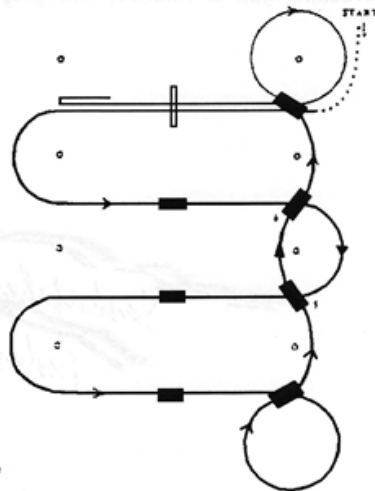
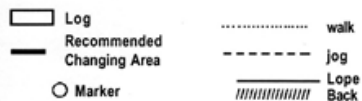
Western Riding Pattern 3

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



Western Riding Pattern 2

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



3. Trail

1. General

The trail horse class is a performance of a safe, sensible, well-mannered horse over a course of obstacles. The trail class will be judged on the performance of the horse over the obstacles with emphasis on manners, response to rider, and attitude.

- a. 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.
- b. At least six obstacles will be used, three of which will be mandatory and at least three others selected from the approved list. Gaits between the obstacles shall be at the discretion of the judge.
- c. 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 maneuvers.
- d. Demonstration of both leads at the lope will be added by the judge where applicable.
- e. The course to be used must be posted at least one hour before scheduled time of the class.
- f. Failure to follow the course shall cause elimination.
- g. Failure to complete the course shall not incur elimination but is to be severely penalized.
- h. If disrupted, the course shall be reset as each horse has worked.
- i. 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.
- j. Enough space must be provided for a horse to jog at least 30' (9m), and to lope at least 50' (15 m), for the judge to evaluate these gaits.
- k. The judge must walk the course. They have the right and duty to alter the course in any manner. The judge may remove or change any obstacle they deem unsafe or non-negotiable.

2. Scoring a Trail Class

- a. Scoring will be on the basis of zero to infinity, with 70 denoting an average performance.
- b. Each obstacle will receive an obstacle score which will be added or subtracted from the initial score of 70. Additional penalties will be subtracted when applicable.

- c. Each obstacle will be scored as follows – ranging from +1½ to -1½ (-1½ extremely poor, -1 very poor, -½ poor, 0 average, +½ good, +1 very good, +1½ excellent).
- d. Obstacle scores are to be determined and assessed independently of penalty points. Penalties should be assessed per occurrence in accordance with section 5.3.

3. Penalties

The following deductions will result:

- a. '5' point penalty:
 - i. Holding the saddle
 - ii. Failure to follow the correct line of travel within or between obstacles
 - iii. Dropping slicker or object required to be carried on course
 - iv. First refusal, balk, or attempting to evade an obstacle by shying or backing more than two strides away
 - v. Second refusal
 - vi. Letting go of gate or dropping rope gate
 - vii. Use of either hand to instill fear or praise
 - viii. Stepping outside the confines of, falling, or jumping off or out of an obstacle with more than one foot
 - ix. Blatant disobedience (kicking out, bucking, rearing, striking)
 - x. Failure to complete obstacle
 - xi. Faults, which occur on the line of travel between obstacles, scored according to severity:
 - i. Head carried too high
 - ii. Head carried too low (tip of ear below the withers)
 - iii. Over-flexing or straining neck in head carriage so the nose is carried behind the vertical
 - iv. Excessive nosing out
 - v. Opening mouth excessively.
- b. '3' point penalty:
 - i. Break of gait at walk or jog for more than two strides
 - ii. Out of lead or break of gait at lope (except when correcting an incorrect lead)
 - iii. Knocking down an elevated pole, cone, barrel, plant obstacle, or severely disturbing an obstacle
 - iv. Stepping outside the confines of, falling, or jumping off or out of an obstacle with one foot.
- c. '1' point penalty:
 - i. Each hit of or stepping on a log, pole, cone, plant, obstacle, or component of an obstacle

- ii. Incorrect gait at walk or jog for two strides or less
- iii. Both front or hind feet in a single stride slot or space
- iv. Skipping over or failing to step into required space
- v. Split pole in lope-over
- vi. Failure to meet the correct strides on a jog-over and lope-over log.
- d. '½' point penalty:
 - i. Each tick of a log, pole, cone or obstacle.
- e. Reasons for disqualification (overall score of zero):
 - i. Use of more than one finger between reins
 - ii. Use of two hands or changing hands on reins
 - i. Except for junior horses shown with hackamore or snaffle bit, only one hand may be used on the reins
 - ii. Except that it is permissible to change hands to work an obstacle
 - iii. Use of romal other than as outlined in Section 1, Article 10.5
 - iv. Performing the obstacles incorrectly or other than in specified order
 - v. No attempt to perform an obstacle
 - vi. Equipment failure that delays completion of pattern
 - vii. Excessively or repeatedly touching the horse on the neck to lower the head
 - viii. Fall to the ground by horse or rider
 - ix. Failure to enter, exit, or work obstacle from correct side or direction, including overturns of more than a quarter turn
 - x. Failure to work an obstacle in any manner other than how it is described by the course
 - xi. Riding outside designated boundary marker of the arena or course area
 - xii. Third refusal
 - xiii. Failure to demonstrate correct lead or gait, if designated
 - xiv. Faults that occur on the line of travel between obstacles, which will be
 - xv. Cause for disqualification, except in novice amateur or novice youth classes, which shall be faults scored according to severity:
 - xvi. Head carried too low (tip of ear below the withers consistently)
 - xvii. Over-flexing or straining neck in head carriage so the nose is carried behind the vertical consistently.

4. Mandatory Obstacles

- a. **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.
- b. **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, jog-overs, and lope-overs should be as follows, or increments thereof:
 - i. Walkovers: 40c m (15.8") to 60 cm (23.6") and may be elevated to 30 cm (11.8"). Elevated walkovers should be set at least 55 cm (21.7") apart
 - ii. Jog-overs: 90cm (35.4") to 105 cm (41.3") and may be elevated to 20 cm (7.9")
 - iii. Lope-overs: 4.8m (15.7') to 2.1 m (6.9'), or increments thereof, any may be elevated to 20 cm (7.9").
- c. **Backing obstacle:** backing obstacles to be spaced a minimum of 28" (71 cm). If elevated, 30" (76 cm) 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 24" (60 cm).

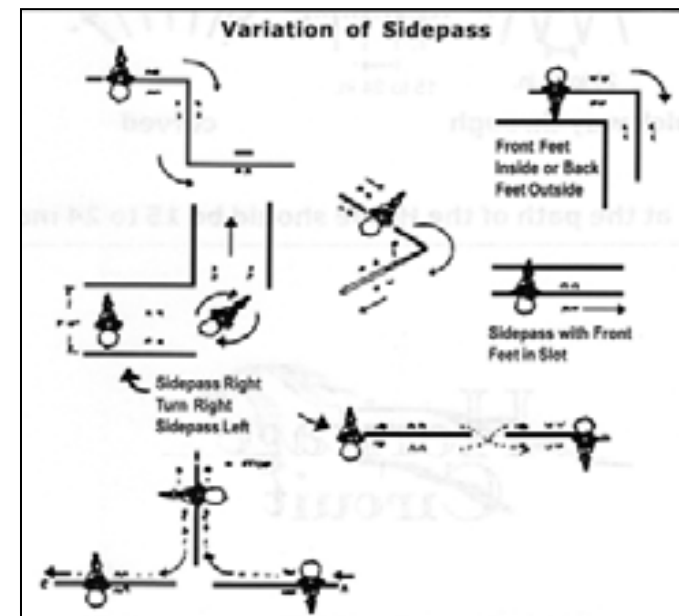
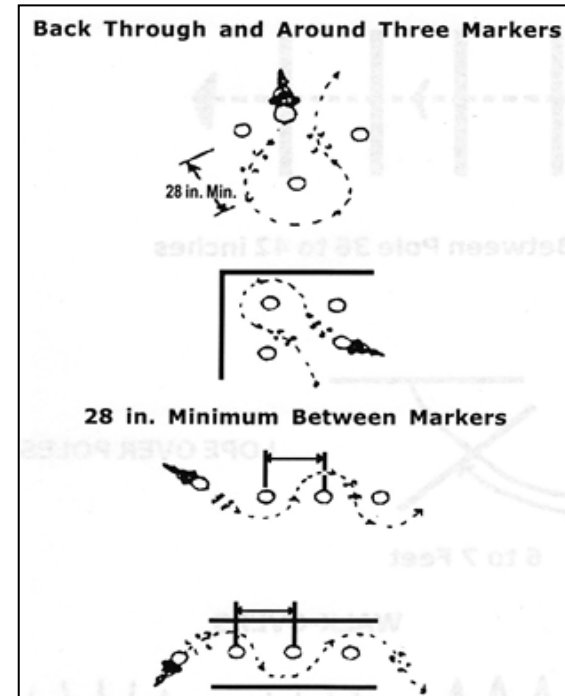
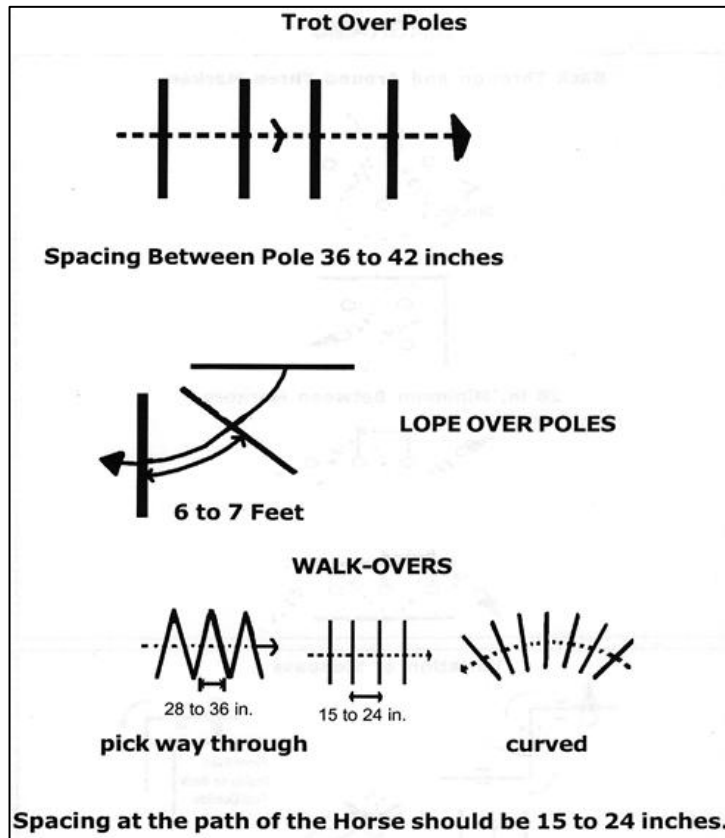
5. Optional Obstacles

- a. Water hazard (ditch or small pond). No slick-bottomed boxes will be used.
- b. Serpentine obstacles at walk or jog – spacing a minimum of 6' (1.8 m) for jog.
- c. Carry object from one part of arena to another (as might be found on a trail ride).
- d. Ride over wooden bridge – minimum of 36" (91 cm) width and 6' (1.8 m) 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 12" (30 cm) maximum.
- h. Square obstacle – four logs or rails, 5' (1.5 m) to 7' (2.1 m) 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.

6. Trail Course Examples



7. Prohibited Obstacles

- a. Tires
- b. Animals
- c. Hides
- d. PVC pipe
- e. Dismounting
- f. Jumps
- g. Rocking or moving bridges
- h. Water box with floating or moving parts
- i. Flames, dry ice, fire extinguisher, etc.
- j. Logs or poles elevated in a manner that permits such to roll
- k. Plastic tarps
- l. Ground tying.

The judge may remove or change any obstacles they deem unsafe or non-negotiable.

4. Western Speed Division

Speed events are races. Each competitor is attempting to negotiate the course as quickly as possible, therefore, safety should be of utmost importance for both horse and rider. Both the judge and show committee may use their discretion and experience when considering a rider and horse pairing (i.e., discourage or disallow entries where the mount is “too much horse” for the rider).

The judge is the ultimate authority and is responsible for the proper administration of speed events. If a judge is given permission by the show committee to leave the premises for speed events (e.g., the competition is running over the allotted time), the responsibility of the judge falls to the show committee.

1. General

- a. 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.
- b. Western tack must be used; however, choice of bit is at the competitor's discretion. Mechanical hackamores are permitted. Judge may prohibit the use of bits or equipment they deem severe. If a tie down or martingale is used, a halter may not be used in place of a proper noseband.
- c. The order of go of the competition shall be determined by drawing lots, or by computerized random sorting.

- d. Each contestant shall be ready when called or may be eliminated at the judge's discretion.
- e. If there is an elimination heat, each horse must be ridden in the main round by the same rider who rode it in the elimination(s). Substitution of horses between heats is not permitted.
- f. Ties will not be broken, except to determine class and championship winners. Any prize money will be split equally between tied entries. A coin may be flipped to determine allocation of ribbons or other awards.
- g. 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.
- h. 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.
- i. The judge, at their discretion, may eliminate a contestant for excessive use of a bat, crop, whip, or rope in front of the cinch.
- j. Changing hands or using two hands during competition shall not be penalized in speed events.

2. Courses

- a. The show committee must keep in mind that a properly prepared speed event horse will negotiate prescribed patterns correctly, at speed.
- b. No element of a pattern should be adjacent to a fence or wall, if avoidable, as this will “hold in” a horse that is incompletely trained.
- c. Each course should be measured, element to element, and from the starting line.
- d. 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.

3. Timing Line

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

- c. Electric timers are strongly recommended. If manual stop watches are used, it is recommended to have two people timing.

4. Ground Conditions

- a. As each competitor is attempting to negotiate the course as quickly as possible, the arena surface must have 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 must be removed.
- b. 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.
- c. Sufficient stopping distance should be provided beyond the finish line. See the individual event diagrams for recommended stopping distances.

5. Entry and Exit

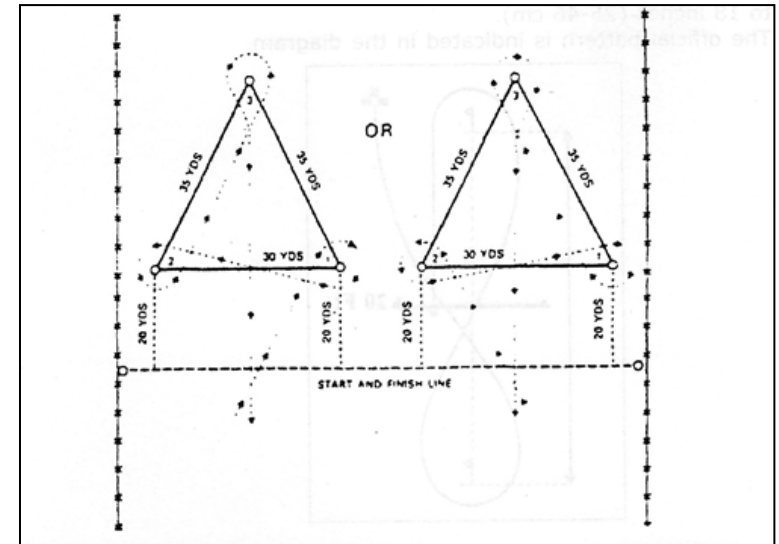
- a. Most speed event horses today are trained to run in and out of a chute, or "alley", or alternatively to "set up and finish" in the arena.
- b. When a course is arranged to set up and finish in the arena, the minimum distance from the timing line to the end of the arena shall be 50' (15.2 m).
- c. Adequate space must remain between barrels and any obstacle. Refer to the individual event diagrams for recommended measurements.

6. Attire

- a. Tidy western dress to be used at all times. Refer to 'western attire' (Section 1, Article 10.8)
- b. In any speed event class adult competitors are encouraged to wear protective headgear, junior competitors are required to wear approved helmets in the practice area and competition arena (see Section 1, Article 1. And Article 10.5).
- c. Deliberate discarding of a hat by the competitor, anywhere in the arena, may incur elimination at the judge's discretion.
- d. Bats, crops, scat bats, spurs, over-and-unders, tie-downs and mechanical hackamores are permitted.
- e. Excessive spurring or cropping may incur elimination at the judge's discretion. Use of any other equipment that the judge considers too severe, or abusive striking of the horse around the head, will result in immediate elimination.

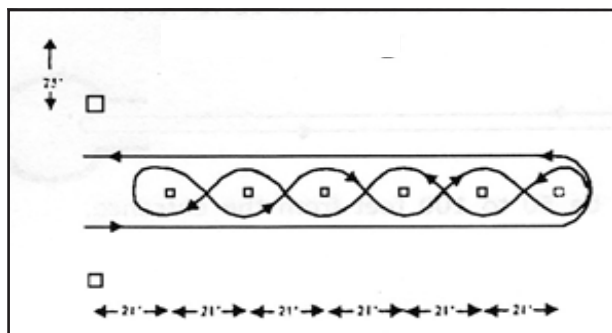
7. Barrel Race

- a. The official obstacle of barrel racing shall be brightly coloured 55-gal (200 L) steel drums or heavily weighted plastic barrels (unweighted plastic or rubber barrels are not permitted), with both ends closed. 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.
- b. The course must be measured exactly according to the diagram and must not exceed the dimensions stated. If the course is too large for the available space, the pattern should be reduced 5 yd (4.5 m) at a time until the pattern fits the arena.
- c. Knocking over a barrel carries a five-second penalty. Failure to follow the course shall cause disqualification. A contestant may touch the barrel with his or her hands in barrel racing.
- d. Contestants are allowed a running start. At the signal from the starter, contestants will run to the first barrel, pass to the left of it and complete an approximate 360-degree turn around it before proceeding to barrel number two. Contestants will pass to the right of barrel two and complete an approximate 360 turn around it before heading to barrel three, passing to the right of it and completing another approximate 360-degree turn around it, then sprint to the finish line (passing between barrels one and two). The barrel course may also be run to the left (i.e. starting with barrel two, proceeding to barrel one and ending with barrel three followed by a sprint to the finish).



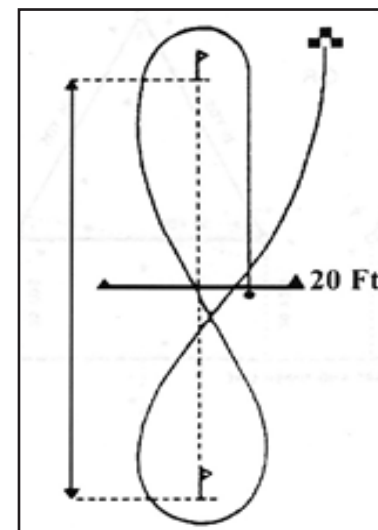
8. Pole Bending

- The official pole bending course is indicated in the diagram. The six poles are placed on the centre line of the arena, starting 21' (6.4 m) from the timing line, with each successive pole 21' (6.4 m) from the last pole. Poles shall be set on top of the ground, measure 6' (1.8 m) in height and have a base no larger than 14" (35 cm). The position of each pole must be precisely marked or measured allowing the course to be restored after knockdowns. Poles must always line up exactly.
- The course may be run starting to the left or the right of the pattern, following the line of travel indicated on the diagram.
- Failure to follow the correct course shall cause a disqualification.
- Poles may be touched, but may not be held, carried, or relocated by contestants.
- Each pole knocked down carries a five-second penalty.
- A five-second penalty will be assessed if the hat or protective headgear is not on the competitor for the entire time the competitor is in the arena on pole bending.
- A contestant may touch the pole in pole bending, however intentionally grasping the pole will incur a five second penalty.
- The pattern may be run from right to left or left to right at the competitor's discretion.



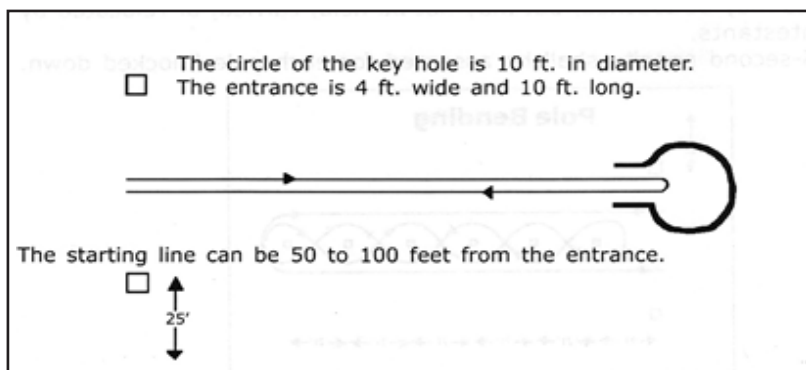
9. Figure Eight Stake Race

- The official obstacle of the stake race shall be a pole, 6' tall (1.8 m).
- Timing begins and ends when the horse's nose crosses the timing line.
- Horses must start from the same end of the arena.
- Running starts are permitted. Contestant may begin their run from either the left or right side of the first pole. Start by passing between the upright markers, turn around the second pole, cross back between the markers and turn around the first pole running back across the finish line.
- The start and finish line is 20' (6 m) wide and should be marked with upright markers 10' (3 m) on either side of the centre line. The two poles mark the centre line and are placed 40' (12.1 m) from the start/finish line, a total of 80' (24.3 m) apart.
- No time shall result from:
- Failure to pass between the markers between circling poles;
- Failure to cross the finish line between the markers;
- Knocking down a marker or pole.



10. Keyhole Race

- The official obstacle of the keyhole race is a circle with a 20' (6.2 m) diameter. The entrance will be 4' (1.2 m) wide and 10' (3.3 m) long.
- The starting line may be 50' (15.2 m) to 100' (30.4 m) from the entrance to the circle. The rider must turn the horse around in the circle.
- The horse is not permitted to touch or cross over the line when completing the keyhole. Failure to follow the course or to step on or out of the keyhole (circle or wings) line will result in elimination.



5. Equitation/Horsemanship Division

1. General

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

2. Western Horsemanship

2.1. General

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

- The competitor's overall poise, confidence, appearance, and position throughout the class, as well as the physical condition of the horse, will be evaluated.

2.2. Position

- Riders should sit in centre of saddle with legs under rider forming a straight vertical line through ear, centre of shoulder, centre of hip and back of heel.
 - Stirrup length should allow heels to be lower than toes, with slight bend in knee, and toe directly under knee.
 - Body should always appear comfortable, relaxed and flexible, and back should be nearly flat. Stiff and/or arched lower back should be avoided.
 - Feet may be placed home in the stirrup, with boot heel touching the stirrup, or may be placed with ball of foot in the stirrup. Riding with toes only in stirrup will be penalized.
- 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 40 cm of rein between the hands.
 - Wrists are to be kept straight and relaxed, with thumb on top and fingers closed around the reins. One finger between the reins is permitted when using split reins, but not with a romal.
 - Some movement of the arm is permissible, but excessive pumping will be penalized.
 - Reins are to be carried immediately above or slightly in front of saddle horn.
 - Only one hand is to be used for reining, and hand shall not be changed.
 - Reins should be carried so as to have light contact with the horse's mouth and at no time shall reins be carried with more than a slight hand movement.
 - Horses five years of age or younger are shown with a snaffle bit or hackamore.
 - It is legal for a rider to show with two hands on the reins, in accordance with Section 1, Article 10.2.
- Position in motion:** rider should sit to jog and not post. At the lope, the rider should remain seated.
 - Rider should maintain a vertical position at all gaits.
 - All movements of horse should be governed by the use of imperceptible aids.

- iii. Exaggerated shifting of the rider's weight is not desirable.
- iv. Moving of the lower legs of riders who are short shall not be penalized.
- d. **Mounting and dismounting:** judges shall not ask riders to mount or dismount.

2.3. Appointments

- a. Clothing must be clean, work-person like and neat.
- b. The saddle must fit the rider. It may be slick or swelled fork, having a high or low cantle, but most definitely sized to the rider.

2.4. Class Routine and Conduct

The judge will ask each rider to work individually. The individual works any of the maneuvers the judge feels are necessary to determine the horsemanship ability of the rider.

- a. Tests: individual work may be composed of any of the following:
 - i. Walk, jog, trot, lope or gallop in a straight line, a curve, a circle, or any combination of these gaits and patterns, such as a figure eight, etc.
 - ii. Stop
 - iii. Backup
 - 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 eight or any other pattern
 - viii. Flying change of lead in a straight line, figure eight, or any other pattern.
- b. Use of markers helps to standardize patterns and guide riders, but they also increase the degree of difficulty somewhat, so their placement should be carefully planned and indicated in the posted pattern, and their placement in the arena well supervised.
- c. The judge must post the pattern they will ask for at least one hour prior to the class commencing.
- d. Judging of individual work will begin at the indication of the judge, and it stops at the end of the 30-second time period, indicated by a signal from the ring steward or timer.
 - i. Competitors shall leave the arena at the signal, regardless of whether or not they have completed work prescribed by the judge.
- e. Failure to complete the pattern will not incur elimination, but shall be scored accordingly:

- f. The whole class, or just the finalists after the individual work, must work at all three gaits at least one direction of the arena. A back up should be asked for at some time during the class.

3. Western Equitation

3.1. General

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

3.2. Class Conduct

- a. Riders may enter the ring at a walk or jog and are judged at the walk, jog, and lope both ways of the ring.
- b. All competitors are required to back up in a straight line.
- c. Results shown by performance of the horse are not to be considered more important than the method used by the rider in obtaining them.

3.3. Scoring

- a. Minor faults:
 - i. Seat:
 - Sitting off centre
 - Sway back, round back.
 - ii. Hands:
 - Unsteadiness
 - Incorrect position.
 - iii. Legs:
 - Uneven in stirrups
 - Motion in legs
 - Insufficient weight in stirrups
 - Incorrect position.
 - iv. Control:
 - Breaking from jog to lope or walk to jog
 - Not standing in line up.

- v. General:
 - Poorly fitting equipment, untidy/unclean equipment
 - Failure to use corners and rails
 - Suitability of horse and rider
 - Overall appearance untidy, poor grooming.
- b. Major faults:
 - i. Seat:
 - Excessive body motion
 - Popping out of saddle.
 - ii. Hands:
 - Heavy hands, constant bumping
 - Horse's mouth open
 - Restrictions causing less than 40 cm of rein slack between hands
 - Touching saddle to prevent a fall.
 - iii. Legs:
 - Excessive spurring
 - Loss of contact between legs and saddle or foot and stirrup.
 - iv. Control:
 - Breaking from jog to walk or lope to jog
 - Backing up crookedly
 - Missing leads
 - Failure to backup.
 - v. General:
 - Improper appointments
 - Excessive voice commands
 - Excessive circling
 - Major delays in transitions.

3.4. Elimination

- a. Seat: falling from horse
- b. Hands:
 - i. Two hands on reins, except if riding a junior horse
 - ii. Finger between romal reins
 - iii. More than one finger between split reins.
- c. Legs: touching in front of cinch.
- d. General:
 - i. Fall of horse
 - ii. Going off pattern.

3.5. Tests

Judge may choose tests to administer. Tests can be performed individually or collectively. Instructions should be publicly announced. If a pattern is used, it must be posted before the class (pattern is defined as two or more tests performed in conjunction).

- a. Backup
- b. Individual performance on the rail
- c. Figure eight at a jog
- d. Lope and stop
- e. Figure eight at a lope, with correct leads:
- f. Simple change of lead (horse is brought to a walk or jog before restarting lope on the new lead)
- g. One figure eight demonstrates two changes of lead and is completed by closing up the last circle and stopping on the centre of the eight.
- h. Figure eight at a lope using flying change of lead
- i. Change of lead down the centre of ring, using simple lead changes
- j. Riding a serpentine, demonstrating flying lead changes
- k. Sliding stop
- l. Rollback
- m. Spins (360-degree turns).

6. Showmanship at Halter

1. General

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

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

2. Patterns

It is mandatory that the judge post any patterns to be worked at least one hour prior to the commencement of the class, however, if the judge requires additional work of competitors for consideration of final placing, the finals pattern may not be posted.

Patterns should be designed to test the showman's ability to effectively present a horse to the judge. All ties will be broken at the judge's discretion.

3. Attire

For the purpose of Wild Rose classes, competitors in showmanship classes may be dressed in either western or English attire. English competitors may show in a bridle.

If a competition is offering both western and English showmanship, the details must be displayed within the prize list. Juniors must wear ASTM/SEI, BSI/BS, EN, AS/NZS, or CE VG1 01.040 2014-12 (provided they are BSI Kitemarked) approved protective headgear at all times, with chin strap fastened.

4. Conduct

- a. All exhibitors may enter the ring and be worked individually, or each exhibitor may be worked from the gate individually.
- b. The following maneuvers may be asked of the contestants:
- c. Lead the horse at a walk, jog, trot or extended trot
- d. Back in a straight, curved line or a combination thereof
- e. Halt.
- f. Turn 90 (1/4), 180 (1/2), 270 (3/4) or 360 (full turn) degrees or any combination or multiple of such turns:
 - i. For turns of less than 90 degrees the horse should be turned to the left.
 - ii. For turns of 90 degrees or greater the horse should be turned to the right, pivoting on the hind right leg while stepping across and in front of the right leg with the left front leg.
- g. All horses must be set up squarely for inspection.
- h. Horses must be led, backed and turned from the left side.
- i. Handler should never leave the head of the horse, nor stand directly in front of the horse.
- j. At no time should the handler touch the horse with either their hands or feet, nor visibly cue the horse by pointing to their feet during set up.

5. Scoring

Competitors are to be scored from zero to 20, half point increments are acceptable. Ten points should be allocated toward the overall appearance of the handler and the horse, and ten points allocated toward performance.

6. Overall Appearance

- a. The handler should be poised courteous and confident, conducting themselves in a businesslike manner.
- b. The use of any artificial aids shall cause elimination.

- c. The handler must be positioned between the eye and the midpoint of the horse's neck and lead on the horse's left side, holding the lead shank (or reins) in their right hand near the halter (or bridle) with the rest of the lead loosely coiled or folded in the left hand.
- d. The excess lead should never be tightly coiled or rolled.
- e. The handler's arms should be bent at the elbows with the forearms held in a neutral position, with the elbows held close to the handler's side.
- f. Arms should never be held straight out with locked elbows.
- g. When turning the horse to the right, the handler shall remain in the same position as leading the horse but shall turn and face the horse and have the horse move away from them.
- h. When backing, the handler should turn to face the rear of the horse with the right hand extended across the handler's chest and walk forwards beside the horse with the horse backing up.
- i. Appearance of the horse:
 - i. Body score and fitness should be assessed. Coat should be well brushed and clean. Manes may be braided or banded but should not contain any adornments. Tails should be neat, clean and free of tangles. Bridle paths, and long hairs on the head and legs should be trimmed. Sensory hairs may be left on the horse for their comfort and safety
 - ii. Hooves should be neat and properly trimmed. Horses may be shown shod or barefoot.

7. Performance

- a. The handler should perform the work accurately, smoothly, precisely, and with a reasonable amount of speed.
- b. Accuracy should not be sacrificed for speed.
- c. Horse should obey willingly with minimal visible or audible cuing.
- d. Failure to follow the pattern, or severe disobedience shall not result in elimination but shall be penalized severely.
- e. The horse shall be led directly to and away from the judge in a straight or curved line and track freely at the prescribed gait, as described in the assigned test. The horse should travel straight with head in line with the body.
- f. The stop should be prompt and smooth with the horse's body remaining in line with its head and neck.
- g. The horse should back up readily, maintaining straightness through its body.
- h. The horse should be set up quickly with feet squarely underneath the body (breed specific discipline may vary).

8. Faults

Faults can be classified as minor, major or severe. The judge will determine the appropriate classification of fault based upon the degree and/or frequency of the infraction.

A minor fault will result in a half to four-point deduction from the competitor's score. A major fault will result in a deduction of four and a half points or more from the score.

An entry that incurs a severe fault avoids elimination but should be placed below all other entries that complete the pattern correctly. A minor fault can become a major fault and a major fault can become a severe fault when the degree and/or frequency of the infraction(s) merits.

8.1. Faults in Overall Appearance

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

8.2. Faults of the Performance

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

8.3. Severe Faults in Overall Appearance

Avoids disqualification but should be placed below others that do not incur a severe fault.

- a. Leading on the off or right side of the horse.

- b. Complete failure to move around horse by competitor and obstructing judge's view.
- c. Competitor touching the horse or kicking or pointing their feet at the horse's feet during set.
- d. Standing directly in front of the horse.
- e. Competitor wearing spurs or chaps.

8.4. Severe Fault of the Performance

Avoids disqualification but should be placed below others that do not incur a severe fault.

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

9. Disqualification

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

10. Suggested Scoring Breakdown

20: Excellent performance. Pattern completed accurately, smoothly, and precisely. High level of professionalism demonstrated. Horse is fit and well groomed. Handler is neat, clean and appropriately dressed.

18 – 19: Generally excellent performance. One or two minor faults in the execution of the pattern or appearance. Handler is highly professional.

16 – 17: Good pattern execution. One or two minor faults in performance or appearance. Handler is reasonably professional in presentation.

14 – 15: Average pattern work. Lacks quickness and precision or commits two or more minor faults in performance or appearance. Horse is not presented to its best.

12 – 13: One major fault or several minor faults in the performance and or appearance that prevent effective presentation.

10 – 11: Two major faults or many minor faults.

6 – 9: Several major faults or one severe fault. Handler shows a complete lack of professionalism.

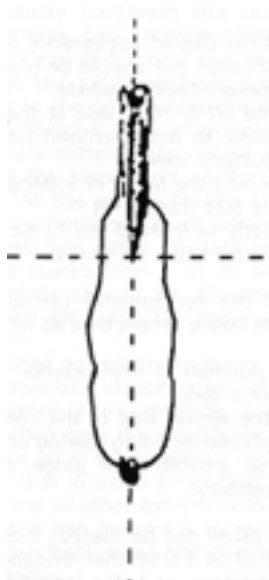
1 – 5: Handler commits one or more severe faults but completes the class and avoids elimination.

11. The Quarter Method

The following guidelines are meant to serve as an illustration of movement around the horse while showing in showmanship at halter and are for information purposes: Imaginary lines bisect the horse into four equal parts as seen in Figure A (below). (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 quadrant II the handler should be in quadrant I. As the judge moves past the shoulders into quadrant IV, the handler should move to quadrant II. When the judge moves across the tail into quadrant III, the handler moves back into quadrant I. As the judge moves up the horse to quadrant I, the handler returns once more to quadrant II. When the judge returns to the front of the horse, the handler should step back into quadrant I.

Figure A



7. Command Class

1. General

The command class is neither a race nor is it a gymkhana event. It is a competition which exhibits the abilities of a well-trained, responsive performance horse.

2. Attire

Riders must be neatly dressed in discipline-suitable attire.

3. Conduct

Entries are eliminated, one at a time at the discretion of the judge as commands are not executed correctly. At no time are horses to be judged individually or one at a time to decide the class. At no time are ring stewards allowed to partake in the judging or placings of the class.

Suggested commands are as follows: stop, jog/trot, lope/canter, hand gallop, reverse (at any gait), backup, 360-degree turn on the haunches, 180-degree turn on the forehand, side pass (left and right), counter canter, reverse, flying change of leads (no more than eight horses), reverse simple change of leads (no more than eight horses), roll back, walk, etc.

NOTE: The command to stop from the lope/canter or hand gallop can be given only once in each direction.

Examples of elimination are as follows: failure to execute the command correctly, wrong leads, disunited, excessive speed, breaking gait, hanging up or turning sideways at the back up, circling for better position without being commanded to do so, moving when stopped, moving when mounting or dismounting, etc.

At the judge's discretion, entries may be eliminated for poor execution of the command, i.e., taking too long to execute transition (more than three seconds) from one gait to another, horse opening mouth excessively at the back up, etc.

Benefits of Alberta Equestrian Federation Membership

Through Acera Insurance Services, Alberta Equestrian Federation Individual Adult or Youth Membership includes the following insurance coverage:

- \$5,000,000 Personal Liability insurance related to the ownership and personal use of horses. Liability insurance for the non-commercial transport of non-owned horse(s) (limits apply); personal liability includes non-commercial care, custody, and control of up to a maximum of three non-owned horses (limits apply). Coverage will not respond to commercial use of the horse or commercial transportation of non-owned horses.
- \$40,000 Accidental, Death and Dismemberment (AD&D) for permanent injuries arising from equine-related activities.

Members also receive highly discounted rates on optional insurance offered by Acera Insurance Services including weekly accident indemnity insurance, members named perils, additional accidental death and dismemberment (including limited benefits for fracture and dental arising from equine related activities), out of country/province travel, and members' tack coverage. (Personal auto/home, disability, horse mortality, and business and professional insurance – including coaching and official's insurance – is also available directly through Acera Insurance Services).

- Members receive "Alberta Bits" the AEF full-colour magazine.
- Members Priority Program – AEF members receive discounts at a number of AEF business partners. Visit the website for a full list of participating business partners.
- An AEF member may apply to receive funding from the AEF scholarship program to assist with equine related educational pursuits (see AEF website for full details).
- AEF membership is required for certification as a provincial official, to participate in the Ride and Drive or Live Outside the Box rewards programs as well as the "Win Your Entry" draw held at Wild Rose sanctioned competitions.

Benefits of NCCP Certification

In the world of equestrian sports, coaching excellence, safety, and proficiency are of utmost importance. The National Coaching Certification Program (NCCP) is a robust initiative developed in collaboration with esteemed organizations such as the National Coaching Certification Program (NCCP), Coaching Association of Canada (CAC), and Sport Canada. This program is the definitive benchmark for sport coaching, including equestrian sport, setting exacting standards for safety and proficiency both in Canada and internationally.

NCCP certification provides a meticulously structured pathway for the professional development of equestrian instructors and coaches. Whether you're an aspiring coach or a seasoned practitioner, this comprehensive program offers a clear path for ongoing growth and advancement. Through its modular framework, from foundational principles to advanced techniques, coaches can continuously refine their skills and augment their knowledge base.

One notable hallmark of NCCP certification is its emphasis on safety standards. Recognizing the inherent risks associated with equestrian pursuits, the program furnishes coaches with the latest safety protocols and risk mitigation strategies. By prioritizing safety, coaches not only safeguard their students, but also instill a culture of vigilance within the equestrian community.

Moreover, NCCP certification presents benefits that go beyond the individual coach, serving to elevate the overall standard of equestrian instruction in Canada. By adhering to a nationally recognized certification program, coaches contribute substantially to the credibility and professionalism of the sport, attracting a wider group of participants and ensuring a heightened level of instruction. For more information on how to become an NCCP Instructor/Coach, please contact coaching@albertaequestrian.com.