

LANGLEY RIDERS SOCIETY RULES



2014 – revised & accepted

December 6, 2016

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GENERAL RULES:

1. Aims and objectives of the Langley Riders Society are laid out in the Constitution.
2. All rules set forth in the Constitution shall be observed by the Society.
3. Any points accumulated in licensed shows will not apply to LRS year end.
4. All contestants must abide by the rules.
5. The Judge's decision is final; complaints must be made to the show management.
6. **Dogs are required to be kept on a leash**, cleaned up after and not to be left unattended unless secured in a vehicle while on LRS property. No dogs are allowed in any of the riding arenas except for working cattle dogs at stock events. Dogs found off leash, not cleaned up after or unattended unless secured in a vehicle will be asked to leave immediately and not allowed back. Also any dog found to be **disruptive or dangerous** in any way by the show management, judges or directors at any time will be asked to leave immediately and not allowed back.
7. A member may be disciplined, suspended or expelled from the Society and any member or non-member may be denied any and all privileges of the Society, whenever it has been established by satisfactory evidence that such member or non-member had knowingly and wilfully violated any pertinent rule of the Society. Whenever anyone shall be accused of any violation, they shall be given not less than 15 days' notice of a time and place for hearing such accusations by the Board of by an appropriate committee, at which time and place they shall have an opportunity, in person or by counsel, to be heard and to present evidence on their own behalf, and to hear and refute evidence offered against them.
8. Anyone under 16 yrs. of age must be accompanied by a parent or guardian at all Langley Riders events.
9. When LRS rules are broken, a three strike reprimand system applies.
 - First Offense** – A formal warning will be given to the offender by a letter from the President or Vice President.
 - Second Offense** – From the time of the second rule broken, year end points will no longer be accumulated for the remainder of the year. A minimum of 50% of the board of Directors must agree that this rule was broken.
 - Third Offense** – Membership with all its privileges will be revoked. A minimum of 50% of the Board of Directors must agree that the rule was broken.
 - Anyone reprimanded has the right to appeal.** If an appeal is made they shall be given not less than 15 days' notice of a time and place for appealing such accusations to the full Board of Directors or by a Board of an appropriate committee. At which time and place they shall have an opportunity, in person or by counsel, to be heard and to present evidence on their own behalf, and to hear and refute evidence offered against them.
10. Rude or slanderous language, defamation of character comments or aggressive language or behaviour towards a fellow member will not be tolerated at LRS. Any of the above behaviour exhibited by a member directed to another member that is deemed to offend the sensibilities of the Judge, Directors or show management will result in automatic disqualification for the remainder of an event and / or dismissal from the grounds. An incident report will be written up and a minimum of 50% of the Board of Directors must agree if a formal warning, or further action, is required.

MEMBERSHIP:

1. Each family and/or individual membership must complete a total of 8 hours and 2 work bees per year. A family consists of two or more people living in the same household. Each family and/or individual membership must leave a deposit cheque in the amount of \$100.00 dated for July 1 - and a second cheque for \$100.00 dated for Oct.20th. These cheques will be the deposit for 1 work bee and 4 hours for each term.
2. Directors and Drill team members are exempt from working the 8 volunteer hours, and Drill team may attend 2 parades in lieu of 2 work bees.

3. **Drill Team** the 8 volunteer hours for each half - are to be counted for drill members as running of the 50/50 for both days at the Little Britches Rodeo and the attendance at the majority of performances throughout the year in lieu of 2 work bees.
4. Directors at large will be credited for 2 volunteer hours for attendance at Board meetings
5. All qualifying work hours from hours and work bee's must be recorded in writing by each member before Oct 31st of the current calendar year. It is the responsibility of each member to record their own hours, and these hours are to be signed and approved by a director in good standing.
6. A member must be in good standing for a period of 90 days before they can be nominated as a director.
7. **LRS riding membership requires current Horse Council B.C.**
8. **No refund or transfer of Langley Rider Society membership.**

CONDUCT ON GROUNDS:

1. No drinking of alcohol at Langley Riders events, before, during or after.
2. Horses are **not to be left unattended** under the loafing shed. The loafing shed is not for people.
3. Rude, offensive language and / or behaviour towards volunteers, officials, directors, and Judge will not be tolerated and you will be asked to leave. Abusive treatment of animals that causes obvious adverse reactions to the animal of any sort that is deemed to offend the sensibilities of the Judge, Directors or show management will result in automatic disqualification for the remainder of an event and/ or dismissal from the grounds, and the forfeiting all entries paid. An incident report will be written up and a minimum of 50% of the Board of Directors must agree if a formal warning, or further action, is required.
4. See Horse Council Rule 72 Cruelty.

CONDUCT OF EVENTS:

1. ****Manageable stallions can only be used by horseperson who have reached the legal age of majority.
2. All entries must be postmarked prior to closing date of shows, otherwise post entries will be charged, if applicable.
3. A Vet certificate must accompany all cancelled entries, otherwise a refund will not be issued.
4. Horses shall be under proper control at all times, and any rider of horse interfering with, colliding with or cutting off other riders deliberately shall be disqualified from the event at Judges Discretion.
5. Cancelled classes- entrants must be notified 24 hours prior to the show where possible.
6. Combination or cancellation of any class is at the discretion of the Show management.
7. In any specified pattern class, failure to follow the pattern will be **elimination**, unless otherwise specified.
8. In parking area and concession area, no galloping allowed.
9. No horses are permitted past the posted signs near concession and announcers booth.
10. No riding **30 minutes prior to start of a scheduled event in the main arena** but you may ride in warm up arena.

PRACTICE RIDING IN MAIN ARENA

1. When practicing barrels in the main arena the barrels **MUST be placed no less than 5 paces or 12 – 15 feet from the ropes NORTH OR SOUTH;**
2. All barrels/equipment must be put away by the member practicing and if an event is scheduled all barrels/equipment must be put away 30 minutes prior to commencement of scheduled event.
3. All current paid members will be given a code to use the arenas.
4. During the dry spells the arenas **must** be watered before use.
5. All horse droppings must be picked up in both arenas and parking area and placed in the manure pile.

DRESS & TACK:

1. Spurs are optional in all classes, unless otherwise specified.
2. Horses must be shown under clean tack and rider dressed in suitable attire in all classes.
3. Clothing is not part of equipment.
4. No slip on spurs allowed at Langley Riders events.
5. Bits not recognized by HCBC are not to be used, i.e. twisted wire. Training and schooling equipment not allowed in shows unless otherwise specified. IF training equipment is used you will not be judged or judged at judge's discretion.
6. It is mandatory that participants under 18 years of age **wear properly fitted, approved BSI or ASTM protective headgear with safety harness correctly secured at all times while mounted, riding during the competition or on event grounds. It is strongly suggested that all competitors wear protective headgear. If protective headgear is chosen not to be worn by anyone over the age of 18 then a waiver must be signed before competition.**

CRUELTY & LAMENESS:

1. Horses may be of any breed or combination of breeds. Horses deemed visibly unfit by show management may be disqualified from events.
2. Contestants may be disqualified for and such shall be classified as immediate disqualification for the remainder of the show, at the discretion of the Show management.
 - a) Misconduct.
 - b) Abusing horses in or out of the arena.
 - c) Batting the horse about the head, ears or neck. Such shall be classified as immediate disqualification for the remainder of the show, at the discretion of the Show management.

CONTESTANTS:

1. All contestants must have a number easily read by ring officials.
2. A contestant who is not ready when called or who refuses to perform as instructed may be disqualified from the event. A late contestant may be refused entry to the ring after the class has started, subject to the decision of the ring officials. No refund of entries will be made.
3. Contestants cannot use equipment of course for practice on the day of show, on penalty of disqualification when so specified by show management.
4. If a competitor signs up for an event that requires an entry fee to be paid and does not show up for that event, the turn-out fee must be paid before the competitor and can ride in any Langley Riders event.
5. All entries shall be made to entry clerk at shows, accompanied by payment in full.
6. All contestants will be responsible for wilful damage to grounds, buildings or equipment owned by the Langley Riders Society.
7. The Langley Riders Society accepts no responsibility for injury, damage or loss to rider, horse or spectator, and entry in a show or Play Day is at own risk.
8. All contestants under the age of 19 yrs. must have parents or guardians signature relinquishing Langley Riders Society of all responsibility.
9. If a competitor signs up for an event that requires an entry fee to be paid and does not show up for that event, the turn out fee must be paid before competitor can ride in any Langley Riders event.

DIRECTORS & SHOW MANAGEMENT:

1. The Show committee shall be responsible for the program and the date of all show and play days, and operation and supervision of same.
2. The Show committee shall be responsible to the Board of Directors.
3. Entry clerks shall be responsible to the Board of Directors.
4. The management of any show shall determine whether or not an elimination is required in any event.
5. Event Director is to arrange help for each show ahead of time.
6. Whoever has signing authority has to go in for a criminal background check. Any expense incurred will be paid for by the club.
7. The Directors have the authority to enforce all LRS club rules at all times on LRS grounds or LRS events.
8. Any director upon missing a second meeting in a row at the discretion of the board of directors, may be removed from the board. The directors may appoint a member in good standing as a successor by the 3rd meeting to complete the year.

AGE DIVISIONS:

1. A younger member may enter an advance age division but he/she must remain in same for the year and his/her points will count in such division. Such member may reinstate him/herself into their own division, but must forfeit all points accumulated up to that time.
2. Age groups for licensed show shall be as specified by the licensing body.
3. Age groups for Langley Riders **GAMES** members shall be as follows;
 - Tiny Mite** – Age 9 & under - not to have reached your **10th birthday** as of Jan 1
 - Junior** – Ages 10 – 14 - not to have reached your **15th birthday** as of Jan 1
 - Intermediate** – Ages 15-19 - not to have reached your **20th birthday** as of Jan 1
 - Senior** – Ages 20-35 - not to have reached your **36th birthday** as of Jan 1
 - Jack Benny** – 36 – 49 – not to have reached your **50th birthday** as of Jan 1
 - George Burns** - 50 and older –
4. Age groups for Langley Riders **English /Western / Jumping members** shall be as follows;
 - Age 9 and under - Lead Line or Tiny Mite to be at walk trot or at the discretion of show management. - not to have reached your **10th birthday** as of Jan 1
 - Junior 10 – 14 - not to have reached your **15th birthday** as of Jan 1
 - Intermediate – 15 – 19 - not to have reached your **20th birthday** as of Jan 1
 - Senior 20 & up
5. Age 10 and up - walk /trot/ jog division applies to all **horses, all riders, no cross entry into other canter/lope divisions.**
6. Absolutely no exceptions to the above age groups.

POINTS & AWARDS:

1. a) A rider may enter one or more horses but may ride only one horse per class, except in games and jumping. If elimination is necessary a horse must compete in the elimination to be eligible for the finals. Each horse must have the same rider throughout the class.
- b) When more than one horse is shown in a division, rider must declare which horse is being ridden for points in that division for the day. The point's horse is to be ridden first. Rider does not have to ride same horse at every Play Day to qualify for year end points.
- c) No awards (points) for schooling horse – pay same fee. Only one school horse per person.
2. Points system shall be; 1st = 6 points, 2nd = 5 points, 3rd = 4 points, 4th = 3 points, 5th = 2 points, 6th = 1 point regardless of entries in class.
3. One person may ride a different horse in English, Western, Games, and Jumping and pay only one

- number for the day. If two horses are used in one division, double entry fees are required.
4. A rider must be in good standing to be eligible for year-end awards.
 5. In any Play Day, anyone who enters a stakes class must enter a minimum of half the events of the day.
 6. A rider must compete in a minimum of half the events in each discipline to be eligible for yearend awards in a particular age division.
 7. Year end high point awards as follows:
 - Intermediate and above will be placed to fourth for prizes
 - Junior and under 9 will be placed to 6th for prizes
 - Walk/Trot/Jog division – prizes awarded will be awarded to 6th, if you change to a higher division your points are not transferable but show attendance will be credited.

MOUNTED DRILL TEAM RULES AND REGULATIONS

1. You must be a member of the Langley Riders Society before joining the Drill Team, and be over 16 years of age. Riders under the age of 16 may be accepted at the discretion of the Director and the Instructor, and must be accompanied by an adult.
2. All riders must provide for the own transportation.
3. Horses must be at least 14 hands.
4. Horses must be at under control at all times.
5. Stallions will **NOT** be allowed.
6. Horses must be well groomed and their equipment clean.
7. Riders must be in COMPLETE uniform for all public appearances.
8. Drill Team uniforms to be worn ONLY at Drill Team functions.
9. To qualify for membership in the Drill Team, riders must attend 3 consecutive practices with the decision for acceptance to be made by the Director and the Instructor after following the practices.
10. All members will ride **5 practice drills before a qualifying ride** after which they will be able to ride in performances, parades, etc.
11. Complete uniform and equipment is to be turned in to the Director or the member in charge of uniforms IMMEDIATELY upon termination of your membership in the Drill Team.
12. Members are responsible for replacing any part of their equipment or uniform that is lost or destroyed.
13. If you **cannot attend a performance** you must inform the Drill Manager or Director know before the last practice date before the event.
14. If you are unable to attend a practice, please call the phone person at least 24 hours prior to the practice.
15. BE ON TIME – saddled up and ready to ride at practice time.
16. When in public, all riders must conduct themselves in an orderly fashion. For example, before and after a show or parade, always stay in pairs and move out in an orderly and collected manner.

Any complaints, problems, questions or suggestions should be discussed with the Directors.

GAMES DIVISION

GENERAL RULES:

1. LRS General Rules to apply to all Games unless otherwise stated.
2. Exhibitor's horses are expected to be sound and in good health. Any horse which Show Management believes to be unsound or unhealthy may be refused entry.
3. All competitors must be members of Horse Council B.C.
4. Show management to specify time limit on day program.
5. Any Games pertaining to perpetual trophies must be run at every games day. (Barrels & Western poles)
6. In Games there will be no spurring or batting ahead of the front cinch.
7. Horses must enter and leave the Show arena under full control or a walk.
8. Gate to arena must be closed before event starts.
9. In timed events, a clearly defined starting line will be provided or when the use of the electronic eye the electronic eye start line will be used. Horses must start and finish across the designated line.
10. Timing shall begin as the horses nose passes over the finish line, except when otherwise stipulated.
11. New games can be incorporated at the discretion of the Director (s), but not count for year-end awards.
12. Any new Games will be voted on at the end of the year to be incorporated into the Games section of the Rule book.

DRESS:

1. It is mandatory that participants under 18 years of age **wear properly fitted, approved BSI or ASTM protective headgear with safety harness correctly secured at all times while mounted, riding during the competition or on event grounds. It is strongly suggested that all competitors wear protective headgear. If protective headgear is chosen not to be worn by anyone over the age of 18 then a waiver must be signed before competition.**
2. Helmets may be worn with Western or English attire
3. All riders must be suitably attired according to Western or English rules but should be one or the other.
4. Hats must be on when crossing the start line. **Elimination** if the hat is not on the riders head when crossing the start line. No penalty will be imposed if the hat falls off while on course.

TACK:

1. Barrel race rules – any type of riding tack allowed.
2. Western or English tack is allowed but no mixing of the two with exception of snaffle bits.
3. Type of reins used – optional. Two hands on reins allowed.
4. Martingales, tie downs, hackamores, bosals, and cavesons allowed.
5. All humane type bits allowed.
6. Approved flat curb chains allowed, nothing less than a half inch wide.
7. Spurs allowed.

GAME PATTERNS:

See Games Book or Director.

JUDGING:

The judging of the Langley Riders Society horse shows shall be conducted in the following manner:

1. A judge shall not be an exhibitor, rider, or manager at any show at which they are officiating.
2. A judge shall not adjudicate in any class in which a member of their family is competing.
3. A judge shall not, during the period of a show at which they are judging, be the house guest of a person who is exhibiting at such show, or whose family is exhibiting, without the express request or consent of the show management.
4. No horse may be shown before a judge that has been sold by said judge or by his employer within a period of 3 months prior to the show
5. No exhibitor may show before a judge who has received or has contracted to receive remuneration for the sale, purchase or lease of any horse to or from, or for the account of an exhibitor within a period of 3 months prior to the show
6. No exhibitor may show before a judge who rides or trains (for horse show purposes) any horse under said exhibitors ownership or lease within a period of 3 months prior to the show.
7. No exhibitor may show before a judge whom they have leased said horse from unless the lease terminated 3 months prior to the show
8. No child may compete in an equitation class before a judge with whom his/her guardian has had any financial transaction in connection with the sale or lease of a horse within 3 months of the date of the show
9. A judge shall not discuss the purchase or sale of any horse during a show in which they are officiating.
10. There shall be no discrimination against any type, quality or breed of any horse.
11. A red ribbon must not incriminate any horse in any class.
12. Failure to follow a pattern in any class constitutes elimination at **judge's discretion.**

PROTESTS:

1. Protests concerning violations may be given in writing to the show management within 48 hours after the violation occurs, together with a deposit of \$5.00. The show management must accept all suitably filed protests. If the protest is upheld, the \$5.00 will be returned to the protester. If the protest is not upheld, the \$5.00 will be forfeited to the show. If the protester is still dissatisfied, they may appeal to the Board of Directors. In the case of a protest, the decision of the Board is final.

WESTERN DIVISION

GENERAL RULES:

1. LRS General Rules to apply to all classes unless otherwise stated.
2. Horses may be of any breed or combination of breeds, unless otherwise specified.
3. Exhibitor's horses are expected to be sound and in good health. Any horse which Show Management believes to be unsound or unhealthy may be refused entry.
4. All competitors must be members of Horse Council B.C.
5. Horses will be judged on training, balance, obedience, gaits, conformation, fitness and soundness. Soundness is required.
6. Horses must have suitability for the class.
7. Where rail work is required, horses shall be judged at a walk, jog, and lope in any order, both ways of the ring. Extended gaits may be called for.
8. When horses are worked individually, rail work may or may not be required at Judges Discretion.
9. Any new events or variations of events shall be sent out with the classes prior to the show and shall be posted.
10. Rider's hands must remain clear of the horse and saddle when the horse is in motion.
11. One finger is allowed through the reins when splint reins are used. No finger is allowed between romel reins.
12. When the romel is carried the rider's romel hand must be 14 inches from the rein hand.
13. **Junior Horse:** Horses or ponies 5 years old or younger (as of January 1st) Junior horses may be ridden in a regulation Western snaffle or bosal in all Western pleasure classes.
14. **Senior Horse:** A horse or pony over 6 years old (as of January 1st). Senior horses must compete in a Western style bridle and western shanked bit with split or romel type reins.

DRESS:

1. Riders are to be suitably dressed with serviceable Western attire.
2. Rider's attire to consist of western hat or helmet, long sleeve or western shirt with collar, western boots, and western pants or jeans.
3. Chaps, chinks, and spurs are optional unless otherwise indicated
4. It is mandatory that participants under 18 years of age **wear properly fitted, approved BSI or ASTM protective headgear with safety harness correctly secured at all times while mounted, riding during the competition or on event grounds. It is strongly suggested that all competitors wear protective headgear. If protective headgear is chosen not to be worn by anyone over the age of 18 then a waiver must be signed before competition.**

TACK:

1. All horses must be shown under suitable western tack.
2. Caveson type nosebands with head stall, martingales, tie downs classes are not allowed
3. Bosal Hackamores are allowed in all western classes except where the word "bit" applies. **No mechanical hackamores**
4. Rawhide, wire, or other metal devices may not be used as part of a leather chin strap
5. Bats and quirts are not allowed

6. Schooling equipment maybe used for warm-up only. If you use schooling equipment/tack during a class you will be **judged accordingly**.

TYPES OF CLASS:

Not limited to.

SHOWMANSHIP

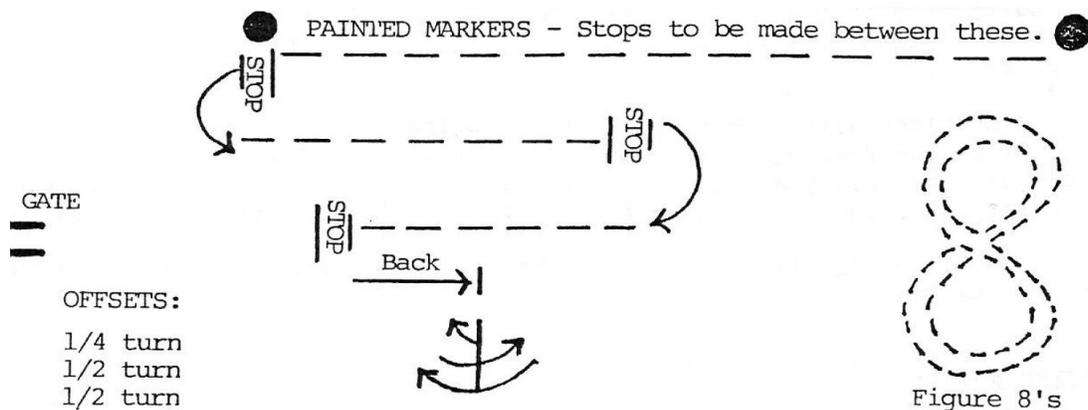
Emphasis on showmanship and handling. To be judged on finish, grooming, and general appearance of horse and handler. Attire must be suitable to type of horse.

WESTERN PLEASURE

Horse to be shown on a reasonably slack rein at all gaits both ways around the ring and on the correct lead at all times. Extreme speed will be penalized. Horse should have a reasonably good stop, stand quietly, and back up readily. Riders may be asked to dismount. To be judged 75% performance, 15% appointments, 10% conformation.

STOCK HORSE

A basic pattern to be used, variations are permissible by Show management. Patterns will be posted. Where rail work is required, basic Western pleasure rules apply. Individual performance – 100 points for perfect score. Reining work not less than 50 points. Manners, appointment, and substance will bring up the remainder of the points. A fall of the horse and rider while showing in the pattern shall be an elimination. Reining class rules apply to faults against the horse.



STOCK SEAT EQUITATION

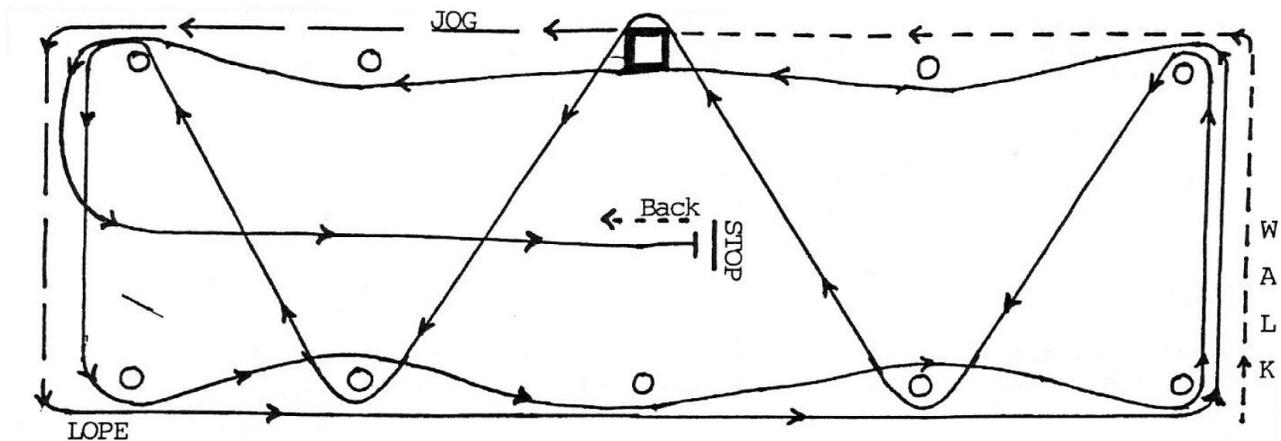
Riders shall be judged on basic horsemanship, body position to include seat and hands, performance of horse due to aids given by the rider, appointment of the horse, and suitability of the rider. Patterns and variations of patterns as per Stock horse class will apply. Judges decision shall be final.

TRAIL HORSE

A pattern will be used and provided by Show management. It will be posted one hour prior to the start of the class. No obstacles shall be mandatory. Horse and rider will have a time limit on each obstacle at the discretion of the Show management. Obstacles must be suitable to the class and not present physical danger to horse and rider. Time allowed on all obstacles shall be designated by the Show management. Where rail work is required by the Judge, basic Western pleasure rules apply.

WESTERN RIDING HORSE

A pattern will be used and provided by Show management. It will be posted one hour prior to the start of the class. Reining class rules apply to faults against the horse. Where rail work is required by the Judge, basic Western pleasure rules apply.



BAREBACK EQITATION

Riders shall be judged on basic horsemanship, body position to include seat and hands, performance of horse due to aids given by the rider, appointment of the horse, and suitability of the rider ALL WITH OUT RIDING IN A SADDLE. Judges decision shall be final.

COMMAND CLASS

Judged on performance at various gaits, with additional manoeuvres required at the discretion of the judge.

DISCIPLINE RAIL CLASS

This is not an elimination class but an execution of manoeuvres judged on the execution of the manoeuvre and performance of manoeuvre at judges requests.

REINING HORSE

Patterns #1, 2, 3 will be used and provided by Show management. It will be posted one hour prior to the start of the class. Failure to follow the pattern constitutes **elimination**.

Faults given to horse for:

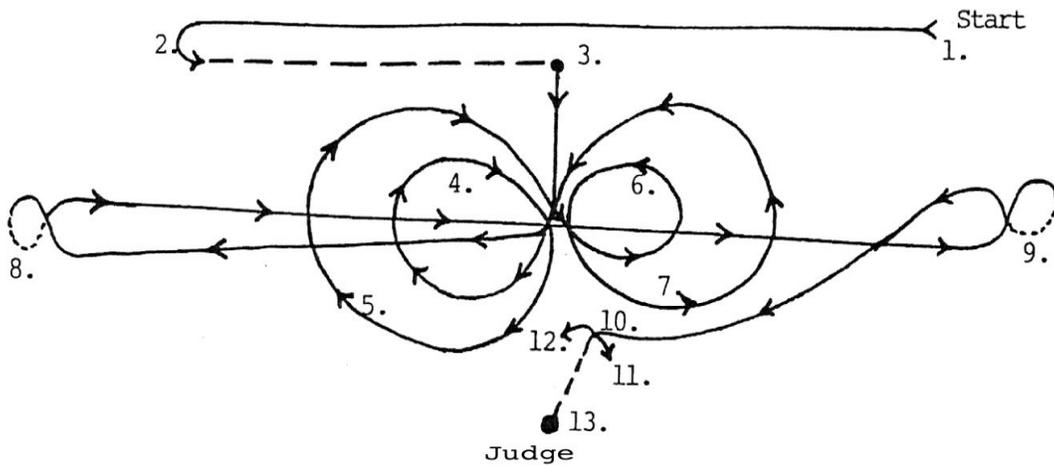
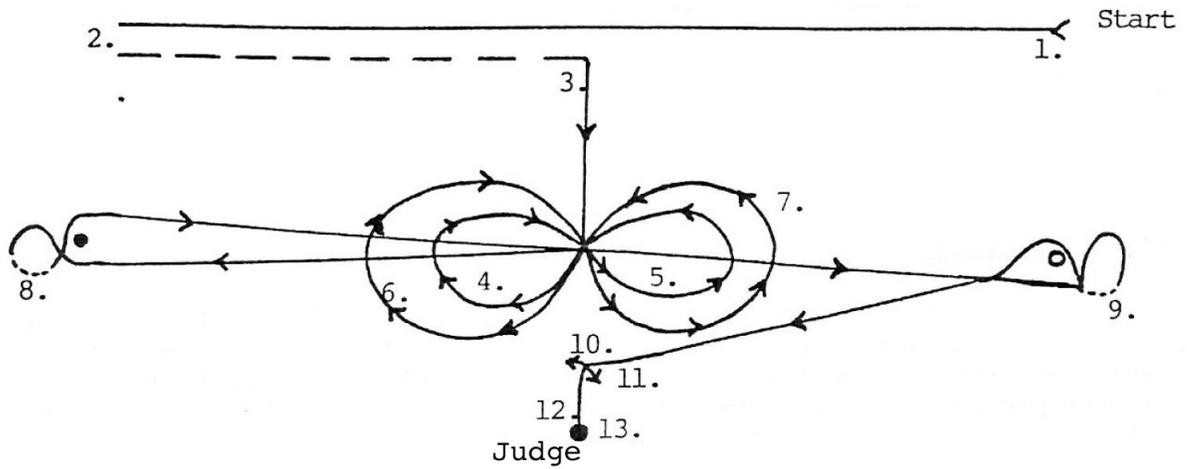
- | | |
|-------------------------------|-------------------------------|
| a) Opening mouth excessively. | d) Anticipating signal. |
| b) Breaking gaits. | e) Stumbling and falling. |
| c) Refusing to change lead. | f) Wringing of tail. |
| | g) Bouncing or sideways stop. |

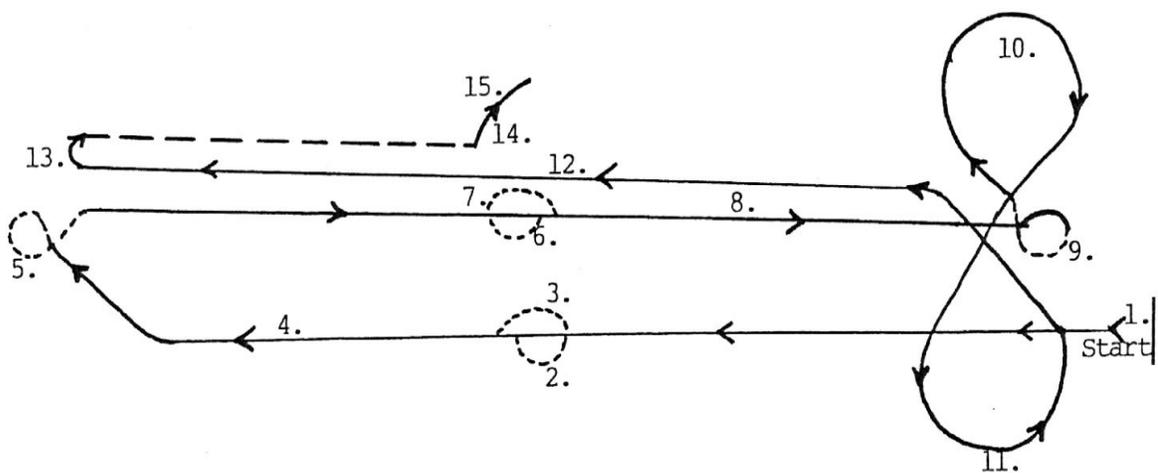
h) Backing up sideways.

Reining pattern #1

Faults given to the rider:

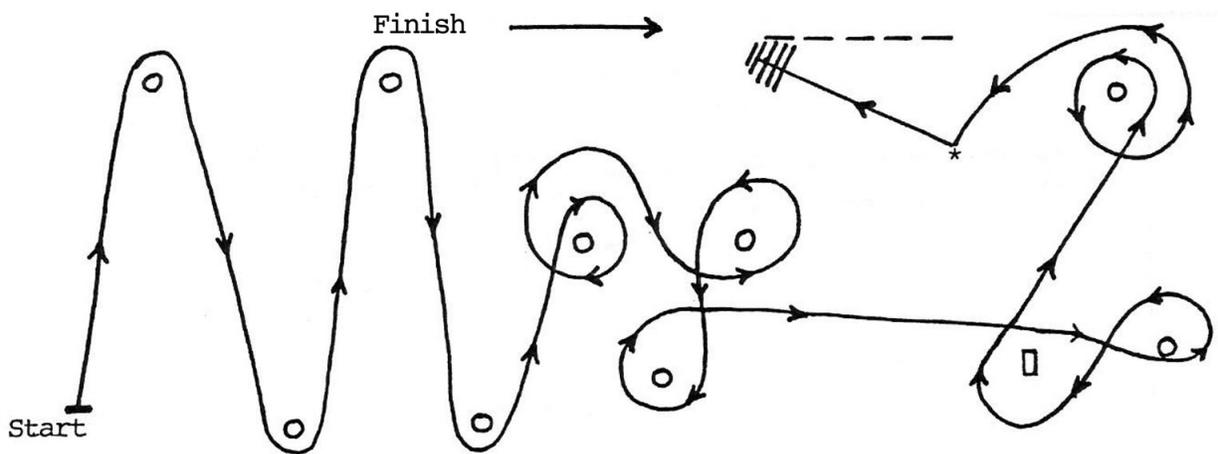
- a) Changing hands on the reins.
- b) Holding on with the free hand.
- c) Losing a stirrup.
- d) Two hands on the rein at any time.
- e) Any unnecessary aid given by the rider to induce the horse to perform. Such as talking, petting, spurring, quirting, jerking of the reins, etc.





WESTERN OBSTACLE COURSE

Rules are the same as the Reining Horse class.



□ Log ○ Markers * Roll back ----- Backing



To be performed at fast lope.

MATCHED PAIRS

General Western pleasure rules apply. Pairs will be judged on likeness of horse and rider and their ability to work together as a team. Teams may be asked to do a pattern.

PLEASURE PAIRS

General Western pleasure rules apply. Horses to be judged on way of going as a team.

ENGLISH DIVISION

GENERAL RULES:

1. LRS General Rules to apply to all classes unless otherwise stated.
2. Horses may be of any breed or combination of breeds, unless otherwise specified.
3. Exhibitor's horses are expected to be sound and in good health. Any horse which Show Management believes to be unsound or unhealthy may be refused entry.
4. All competitors must be members of Horse Council B.C.
5. Horses will be judged on training, balance, obedience, gaits, conformation, fitness and soundness.
Soundness is required.
6. Horses must have a suitability for the class.
7. Where rail work is required, horses shall be judged at a walk, trot, and canter in any order, both ways of the ring. Extended gaits may be called for.
8. When horses are worked individually, rail work may or may not be required at Judges Discretion.

DRESS:

1. Riders are to be suitably dresses with serviceable English attire.
2. Rider's attire to consist of suitable jacket or sweater, riding shirt (long or short sleeved), English type boots, and jodhpurs or breeches.
3. All riders must wear helmets with a fixed harness for over fences classes.

TACK:

1. English saddle of any type is required.
2. Bridles may be Double, Snaffle or Pelham. Two reins or bit converters must be used with a Pelham.
3. Martingales are not allowed in flat classes.
4. Properly adjusted running or standing martingales allowed in over fences and hunter classes.
5. Breastplates are allowed in all classes.
6. Boots are allowed in over fences and hunter classes only. ** Leg protection may be used at the discretion of the Show management.
7. Schooling equipment for safety may be allowed at Judges Discretion. The rider may be placed after all riders with proper tack at Judges Discretion. Requests must be done before the start of the event or first class to be considered, otherwise class tack specifications stand. Riders 13 and under will be most eligible.

GAITS:

Walk – Straight, true, and flat footed. May require free on loose rein, collected on contact with bit, and extended on contact with bit.

Trot – Free, light, and crisp. May require free on loose rein, collected while sitting, extended on contact, and medium with free moving legs and impulsion while posting.

Canter – Easy and rhythmical. May require collected, extended, and hand gallop under control. Mounting, dismounting, and rein backs may be required.

TYPES OF CLASS:

Not limited to.

BASIC SEAT

Individual performance at Judges Discretion. To be shown at a walk, trot, and canter both ways of the ring.

ENGLISH PLEASURE

Judged on suitability to class. To be shown at a flat footed walk, normal trot, and easy canter with no gallop. Medium to light contact to be maintained.

ROAD HACK

Judged on performance, substance, and manners. To be shown at a flat footed walk with a reasonably loose rein, trot, strong trot, easy canter, and hand gallop. Road Hack should present an appearance of overall substance and refinement.

SHOW HACK

Judged on performance, quality, conformation, and manners. To be shown at a walk, trot, canter, and hand gallop. Collected and extended gaits to be called for as well as standing quietly and backing up easily. Show Hack should have vitality, animation, presence, and balance.

DISCIPLINE RAIL

To show the ability of a highly trained horse. Appointments shall follow the English Pleasure class. Shall perform work on the rail and may include but is not limited to: extending or shortening any gait, simple changes of lead, canter transition from the halt, square stops, counter canters, turn on the forehand/haunches, or working entrants 'on the buckle'. Final judging shall be on the basis of best over disciplined rail performance.

HUNTER HACK

Judged on performance, substance, and manners. To be shown at a flat footed walk with a reasonably loose rein, trot, easy canter, and hand gallop. Must stand quietly when rider dismounts, remounts, and back readily. Jump cross pole to 2'3".

HUNTER UNDER SADDLE

Judged on performance, substance, and manners. To be shown at a flat footed walk with a reasonably loose rein, trot, easy canter, and hand gallop. Must stand quietly when rider dismounts, remounts, and back readily.

HUNT SEAT OVER JUMPS

Performance of the horse is not to be considered unless it is the result of the rider's ability. Horses must be kept on an even pace throughout. Three refusals will result in **elimination**. Rail work may be required at the Judge's discretion.

WORKING HUNTER

Horse to go over a course of eight jumps.

JUMPER DIVISION

GENERAL:

1. LRS General Rules to apply to all classes unless otherwise stated.
2. Horses may be of any breed or combination of breeds, unless otherwise specified.
3. All competitors must wear ASTM or BSI approved helmets with the safety harness correctly fastened at all times while jumping anywhere on LRS competition grounds.
4. Exhibitor's horses are expected to be sound and in good health. Any horse which Show Management believes to be unsound or unhealthy may be refused entry.
5. All competitors must be members of Horse Council B.C.
6. Schooling equipment for safety may be allowed at Judges Discretion. The rider may be placed after all riders with proper tack at Judges Discretion. Requests must be done before the start of the event or first class to be considered, otherwise class tack specifications stand. Riders 13 and under will be most eligible.

DRESS:

1. Neat and tidy attire is required for entrants. If competitors are not suitably dressed, the show management/judge may refuse to allow them to compete.
2. Jackets are not mandatory.
3. Paddock boots with half chaps, and tights or yoga pants (beige or black preferred) are permitted.
Collared, buttoned shirts or polo shirts are acceptable. Shirts must be neatly tucked in.
4. All boots must have a heel.
5. No chaps, t-shirts, tank tops, jeans or other similar dress will be permitted.
6. All competitors must wear ASTM or BSI approved helmets with the safety harness correctly fastened at all times while jumping on the competition grounds.

TURN OUT, TACK AND EQUIPMENT:

1. Braiding is optional.
2. There are no restrictions on saddles, but must be of English type.
3. All horse leg boots are allowed as long as safe and secure.
4. Only blunt spurs without rowels or sharp edges may be worn.
5. Competitors are allowed to use a dressage whip of 110 cm when schooling but are strictly forbidden to use or to carry one which is more than 75 cm in length in the competition ring.
6. Draw reins are permitted in the schooling ring, not while competing. They must be used in a safe manner.
 - a) Attached to the girth, running through the front legs and secured at the neck.
 - b) Attached to the breastplate.
 - c) Attached to the girth at the billet.
7. Standing martingales secured as above will be permitted in jumper classes.
8. Running, Irish, bib, etc. martingales must be used with rein stops.
9. Restrictive devices such as the German martingale, De Gogue, Chambon, running reins etc may not be used for competition.
10. Sheepskin may be used on each cheek piece of the bridle providing the sheepskin does not exceed 3cm in diameter measured from the horse's face.
11. All EC bits allowed. Gags and hackamores are allowed.
12. Anywhere on the competition grounds, in the interests of safety, the stirrup iron and the stirrup leather (this also applies to safety stirrups) must hang freely from the bar of the saddle and the outside of the flap. There must be no other restrictions or attachments of any kind. The competitor must not directly or indirectly be tied to any part the saddlery.

13. For all competitors, if the harness comes undone, or the hat falls off, the rider must retrieve and/or do up the hat, with assistance if necessary, before the next obstacle is taken. There will be no penalty other than the loss of time. Failure to do up the harness or retrieve protective headgear before taking the next jump results in **elimination**.

ABUSE: Abuse of the horse is strictly forbidden. A person identified as abusing a horse will be **eliminated**.

1. Abuse includes, but is not restricted to, excessive use of spurs, abuse of the whip, and brutal use of the reins during halts or rein backs, repeated tugs on the horse's mouth.
2. Excessive use of the whip: the whip cannot be used to vent a rider's temper. Such use is always excessive. The whip is not to be used after elimination or after a horse has jumped the last fence on a course. The whip is never to be used overhand, (e.g. a whip in the right hand being used on the left flank).
3. The use of a whip on a horse's head is always excessive use. A horse should never be hit more than three Times for any one incident. If a horse's skin is broken, it is considered excessive use of the whip.

THE CONDUCT OF JUMPER CLASSES:

1. Horses are to be judged only on performance over a predesignated course. The Show management must ensure that a plan giving precise details of the course is posted at least 30 minutes before start of competition. Time allowed must be used in all classes in the Jumper Division.
2. Time allowed is based upon actual measurement of length of course but the route should be generous. It will be determined by the course designer at the rate of mpm.
3. The time limit is equal to twice the time allowed for all competitions in which a time allowed has been laid down.
4. Recording time in any competition where the time is taken by stopwatches, the time is to be registered in seconds and in hundredths of a second. If two timekeepers are used, only the time of one will be taken into account, the time of the second timekeeper will be used as a back-up.
5. The obstacles are numbered consecutively in the order in which they must be jumped, unless otherwise specified.
6. Classes 2' and under will not have oxers.
7. Classes 2'3" and under will not have combinations.
8. Stake class prize money will be awarded at 1st place 40%, 2nd place 30%, 3rd place 20%, and 4th place 10%.

ACCESS TO THE ARENA:

1. Riders may walk the course before the start of every class.
2. Competitors are forbidden to exercise their horse in the arena or over the obstacles once the show starts. Access will be allowed to the competition ring for hand walking or flat schooling **ONLY** before the start of the show at the discretion of the show management.
3. Practice jumps will be available in the warm up ring.

ORDER OF GO:

1. Horse/rider combinations must be ready to go when called. At class end the rider has one last call to go, if not ready the rider is disqualified from the class, entries forfeit.
2. In the case of a rider who is competing in a class with more than one horse, the order of go should provide at least five horses between the rider's horses.

IN-GATE:

1. In all classes, cantering through the in-gate without prior permission is forbidden. Elimination will occur on second offence.
2. The in gate must be kept clear at all times.

HORS CONCOURS:

1. "Hors Concours" are non-judged rounds that do not get scored or placing's. "Hors Concours" entries may be accepted at the show management's discretion but are subject to the same rules as a regular entry.
2. "Hor Concours" may not participate in any jump-off.
3. A horse or pony that has competed "Hors Concours" is not allowed to compete any further for the remainder of the day other than as "Hors Concours" rounds.

BELL: The bell is used to communicate with the riders that may be a bell or buzzer noise.

1. The bell is used for:
 - a) To give the signal to start and to activate a (60) seconds countdown. The (60) seconds countdown sets the time that the rider can spare before commencing the round. The show management/judge has the right to interrupt the (60) seconds countdown if unforeseen circumstances occur. Incidents such as, but not limited to, disobedience and falls, occurring between the signal to start and the moment the rider crosses the starting line in the correct direction, are not penalized.
 - b) After the bell has rung, crossing the starting line in the correct direction for a second time before jumping the first obstacle is counted as a disobedience. However the show management/judge in its discretion of the situation so warrants has the right not to activate the start or to cancel the starting procedure, give a new signal to start and restart the countdown.
 - c) To stop a rider for any reason or following an unforeseen incident and to signal to the rider to continue the round after an interruption.
 - d) To indicate to the rider to restart after an obstacle knocked down following a disobedience has been rebuilt.
 - e) To indicate by prolonged and repeated ringing that the rider has been **eliminated**.

OBSTACLES:

1. The obstacles must be inviting in their overall shape and appearance, varied and match their surroundings. Both the obstacles themselves and their constituent parts must be such that they can be knocked down, while not being so light that they fall at the slightest touch or so heavy that they may cause horses to fall or be injured.
2. Poles and other parts of the obstacles are held up by supports (cups). The pole must be able to roll on its support.
3. The limits on the height and spread of obstacles must be observed with the greatest of care.

OBSTACLE TYPES:

Vertical obstacle: An obstacle whatever its construction can only be called vertical when all the parts of which it is composed are positioned in the same vertical plane.

Spread obstacle: A spread obstacle is an obstacle, which is built in such a manner that it requires an effort both in spread and in height. The width not to exceed the height.

Combination obstacle: Double, treble or higher combinations mean a group of two or more obstacles, with distances between the elements of 7 m minimum and 12 m maximum which require two or more successive efforts. The distance is measured from the base of the obstacle on the landing side to the base of the next obstacle on the take-off side.

1. In combinations, each element of the group must be jumped separately and consecutively, without circling around any element. Faults committed at any element of a combination are penalized separately.
2. A refusal at any of the jumps in combination results in the horse having to repeat the entire set of obstacles, not just the element refused. So a horse may jump "A" and "B" without issue, but have a refusal at the third

fence (C), at which time the rider would have to circle and return to jump fence "A" again, giving the horse a second chance to refuse or knock down "A" and "B".

3. If a rider does not retake combination from the start is to be "off course" and is **eliminated**.

DURING A ROUND:

1. NO penalties will be given for verbal assistance from outside of the ring.
2. During a round, penalties are incurred for:
 - a) Knocking down an obstacle.
 - b) A deviation from the course.
 - c) Refusal
 - d) A fall of a horse and/or rider.
 - e) Resistance
 - f) Disobedience
 - g) Exceeding the time limit.

KNOCK DOWN: An obstacle is considered to have been knocked down when through a mistake of the horse or rider, the whole or any upper part of the same vertical plane of it falls. Even if the part which falls is arrested in its fall by any other part of the obstacle. Or at least one of its ends no longer rests on any part of its support (cups).

1. Touches of any part of an obstacle or its flags, in whatever direction, while in the act of jumping, that aren't a knock down are not penalized.
2. A knock down while in the act of jumping will result in a penalty called a "rail" scored as 4 faults or time penalty depending on class specifications.
3. The knock down or displacement of an obstacle, as a result of a disobedience is penalized as a refusal only. In the event of the displacement of any part of an obstacle, (except the flags), as a result of a disobedience, the bell will be rung to indicate to the rider to stop and the clock will be stopped while the jump is rebuilt. The bell will then be rung to indicate to the rider to proceed and that the clock is restarted
4. If any part of a jump, which has been knocked down is likely to impede a rider in jumping another obstacle, the bell must be rung to indicate to the rider to stop and the clock will be stopped while this part is picked up and the way is cleared. The bell will then be rung to indicate to the rider to proceed and that the clock is restarted.
5. If a rider jumps an obstacle correctly which has been improperly rebuilt, they incur no penalty.

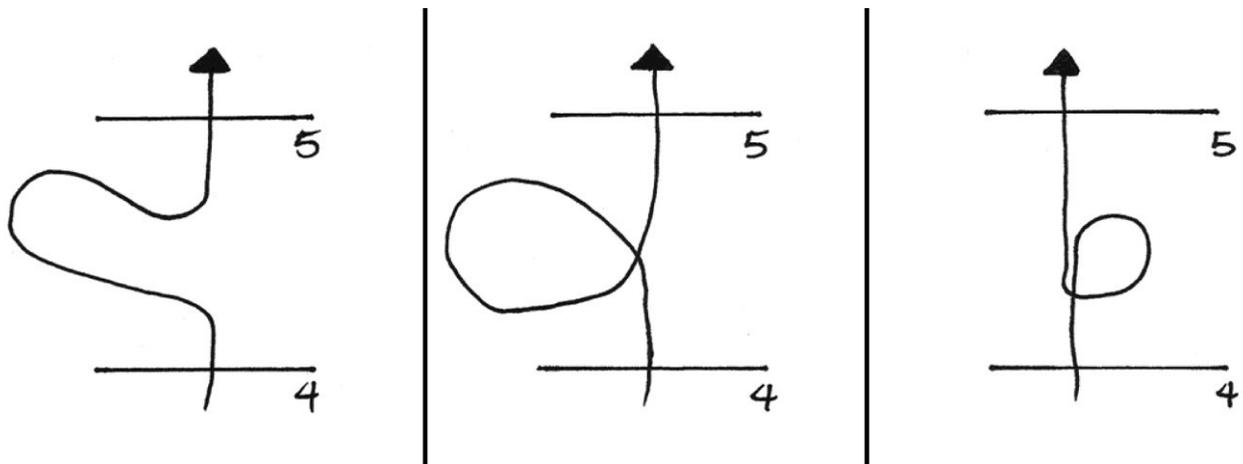
DEVIATION FROM THE COURSE: An uncorrected deviation from the course incurs elimination.

1. Does not follow the posted course.
2. Does not cross the posted starting line or the finishing line in the correct direction.
3. Does not jump the obstacles in the order or in the direction indicated, unless otherwise stated.
4. Jumps or attempts to jump an obstacle which does not form part of the course or omits an obstacle.
5. Obstacles not included in the class course should be crossed but failure to do so by the arena party will not preclude the elimination of the rider for jumping it.
6. When correcting a deviation from the course:

No penalty, if not passed jump.

4 faults for crossing over path.

Refusal for circling - penalty.



REFUSAL: First and second refusals incurs faults. Three total on course refusals incurs elimination. Afterwards the rider is allowed to re-take a single jump they have successfully jumped in the round as a courtesy.

1. Stopping in front of an obstacle without moving backwards and without knocking it down followed immediately by a standing jump is not penalized.
2. If the halt is prolonged, if the horse steps back, either voluntarily or not, or retakes the track, a refusal is incurred.
3. If a horse slides through an obstacle as disobedience the bell will be rung to indicate to the rider to stop and the clock will be stopped while the jump is rebuilt. The bell will then be rung to indicate to the rider to proceed and that the clock is restarted. It is to count as a refusal. The rider must be ready to attempt the obstacle again as soon as it has been rebuilt.
4. If the bell is not rung and the rider must continue the round. They are then penalized as for an obstacle knocked down a "Rail". 4 faults or time penalty depending on class specifications.
5. If the bell has been rung and the rider jumps other elements of the combination in their stride, it does not entail elimination or any further penalty should the rider knock down this element of the combination. They must stop before continuing onto the next numbered jump or it will be "off course" automatic **elimination**.
6. If a rider is unable to jump the subsequent element of a combination as a result of a fall at the preceding element with or without a knock down or a displacement, the rider is penalized for the fall but not for a refusal.

FALLS:

1. Automatic 4 faults or 4 second penalty will be incurred for the rider falling off their horse the first time. Falling off a second time will be **elimination**.
 - a) A rider is considered to have fallen when, either voluntarily or involuntarily, is separated from the horse, which has not fallen, in such a way that he touches the ground or finds it necessary, in order to get back in to the saddle, to use some form of support or outside assistance.
 - b) If it is not clear that the rider has used some form of support or outside assistance to prevent their fall, the benefit of doubt must be given to the rider.
2. A horse is considered to have fallen when the shoulder and quarters have touched the ground or the obstacle and the ground. If the rider proceeds, the only penalty is loss of time.
3. The rider must remount themselves or incur another 4 faults. Tiny Mites and Pee Wees may have help remounting without penalty.

RESISTANCE: A resistance is penalized as a refusal when on course or as an elimination if the rider does not pass the starting line 60 seconds after the signal to start at the discretion of the show management/judge.

1. It is a resistance when the horse refuses to go forward, makes a halt for any reason, makes one or several more or less regular or complete half turns, rears or steps back for whatever reason.
2. It is equally a resistance when the rider stops their horse for more than 60 seconds at any moment and for any reason, except in the event of an incorrectly rebuilt obstacle or to indicate unforeseen circumstances.

DISOBEDIENCES: The following are considered as disobedience and are penalized as such.

1. A refusal.
2. A run-out.
3. A resistance.
4. A more or less regular circle or group of circles no matter where they occur on the course or for whatever reason.

Notwithstanding the above, the following is not considered to be a disobedience:

1. Circling for up to 45 seconds after a run-out or a refusal (no matter the obstacle has to be rebuilt or not) to get into position to jump an obstacle.
2. Circling around the last obstacle jumped or the next obstacle to be jumped.

TIME LIMIT: Once the time limit is reached the rider will be **eliminated** from competition but allowed to continue at the discretion of the show management/judge.

TYPES OF CLASS:

Not limited to.

OPTIMUM TIME: (MATCH THE CLOCK)

1. Optimum Time or Match the clock classes are designed to help developing riders learn the skill of riding a course at the posted speed, rather than with the fastest time. Competitors with equal faults will be placed according to how close their time is to the optimum time, which is based on the course being ridden at the posted speed.
2. Optimum time may be used in the first round, the jump off, or a combination of both. The time allowed should exceed the optimum time. The course designer will calculate the optimum time based on the posted speed.

Rounds scored:

1. First and second disobedience – 4 faults each.
2. Third disobedience -**elimination**.
3. Obstacle knocked down while jumping -4 faults.
4. Falls off horse -4 faults and time lost for remount.
5. Falling off a second time will be **elimination**.

IMMEDIATE JUMP OFF:

1. This competition comprises two rounds against the clock.
2. If the rider is clear (no faults) in the first round they move on to a Jump-off.
3. The jump-off course will be of fewer jumps in any order the course designer chooses.
4. The jump-off will be immediate. The rider has 60 seconds to start the jump of round once the bell rings or be **eliminated**.

Rounds scored:

1. First and second disobedience – 4 faults each.
2. Third disobedience -**elimination**.
3. Obstacle knocked down while jumping -4 faults 4. Falls off horse- 4 faults and time lost for remount.

5. Falling off a second time will be **elimination**.
6. Exceeding the time allowed in the first & second round -1 penalty fault for every four seconds commenced.
7. Exceeding the time allowed in the jump-off -1 penalty fault for each second or commenced fraction of a second.

POWER AND SPEED:

1. This competition comprises two phases run without interruption, each at an identical or different speed, the finishing line for the first phase being identical with the starting line for the second phase.
2. The first phase is a course of 8 to 9 obstacles with or without combinations. The second phase takes place over 4 to 6 obstacles, which may include combinations.
3. Competitors penalized in the first phase are halted by ringing the bell after they have jumped the last obstacle or when the time allowed for the first phase has been exceeded, after crossing the finishing line of the first phase. They must stop after crossing the first finishing line.
4. Competitors not penalized in the first phase continue the course, which finishes, after crossing the second finishing line.

Rounds scored:

1. First and second disobedience – 4 faults each
2. Third disobedience - **elimination**.
3. Obstacle knocked down while jumping -4 faults 4. Falls off horse- 4 faults and time lost for remount.
5. Falling off a second time will be **elimination**.
6. Exceeding the time allowed in the first & second round -1 penalty fault for every 4 seconds commenced.
7. Exceeding the time allowed in the jump-off -1 penalty fault for each second or commenced fraction of a second.

GAMBLER'S CHOICE:

1. In this competition, a certain number of obstacles are set up in the arena. Each obstacle carries points from 10 to 120 points according to its difficulty. Combination obstacles are not allowed.
2. The points allocated to the obstacles may be repeated at the discretion of the Course Designer. If it is not possible to place 12 obstacles in the arena, it is up to him to delete the obstacles he wishes.
3. Each obstacle may be jumped twice in either direction. The obstacles must be built so that they can be jumped in both directions.
4. The joker is not part of the main course and is 200 points.
5. Each rider has 45 (minimum) to 90 seconds (maximum). The rider may cross the starting line in either direction to start the clock. During this time, they may jump all the obstacles they wish in any order and in any direction. The rider is credited with the number of points carried by each obstacle that he has jumped correctly. No points are awarded for an obstacle knocked down.
6. Any obstacle knocked down during a round will not be rebuilt; if it is jumped again, no points will be credited to the rider. The same applies for knocking down an obstacle in disobedience or for displacing a lower part positioned in the same vertical plane. In the case of disobedience without a knock-down, the rider may jump that obstacle or continue to the next obstacle.
7. The act, voluntarily or not, of jumping an obstacle for the third time or of passing between the flags of an obstacle already knocked down does not incur elimination. However, the rider does not score the points allotted to this obstacle.
8. All disobediences are penalized by the time lost by the rider; except for falls which also incur 4 second time penalty and time lost for remount. Falling off a second time will be **elimination**.
9. Ringing the bell declares the end of the round. The rider must then cross the finishing line in one direction or the other to allow his time to be recorded. If the rider does not cross the finishing line, they are placed last of the riders with the same number of points.

10. If the fixed time is reached at the moment when the horse is already taking off, this obstacle counts if it is correctly jumped.
11. The bell will be rung again to start the countdown of 30 seconds for the Joker option. The rider has the choice to attempt the Joker once. Two-hundred points are awarded if this obstacle is jumped correctly, but if it is knocked down two-hundred points must be deducted from the total points obtained by the rider.
12. The rider who has obtained the highest number of points will be declared the winner. In the event of equality of points, the fastest time taken between the starting line and the finishing line will decide.

KNOCK-OUT COMPETITION:

1. This competition takes place by pairs of riders racing against each other.
2. Rider pairing will be drawn randomly.
3. The two riders will compete against each other simultaneously over two identical courses. No combination obstacles.
4. If one rider enters the other rider's course and as a result interferes with that rider, the rider responsible for the interference will be eliminated.
5. The winners of each eliminating round are qualified to compete in groups of two in the next eliminating round and so on until the two finalists meet each other to decide the winner of the competition.
6. Once a rider has lost the round they should not continue.

Rounds scored:

1. All rails will be penalized as 4 seconds added to the rider's time.
2. All refusals will be penalized as 4 seconds added to the rider's time.
3. Falls off horse -4 penalties seconds and time lost for remount.
4. Falling off a second time will be **elimination**.

METRIC CONVERSION CHART:

2'3" - 0.70m	3'6" - 1.10m
2'6" - 0.75m	3'9" - 1.15m
2'9" - 0.85m	4'0" - 1.20m
3'0" - 0.90m	4'3" - 1.30m
3'3" - 1.00m	4'6" - 1.40m

ROYALTY CHALLENGE RULES

1. Contestants must be under 21 years of age as of Jan. 1st of competition year. Girls must be members in good standing LRS prior to the beginning of the royalty contest.
2. Any contestant must compete or ride in one of the following divisions English, Western, Jumping, Games or Drill.
3. Contestant may compete in the royalty contest in either English or Western attire, but when representing the Royalty Girls will wear Royalty attire or Western attire.
4. In the event that the Queen cannot complete her reign, the Senior Princess will assume the position of Queen.
5. The Royalty Party will consist of:
 - Queen and Senior Princess 16 – 21 years of age, or age at the discretion of the board of directors
 - Junior Princess and Junior Princess Runner-Up 10 – 15 years of age, or age at the discretion of the board of directors
 - Little Miss Sweet Heart 9 and under or age at the discretion of the board of directors.
6. The contestants shall be judged by three judges with one LRS member in good standing serving as a judge. All judges will be chosen by the Royalty Director and approved by the Board of Directors. Judges can be either male or female and shall be over the age of 19. Judges may not be related to any contestants, nor can they have been a coach or trainer to a competitor in the past year.
7. Awards, judging criteria and schedule of events are the responsibility of the Royalty Director.
8. All members of the Royalty Party and/or the contestants are to display appropriate behaviour at all club or club sanctioned functions. There is to be no swearing, smoking, drinking or drug use. Any infractions will result in a dismissal by the Board of Directors.
9. All Royalty must attend a majority of functions (parades, fundraisers, other club events) in order to receive year end awards for royalty.
10. If there are not enough contestants to fill all age divisions oldest girl(s) will be moved up at the beginning of the contest.

RODEO EVENTS

Rodeo rules will be supplied by the Rodeo Committee and will be available at the event.

WESTERN DRESSAGE and RANCH HORSE VERSATILITY

Follow the rules of Horse Council of B.C.

Retyped/edited by Jenny L. 2006, Retyped/edited by Katrina V.
2012
Edited by Wanda Bittner – accepted Dec 6, 2016 AGM