

Rules of SSRC

General Rules

Entries

1. Every entry and all those associated with the entry attending an SSRC competition shall be subject to the constitution and rules of the SSRC and any rules set by the competition.
2. Every event will make sure that:
 - a) Every horse, rider or driver is eligible as entered
 - b) Waivers are signed by competitors prior to their entry to the show ring.
3. Entry forms must be properly completed as they supply the information required for year end awards.
4. All entries must be complete and must be accompanied by funds prior to showing.
5. No entry is eligible to compete until the entry form and waiver/s have been signed by the person/s responsible. A parent or guardian must sign for a junior rider/driver.
6. Exhibitors are responsible for their own errors and those of their agents in the completion of their entry forms.
7. Any misrepresentation of the horse or competitor will result in elimination.
8. Horses must be entered under their registered name.
9. Every competitor must wear the competition number provided at all times in the schooling areas as well as in the competition ring.
10. No riders under the age of 8 will be permitted to compete, young riders must be prepared to provide proof of eligibility.
11. Hors Concours entries may be accepted at the discretion of the competition organizer or judge. These entries must pay the same entry fee and are to follow the same rules as the other competitors, but are not eligible for any awards.
12. Cancellation will be accepted up to the start of the class.
13. No entries can be accepted after the start of the class.

Exhibitors, Riders, Drivers and Handlers

1. All competitors, juniors included, must handle their own mount, unless the class specifies a handler may be used.
2. An exhibitor must be correctly dressed for the class entered. Management may at their discretion bar any entry if not suitably presented.
3. Riders/Drivers will not be penalized for wearing safety vests or helmets in any class.
4. It is strongly recommended that all persons wear approved protective headgear at all times while mounted or driving.
5. Junior competitors must wear properly fitted, approved protective headgear, with the safety harness correctly fitted, at all times while mounted or riding on a horse-drawn vehicle on the competition or event grounds. Approved headgear must be certified by SEI or the American Society for Testing Materials (ASTM) standard or the British Standards Institution (BSI) standard.
6. All persons, regardless of age, riding over fences or driving around cones/obstacles anywhere on the competition grounds must wear protective headgear secured with a safety harness permanently affixed to the helmet, and properly fitted and secured.
7. SSRC makes no representation or warranty expressed or implied about any protective headgear and cautions that serious injury or death may result despite wearing such

- headgear as all equestrian sports involve inherent risk and no protective helmet can protect against all foreseeable injury.
8. The use of personal electronic communication devices by anyone while in the competition ring is prohibited. (Exception: competitors with disabilities, who must communicate this when entering and to officials)
 9. Stallions shall not be shown, ridden or handled by a junior. Unmanageable stallions must be excused. Decisions of manageability of the stallion are at the discretion of the judge or steward.
 10. Blemishes or scars shall not be counted against a horse in any class.
 11. A youth or junior competitor is anyone who has not passed their 19th birthday as of January 1st of the current calendar year.
 12. In all classes, any rider and/or horse that falls will be automatically eliminated.
 13. Anytime a horse is bleeding during competition they may be eliminated at the judges' discretion.
 14. Competitors may be eliminated if their number is not visibly worn.
 15. Competitors may not use the competitions equipment for practice before the class begins; only practice equipment designated as such may be used for warm up.
 16. Protective leg wear may be used in any class except Halter or Showmanship.
 17. Where points accumulation is a factor, they will accrue to the horse/rider combinations only, no substitutions.

In Hand Classes

Halter

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

Showmanship

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

Dressage

Dress and Tack

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

Class Conduct

1. The arena will be 20x40meters in size and labeled with the letters in order A F B M C H E K counter clockwise at the specified points, A being where the horse enters, C being the location judge.
2. When rider is called they may warm up around the outside of the competition ring until the bell/whistle is sounded, at which time they have 45 seconds to enter the ring, or they may be eliminated. If they enter before the bell they will be asked to exit and reenter and points will be deducted.
3. Test may be called, arrangements for this being the responsibility of the competitor. Callers may only repeat a movement twice, and may not add anything that is not on the test sheet.
4. Any other outside coaching or assistance may result in elimination.
5. If the rider goes "off course" the judge may sound the bell to stop and correct the rider so they can continue at the next movement. If this occurs 3 times, the competitor will be eliminated.
6. Lameness will cause the competitor to be eliminated.
7. A suitable dressage whip, no longer than 120cm, may be used.
8. If the horse or rider falls the competitor will be eliminated.
9. If a horse is dangerous or excessively unruly they will be eliminated.
10. If the horse leaves the ring with all four feet, between the time of entry and the time of exit at A, they will be eliminated.
11. Use of voice will count as a fault.

Performance Classes

Class Conduct

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

Western Performance Classes

Western Equipment and Attire

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

Western Pleasure

- 1) A good pleasure horse has effortless, smooth, balanced strides, length of stride will depend on the horses conformation. Correct gaits should be maintained on light contact. The horse should carry their head and neck in a relaxed natural position, with poll level or slightly above level of the withers, and their nose should be on or slightly ahead of the vertical. The horse should give the appearance of being safe, pleasant, mild mannered, and a pleasure to ride. Transitions should be smooth and timely. When asked to extend, they should move out with the same free flowing motion.
- 2) This class will be judged on the performance, condition and conformation of the horse.
- 3) Horse must work both ways of the ring. Horse may jog or pace when a jog is called but may not switch back and forth between the two gaits without penalty. In the lope the horse should demonstrate both correct leads. Horses are required to back easily and stand quietly.
- 4) Riders shall not be required to dismount except in the event the judge wishes to check equipment
- 5) Faults to be scored according to severity:
 - a) Breaking or not picking up the proper gait

- b) Being on the wrong lead
 - c) Excessive speed or excessive slowness in any gait
 - d) Touching horse or saddle with free hand
 - e) Opening mouth excessively
 - f) Stumbling
 - g) Use of spurs or romal forward of the cinch
 - h) A horse that appears overly tired or dull
 - i) Nose behind or too far ahead of the vertical
 - j) Head below or too high above the withers
 - k) Quick choppy stride
 - l) Reins are draped to the point where light contact is not maintained
- 6) Faults which may be cause for disqualification:
- a) Changing hands or two hands on the reins while riding in a curb.
 - b) More than one finger between reins
 - c) Head carried too low, tip of ear carried below the withers consistently for more than five strides.
 - d) Over-flexing or straining of neck for more than five strides.

Western Equitation

1. Only the rider is judged, ability and neatness will count.
2. Riders will be judged at the walk, sitting jog/pace, both directions.
3. Rider should maintain a proper position at all times in all gaits, give the appearance of comfort relaxation and quietness, and be in control at all times.
4. If riding one handed the free hand must be held relaxed and may not touch the horse or tack.
5. The judge may ask a question concerning equine knowledge including horsemanship, tack, anatomy, horse care and nutrition.
6. The judge may ask each horse to work individually and or perform individual tests. Tests may include:
 - a) Dismount/mount
 - b) Reinback
 - c) Figure 8 with a change in direction
 - d) Jog without stirrups
 - e) Turn on haunch
 - f) Serpentine
 - g) Sidepass
 - h) Circle

English Performance Classes

English Attire

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

English Pleasure

1. A good pleasure horse has effortless, smooth, balanced strides, length of stride will depend on the horse's conformation. Correct gaits should be maintained on light contact. The horse should carry their head and neck in a relaxed natural position, with poll level or above level of the withers, and their nose on or slightly ahead of the vertical. The horse should give the appearance of being safe, pleasant, mild mannered, and a pleasure to ride. Transitions should be smooth and timely. When asked to extend, they should move out with the same free flowing motion.
2. This class will be judged on manners, performance, condition and conformation of the horse.
3. Horse must work both ways of the ring in all the gaits required of the class. Horse may trot or pace when a trot is called but may not switch back and forth between the two gaits without penalty. In the canter the horse should demonstrate both correct leads. Horses are required to back easily and stand quietly.
4. Judges may not ask for work other than listed above.
5. Riders shall not be required to dismount except in the event the judge wishes to check equipment
6. Faults:
 - a) Breaking or not picking up the proper gait
 - b) Being on the wrong lead, or diagonal
 - c) Excessive speed or excessive slowness in any gait
 - d) Stumbling
 - e) A horse that appears tired or dull
 - f) Poll excessively high or below the withers
 - g) Nose behind or too far ahead of the vertical
 - h) Quick choppy stride
 - i) Failure to maintain light contact
 - j) Rider that consistently rides off the rail
 - k) Resistance or unpleasantness

English Equitation

1. Only the rider is judged on ability, and neatness will count.
2. Riders will be judged at the walk, sitting and posting trot/pace, both directions.
3. Rider should maintain a light seat and hand, be in control at all times, and maintain proper position at all times in all gaits.
4. Judge may ask a question concerning equine knowledge including horsemanship, tack, anatomy, horse care and nutrition.
5. Judge may ask each horse to work individually and or perform individual tests. Tests may include:
 - a) Dismount/mount
 - b) Reinback
 - c) Figure 8 with a change in diagonal
 - d) Extended trot
 - e) Trot without stirrups
 - f) Serpentine
 - g) Circle

Over Fence Classes

Cavaletti (Course of X's)

1. The cavaletti course will consist of a simple course of 4 cross rail fences jumped twice, one change of direction may be incorporated.
2. Riders will enter the ring when instructed. At the judges' signal they may circle once before the first jump.
3. No horse/rider combination entered in the cavaletti class may enter any of the other jumping classes, unless competing "hors concurs" in cavaletti.
4. Horse and rider will be judged on their ability to negotiate the course.
5. The course may be ridden at the trot/pace or the canter, but the chosen gait should be maintained from start to finish.
6. Penalties will occur with a refusal, a run-out, a knock down, or circling on course.
7. Elimination will occur for 3 run outs/ refusals, a fall of horse or rider, or a competitor going off course.

Equitation over Fences

1. Riders will be judged on their ability to ride a course of a minimum of 8 fences. They will be judged on their position, ability to keep the horses pace, ride lines and judge distances.
2. The course may have more difficult aspects such as long approaches, roll backs, bending lines etc.
3. Rider may circle once before starting the course and once upon ending the course only.
4. Faults include knock downs, refusals, run outs, bolting and circling on course.
5. Competitors will be eliminated if they have two disobediences, loose control of their horse, go off course, a fall of horse/rider, or if the horse is unsound.

Working Hunter Over Fences

1. The hunter course will consist of a course of 8 fences set for a 12 foot stride with at least one change of direction. Ideally the first jump should be towards the in gate to set the pace.
2. The class is judged on the horses' style, manners and way of going, conformation is not a factor. The class will be judged from the moment the horse enters the ring until the horse leaves the ring.
3. Riders may circle to start and finish the round only.
4. Course should be posted at least 30 minutes prior the class.
5. Faults include knockdown, run out, refusal, bolting and circling on course.
6. Competitors will be eliminated if they have two disobediences, loose control of their horse, go off course, a fall of horse/rider, or if the horse is unsound.

Jumper

1. Tests the skill of the horse and rider over a course of a variety of challenging lines and obstacles.
2. Horse and rider should be in English attire/tack.
3. Riders may walk the course, on foot, prior to the start of the class
4. Riders enter the ring when called. After the judge signals (bell/whistle) the rider has 60 seconds to start the round.
5. The start finish lines will be marked. Time starts at the start marker and ends at the finish marker.

6. In the first round of the class, faults will be counted and there will be a set time limit. Points will be deducted if the rider goes over time. Clear rides from the first round move on to the timed jump off, consisting of a shorter course with higher jumps. Least faults will win, with time being the deciding factor for equal faults.
7. Jumps should be numbered, and if flags are used the red goes on the right side and the white on the left side of the jump, according to the horses approach.
8. Faults
 - Knock down = 4 faults
 - Foot in the water = 4 faults
 - Disobedience - 1st = 3 faults, 2nd = 6 faults, 3rd = elimination *refusal * run out *resistance * corrected deviation * circling on course
 - Elimination for a fall of horse/rider, going off course, or exceeding time allowed by double the time
 - Time faults *1/4 fault for each second over time allowed in the first round, and 1 fault for each second over time allowed in the jump off.
9. If a horse runs out or refuses in a combination (more than one jump in a row) they must retake it from the beginning of the combination.

Timed Speed Events

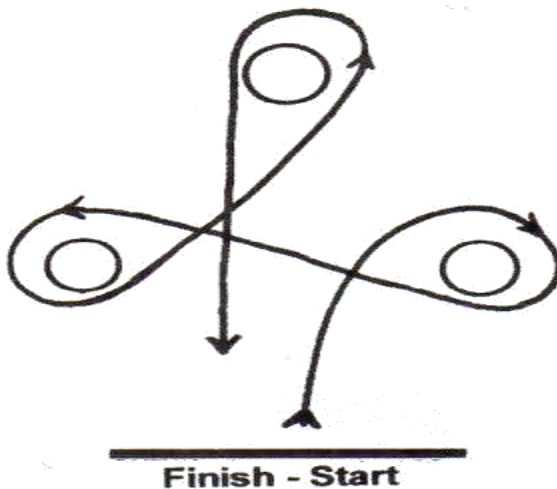
General

1. These classes may be ridden in English or Western tack and attire. Rules for attire and tack will follow general rules for the English or Western discipline, some exceptions of tack will be made.
2. Properly fitted tie-downs, martingales, but a halter should not be used in place of a proper noseband.
3. At the judge discretion equipment found to be too severe can result in competitors elimination for that round.
4. In the case of tie, each horse must be ridden by the same rider as the first round. No substitutions permitted.
5. Contestant must wait for direction of ring steward before entering the ring or starting the pattern.
6. The judge at their discretion may eliminate a contestant for excessive use of the whip/bat/crop/rope/spur or hitting in front of the cinch/girth.
7. Riders must wear an approved, properly fitted, secured helmet in the competition and practice area.
8. If possible the course should be set away from walls and fences. Each course should be measured, element-to-element, and from the starting line. Fences or walls should not be used as the starting point for measuring the course, unless the arena is too small for the standard pattern.
9. start poles, event officials and equipment not part of the course and should be as unobtrusive as possible, if possible they should be out of the ring.
10. The arena surface should have secure footing for horses at speed.
11. Where possible, and where it can be done safely for competitors, spectators or passers-by, a run in/out chute or alley should be used.

12. If the timing equipment fails, the competitor may re-run the pattern.
13. If an element of the pattern should fall down after the competitor has completed the course, and the timer has stopped the pattern will count.
14. Competitors will be eliminated if they run over or striking the timing equipment, starting line markers or any (correctly positioned) personnel.
15. Timing shall start as soon as the horses nose reaches the start line and finishes when the horses nose passes the over the finish line.
16. In case of a tie there will be a run-off.
17. Horses must walk in and out of the ring.

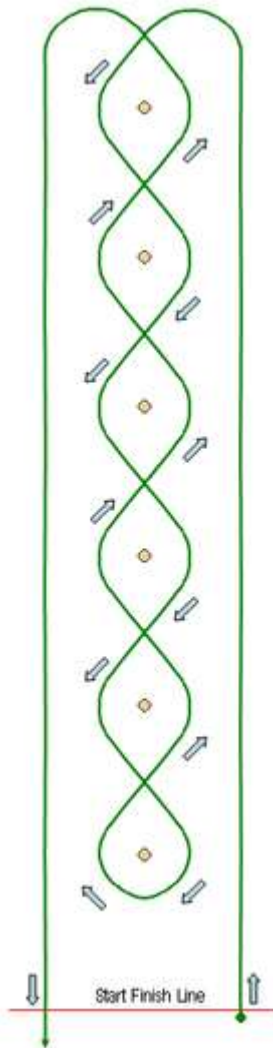
Barrel Racing

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



Pole Bending

1. The pole bending pattern should include six poles. Each pole is to be 21feet (6.4 meters) apart, and the first pole is to be 21feet (6.4meters) from the start line. The poles should be 6ft (1.8m) high, with a base no more that 14" (35cm) in diameter. Course size may be adjusted to ring size.
2. Horses may start to the right or the left of the first pole.
3. There will be a five second penalty for knocking a pole over. Competitors going off course will be disqualified. A contestant may touch the pole with their hand, but altering the course at all will cause a five second penalty for each pole moved.



Flag Race

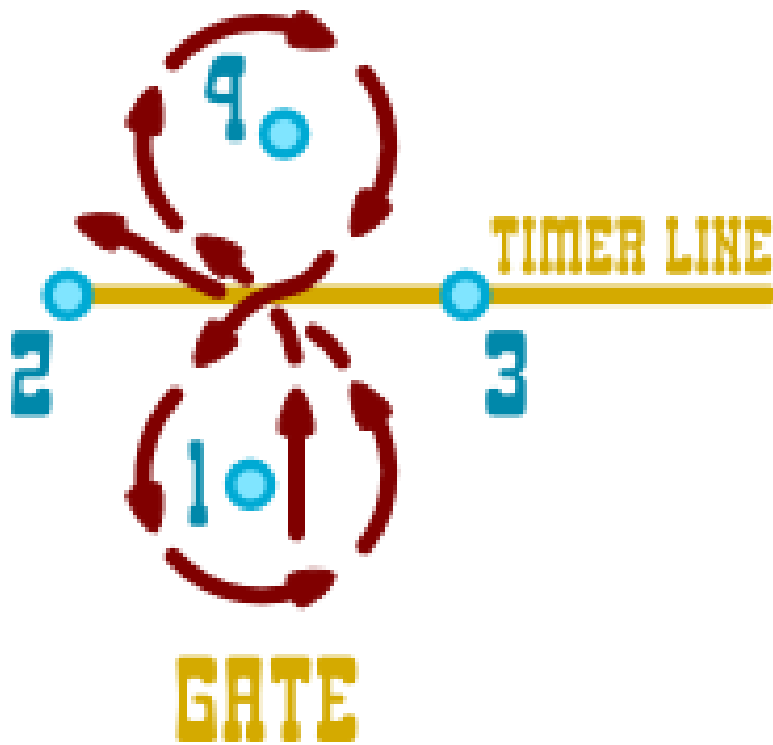
1. The flag shall be a round dowel or pole, 50-60" (1.27-1.5m) long, with no splinters or sharp edges. A commercially available broom handle makes an excellent "flag". The top 6-12" (15.24-30.48cm) may be taped to provide extra grip.
2. A safe open ended 45 gallon barrel with 3" of sand in the bottom should be set on the centre line of the arena, approximately 50ft (15.24m) past the timing line. The

flagstick should be placed in this barrel, leaning against the top edge to the right or left, at the competitors' direction. A second close ended barrel is placed on the centre line at 75ft (22.86m) from the first barrel.

3. Horses should run across the timing line to the first barrel, pick up the flag stick, run to the second barrel, turning to the right or the left then sprint to the timing line, returning the flag stick to the open ended barrel while passing. The competitor may or may not choose to follow a figure-8 pattern.
4. Failure to follow the course, knocking over a barrel, failing to return the flagstick to the open barrel, hitting the horse with the flag or dropping the flag, shall cause a contestant to be eliminated.
5. If the flag breaks, the contestant has a right to rerun.

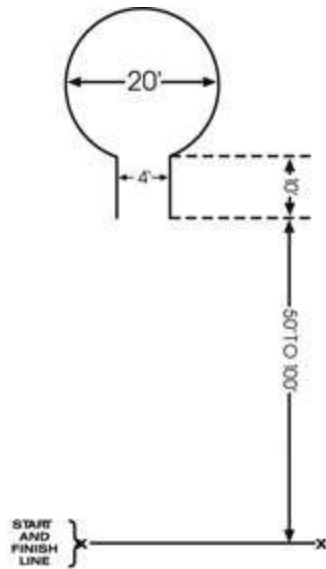
Stake Race

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



Keyhole Race

1. The starting line can be from 50-100ft (15.24-30.48m) from the entrance of the circle.
2. The rider must turn the horse around in the circle.
3. The rider should not walk the horse in or out of the circle.
4. The horse is not permitted to touch or cross over the line when competing in keyhole.
5. Failure to follow the course or to step out of the keyhole will result in elimination.
6. The horse that completes the prescribed course correctly in the fastest time wins.



Dash for Cash

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

Driving Classes

Pleasure Driving – Working

1. To be driven in a suitable pleasure driving vehicle, with wooden or Pneumatic wheels, and a solid floor or foot rest (no race bikes permitted)
2. Horses to be shown both ways of the ring at the walk, working trot, strong trot, slow trot.
3. May be required to rein back.

Working Obstacle Driving – Cones

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

of obstacles. The measurements will be taken at ground level from the outside of one wheel to the outside of the other wheel, hubs will not be considered.

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

Extra Classes

Obstacle/Trail Class

1. This class is judged on the horse and riders ability to negotiate a course of obstacles.
2. It may be ridden English or Western.
3. Objects allowed are:
 - a) Gates
 - b) walkovers (16-24")
 - c) trot poles (36-41")
 - d) back through (min 25")
 - e) water hazard
 - f) serpentine obstacles (e.g. Cones or poles 6' spacing)
 - g) bridge, box (5-7'x5-7')
 - h) Mailbox
 - i) or may be asked to carry an object or put on a slicker
4. Points will be deducted for missing or not completing an object, hitting or stepping on an obstacle, breaking gait, stepping outside of an object, knocking down an obstacle, disobedience (kicking, bucking, rearing, etc.), or dropping an object.
5. Horse will be eliminated if the horse or rider falls.

Costume Class

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

