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# 2011-2012

## Para-Equestrian Canada

### Coast-to-Coast

## Video Competition Classes

- **Leading Pattern Classes**
- **Balance Pattern Classes**
- **English/Western Classes**
- **Obstacle Course/Trail Classes**

***Bringing the Competition to You!***

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# **Para-Equestrian Canada**

## **Coast-to-Coast Class Introduction**

This document contains the specifications for each of the Coast-to-Coast classes that are offered within the Para-Equestrian Canada video competitions. These classes encourage riders to develop effective riding skills and provide the opportunity to compete in a variety of disciplines.

The classes are open to both classified and non-classified riders.

The entry fee for the introductory classes is \$7.00 per class.

Please refer to the video competition 'General Information Package' for information on the competition rules, entry process, and competition dates.

## **Leading Pattern Classes:**

The objective of the leading pattern classes are for riders to illustrate their abilities in leading the horse from the ground. The coach or instructor may determine the type of pattern(s) most suitable for the rider within the class. Trotting may be required, as determined by the coach, judge, or instructor. A competitor may compete with English or Western attire/tack and will be judged on the safe handling of the horse or pony.

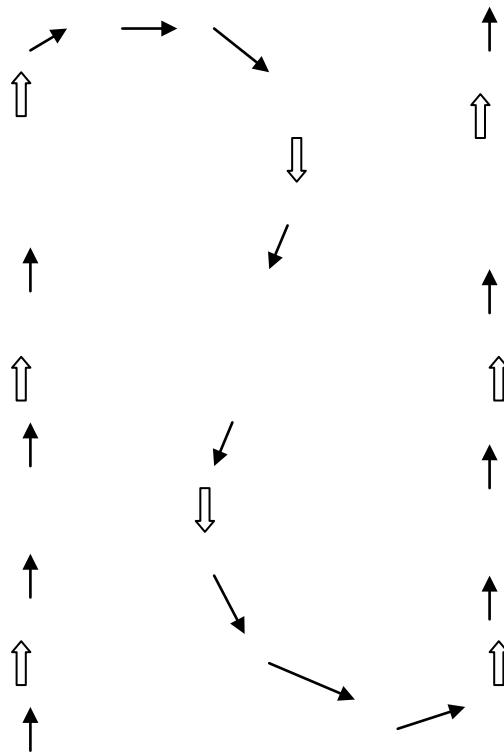
The following leading classes are offered, and riders should enter the class that is most suited to their abilities:

**Class #1: Leading Pattern class for riders with a leader and 1 side walker**

**Class #2 Leading Pattern class for riders with a leader**

**Class #3 Leading Pattern class for independent riders**

An example of a leading pattern is below:



## **Balance Pattern Classes:**

### **Class #4: Balance Pattern class for riders who do not use reins and require a leader and two side walkers**

The balance pattern class is open to riders who do not use the reins and require a leader and two (2) side walkers. The purpose of this class is to judge the balance of the mounted rider.

All work in the balance class will be performed at a walk. Each rider should start from the halt with a salute with head only. As directed by the coach or instructor, each rider will demonstrate one ten-meter circle left and one ten-meter circle right; on long side, in both directions – lengthen the walk for 7-10 strides and shorten the walk for 7-10 strides. All movements should be performed within two circuits of the arena in both directions.

Leaders must lead from midway between horse's shoulder and head, using their outside hand to hold the lead rope at their outside hip; with their inside hand behind their back. This indicates to the judge that the lead is not influencing the horse and will only assist in an emergency.

## **English/Western Classes:**

### **Class #5: Equitation/Horsemanship class for riders with a leader and 1 side walker**

This class is open to riders with a leader and 1 side walker and is ridden at a walk. The leader may assist from either side. The side walker is to provide assistance with balance of competitor and with directions, if necessary.

Judges will be evaluating sitting balance, use of the reins and control of horse.

1. Enter and line up facing the judge. Halt and salute.
2. Move off (left rein) walking around the arena – as many times as the commander decides.
3. Small circle left around a marker or drum (riders can do this one at a time so the judge(s) can see each rider and give a mark).
4. Bending/steering between markers (5 meters apart) that are placed off the track (1/4 line).
5. Halt at a marker.
6. Change rein on diagonal at free walk, picking up the reins (do this at a place where the judges can see the riders).
7. Walking around arena and small circle (right) around a marker or drum.
8. Fast walk on long side, slower walk on short side twice minimum.
9. Line up facing the judges.
10. Halt and salute.
11. Leave arena.

## **Class #6: Equitation/Horsemanship class for riders with a leader (walk, straight line, trot/jog)**

This class is open riders with a leader and is ridden at a walk and trot/jog. The leader may assist from either side. Any trot/jog assistance will be judged accordingly. Trot/jog can be sitting or posting/rising. Judges will be evaluating sitting balance, use of the reins and control of horse.

1. Enter and line up facing the judge. Halt and salute.
2. Move off (left rein) walking and trotting/jogging around the arena – as many times as the commander decides.
3. Bending/steering between markers (5 meters apart) that are placed off the track (1/4 line).
4. Trot/jog on long side between markers on left rein.
5. Halt at a marker.
6. Change rein on diagonal at free walk, picking up the reins (do this at a place where the judges can see the riders).
7. Walking around the arena and small circle (right) around a marker or drum.
8. Trot/jog on right rein between markers.
9. Line up facing the judges.
10. Halt and salute.
11. Leave arena.

## **Class #7: Equitation/Horsemanship class for independent riders (Walk, Trot/Jog, Canter/Lope)**

This class is open independent riders and is ridden at the walk, trot/jog, and canter/lope. Any rider assistance will be judged accordingly. Trot/jog can be sitting or posting/rising. Judges will be evaluating sitting balance, use of the reins and control of horse.

1. Enter and line up facing the judge. Halt and salute (joint mark for end of test).
2. Move off on left rein. Walking and trotting/jogging around the arena with changes of rein – as many times as the commander decides.
3. Figure of 8 in trot (markers optional) (riders can do this one at a time so the judge/s can see each rider and give a mark).
4. Bending/steering at the trot between poles or markers that are placed off the track (1/4 line).
5. Halt at a marker from the trot/jog. Move off at the walk.
6. Change rein on diagonal at free walk, picking up the reins (do this at a place where the judges can see the riders).
7. Canter on right rein (from walk or trot) – 20 meters minimum – straight line or curve.
8. Reverse at the walk.
9. Canter on left rein (from walk or trot) – 20 meters minimum – straight line or curve.
10. Line up facing the judges. Halt and salute.
11. Leave arena (joint mark with Entry halt #1).

*(This will leave 10 movements to mark out of 10 and get a % score)*

## Obstacle Course/Trail Classes:

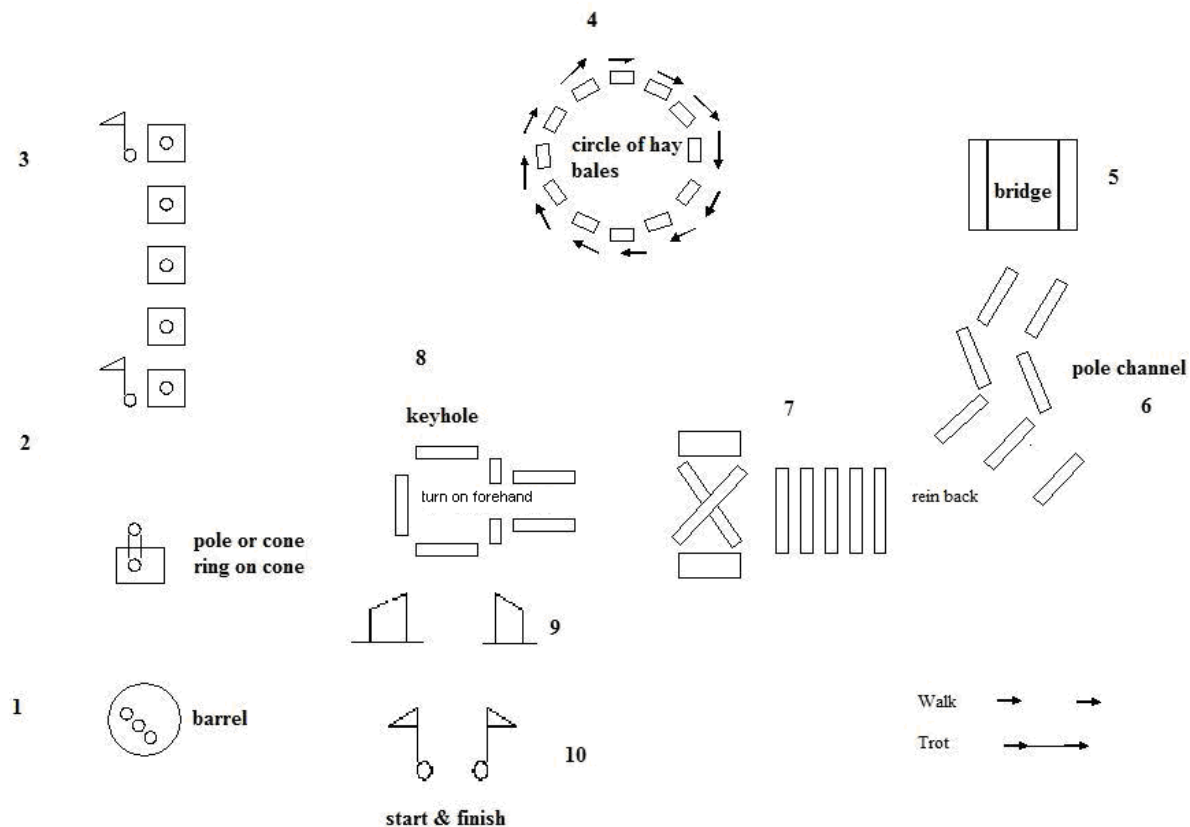
### **Class #8: Obstacle Course/Trail class for riders with a leader and 1 side walker (walk)**

This class is open to riders with a leader and 1 side walker and is ridden at a walk. Side walkers may provide assistance with the balance of the rider and with directions, if necessary.

#### **Movements**

1. Pick up a ring from the barrel, move to pole and place over pole.
2. Bend through the upright poles and back.
3. Proceed to the circle and ride around the circle on right rein.
4. Ride through the pole channel.
5. Walk into, turn and walk out of keyhole.
6. Halt on finish line - Immobility for 5 seconds.

Example of an obstacle course set-up (note: bridges and other unneeded obstacles can be omitted from your course).



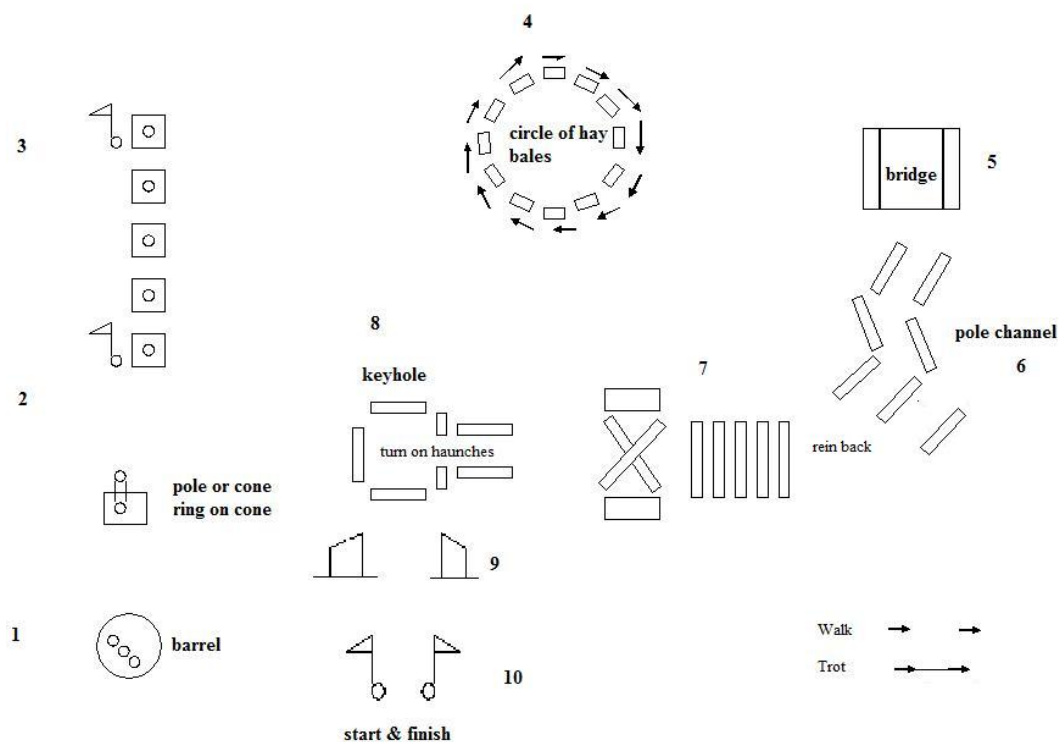
## Class #9: Obstacle Course/Trail class for riders with a leader (walk, trot/jog optional)

This class is open to riders with a leader and is to be ridden at a walk with trot/jog optional. Leaders may assist from either side.

### Movements

1. Pick up a ring from the barrel, move to pole and place over pole.
2. Bend through the upright poles and back.
3. Proceed to the circle and Ride around the circle on right rein.
4. Ride through the pole channel.
5. Walk into, turn and walk out of keyhole.
6. Halt on finish line - Immobility for 5 seconds

Example of an obstacle course set-up (note: bridges and other unneeded obstacles can be omitted from your course).



## Class #10: Obstacle Course/Trail class for independent riders

This class is open to independent riders and is to be ridden at the walk, trot/jog, canter/lope.

### Movements

1. Pick up a ring from the barrel, move to pole and place over pole.
2. Transition to trot at cone and bend through the upright poles and back.
3. Trot/jog around the circle on right rein.
4. Transition to walk at cone and walk through the pole channel.
5. Walk into, turn on forehand and walk out of keyhole.
6. Halt on finish line. Immobility for 5 seconds.

Example of an obstacle course set-up (note: bridges and other unneeded obstacles can be omitted from your course).

