



BATTLE OF THE BREEDS

Presented by

Cowtown

February 12 – 14, 2016

*P*rairie*l*and
*P*ark

ENTRY DEADLINE: OCTOBER 30, 2015

SCHEDULE:	(Times subject to change)	Judge
Fri, Feb. 12	8:00 pm Barrel Racing	TBA
Sat, Feb. 13	9:00 am Compulsory Pattern	Krystl Raven
Sat, Feb. 13	8:00 pm Jumping	Connie Dorsch
Sun, Feb. 14	3:30 pm Trail Pattern	Dave Roberts

Please visit www.saskatchewanequineexpo.com for complete schedule information & possible time changes.

PLACING & CHAMPIONSHIP

All teams will be placed in each competition competing for championship. Prize Money TBA

STABLING

Stabling is from Friday, February 12 to Sunday, February 14 inclusive. Any horse arriving prior to Friday, February 12 will be subject to an early stabling fee of \$25 per night per horse. Shavings will be available for purchase upon arrival.

ORGANIZING COMMITTEE DECISIONS

1. The Equine Expo management reserves the right to decide any point not covered by the rules and to correct any error or make any necessary alterations in the rules or program.
2. It is the objective of the Equine Expo management to run this competition on the highest level of sportsmanship. The officials have been selected based on their knowledge and experience.

LIABILITY

Neither Prairieland Park nor the Equine Expo management nor any of its staff or agents shall be in any way liable for any accident, injury, damage, loss or for any other matter that may happen from any cause or circumstances whatsoever to exhibitors, competitors or members or their agents or to anyone on the grounds or to any animal exhibited or to any property brought on the grounds for any other loss, claim, matter, circumstance or event whatever in connection with or arising out of or attributable to or from the event, and you agree to indemnify and save harmless Prairieland Park, its agents and employees from and against any and all liability arising out of any such loss, damages, claims or costs.

RULES & REGULATIONS

1. All horses entered in the Battle of the Breeds must be registered with the entering Breed Association. A copy of the animal's registration papers must be provided with the entry. (A veterinarian's breed confirmation will suffice for a horse that does not have registration papers.)
2. Breed entries will consist of a minimum of 3 horses and riders OR a maximum of 4 horses and rider combinations. Competitors and horses can compete for one breed team only.
3. If three (3) horse and rider teams are entered one horse may compete in two components.
4. If four (4) horse and rider teams are entered, one horse and one rider must compete in each of the 4 components.
5. Each breed/team must compete in all four competitions to be eligible for championship points. The components are:
Compulsory pattern (English or Western tack), Jumping, Barrel Racing and Trail pattern.
6. The order of go will be drawn prior to the first competition and will be rotated for the remaining components.

7. Entry forms, registration papers and rider biographies must be received by October 30, 2015
8. Fee per team is \$350 plus GST for a total of \$367.50. Shavings (no straw allowed) are available for purchase as well as additional passes and may be pre-ordered. Weekend passes will be issued to all competitors. Stalls are included in this fee, please bring water buckets. Note that separate tickets must be purchased for the evening Extravaganza performances.
9. In the case of veterinary related injuries, horses may be substituted up to 2 hours before start of a class. Substitutions must be approved by Expo management and require a vet certificate.
10. Horses may be ridden with Western or English tack and attire, but not a combination.
11. In all competitions, the judges' decisions are final.
12. Martingales, tie-downs and splint boots are permitted in all competitions, except the compulsory pattern.

PLACING & CHAMPIONSHIP

Contestants will be placed in each competition for points toward the championship. Champion team will be determined using a point system. In the case of a tie, the breed team which placed first in the most events will be declared champion. In the event that there is a tie for the number of first places, the team with the highest placings will be declared the champion.

COMPULSORY PATTERN (patterns at end)

This is an event that will be judged under the same principles as outlined in the rules of standard dressage tests (Equine Canada and Western Style Dressage Association of Canada). The pattern will be completed in a modified dressage ring. Patterns for all competitors will be read by a reader provided by the show management.

Riders may choose English or Western tack. Riders in Western tack may use any type of western headstall, including bit-less bridles, bosals, snaffles and curb bits. A curb bit can be used with one or two hands, but may not go from one handed to two handed during the pattern. English riders may only use standard snaffle bits such as a loose ring, egg butt, d-ring, full cheek. No twisted snaffle bits are allowed under either English or Western tack. A breastplate may be used. Whips are not permitted. Illegal equipment: any type of martingale, bit guards, any kind of gadgets (such as bearing, side, running, balancing reins, tie-downs, nasal strips, tongue tied down, etc.) any kind of boots or bandages (including tail bandages) and any form of blinkers, earmuffs or plugs, ear covers, nose covers, seat covers, hoods will result in elimination.

BARREL RACING

This is a speed event using the traditional pattern around 3 barrels. Time penalties will be 5 seconds for each barrel knocked down. Disqualification will result if competitor goes off pattern or if rider dismounts between start and finish lines.

TRAIL PATTERN

Up to 14 obstacles will be set. Each obstacle carries a value from 5 to 60 points according to difficulty. Each obstacle may be negotiated only once, however, it is not necessary to negotiate all obstacles. Horses may be ridden English or Western.

Each competitor has 180 seconds to negotiate all obstacles he wishes in any order. The start line must be crossed in any direction. Ringing of the bell signals the end of the round and the competitor must then cross the finish line, in any direction as quickly as possible to allow his time to be recorded. If the competitor does not cross the finish line they will be placed last. If the fixed time of 180 seconds is reached at the moment when the horse has entered an obstacle, this obstacle counts if it is completed successfully.

A BONUS obstacle may be provided and marked BONUS OBSTACLE and if offered, will be worth 100 points. After the competitor has crossed the finish line the clock will stop. The rider then must declare if they wish to complete the Bonus Obstacle. If completed successfully within 45 seconds, 100 points will be added to the total score. If not completed successfully, 100 points will be deducted from the total score. The competitor may choose not to attempt the bonus obstacle without penalty.

GAMBLER'S CHOICE JUMPING

Up to 12 obstacles (no combination obstacles) will be set up. Each obstacle carries from 10 to 120 points, according to its difficulty. Obstacles may be jumped in both directions. Competitors are credited with the number of points carried by each obstacle that he/she has jumped clear. The height of jumps will range from 1'9" to 3'.

Each competitor has 60 – 90 seconds to jump all the obstacles he/she wishes in any order and in any direction. He/she may cross the start line in either direction, but **MUST** cross in order to start the time. At the end of the time a bell will ring and the competitor must cross the finish line in one direction or the other to allow the time to be recorded. If the finish line is not crossed, that competitor is placed last of all competitors. If the fixed time is reached at the moment the horse is taking off at a jump, that obstacle counts.

No points are awarded for an obstacle knocked down and that obstacle will not be rebuilt during the round. If an obstacle is knocked down or displaced because of a refusal, it will not be rebuilt. If the competitor refuses an obstacle and it is **NOT** knocked down (the height has not been altered), that obstacle may be jumped or the competitor may continue to another obstacle.

Each obstacle may be jumped twice. If an obstacle is jumped a third time or the competitor passes between the flags of an obstacle already knocked down, he/she is not eliminated but no points are awarded for that obstacle.

The competitor with the most points is declared the winner. In the case of a tie for points, the competitor with the fastest time between the start and finish lines will be declared the winner.

An optional Bonus jump worth 200 points will be available to be jumped after the competitor has completed his/her round. After the competitor has crossed the finish line, the clock will stop. The rider must declare whether they wish to attempt the Bonus Jump. If it is jumped cleanly in a single attempt, 200 points will be added to the total score; if the fence is not jumped cleanly (including a knockdown or a refusal) then 200 points will be deducted from the total score. The rider may choose not to jump the bonus jump without penalty. A fall of horse and/or rider during the round constitutes elimination. Competitors are not allowed to remount in the ring;

Approved helmets with safety harness correctly fastened must be worn. Boots with a heel are mandatory, martingales and equine boots are allowed.

Compulsory Pattern - English Version

		TEST	DIRECTIVE IDEAS	MARKS
1	A X	Enter at working trot Halt, Salute Proceed working trot	Straightness on centreline and in halt; immobility; quality of gait; willing balanced transitions	10
2	C MXK K-F	Track right Lengthen stride in trot. Working trot.	Bend and balance in turn; moderate lengthening of frame and stride; quality and consistent tempo of gait; willing, balanced transitions; straightness.	10
3	F-X	Leg yield left	Quality and consistent tempo of trot; alignment of horse, balance and flow in leg yield.	10
4	X	Circle right 10m	Shape and size of circle; quality of gait; bend.	10
5	X	Circle left 10m	Shape and size of circle; quality of gait; bend.	10
6	X-M	Leg yield right	Quality and consistent tempo of trot; alignment of horse, balance and flow in leg yield.	10
7	C	Working canter left lead	Willing, calm, balanced transition; quality of gait.	10
8	C	Circle left 15 m	Quality of gait; shape and size of circle; bend.	10
9	HXF X	Change rein Simple change of lead through trot	Willing, calm, balanced transitions; quality of gait; straightness.	10
10	A	Circle right 15 m	Quality of gait; shape and size of circle; bend.	10
11	K-H	Lengthen stride in canter	Moderate lengthening of frame and stride; quality and consistent tempo of gait; balance; straightness.	10
12	H-C	Working canter	Willing, balanced transition; quality and consistent tempo of gait.	10
13	C	Working trot	Willing, balanced transition; quality of gait.	10
14	MXK K	Lengthen stride in trot Working trot.	Moderate lengthening of frame and stride; quality and consistent tempo of gait; willing, balanced transitions; straightness.	10
15	A X	Down centreline Halt, Rein back 3-4 steps Halt 3-4 seconds Salute Leave arena in working trot.	Straightness on centreline and in halt; immobility; quality of gait; willing balanced transitions	10

Compulsory Pattern - Western Version

		TEST	DIRECTIVE IDEAS	MARKS
1	A X	Enter at working jog Halt, Salute Proceed working jog	Straightness on centreline and in halt; immobility; quality of gait; willing balanced transitions	10
2	C MXK K-F	Track right Lengthen stride of jog Working jog	Bend and balance in turn; moderate lengthening of frame and stride; quality and consistent tempo of gait; willing, balanced transitions; straightness.	10
3	F-X	Leg yield left	Quality and consistent tempo of trot; alignment of horse, balance and flow in leg yield.	10
4	X	Circle right 10m	Shape and size of circle; quality of gait; bend.	10
5	X	Circle left 10m	Shape and size of circle; quality of gait; bend.	10
6	X-M	Leg yield right	Quality and consistent tempo of trot; alignment of horse, balance and flow in leg yield.	10
7	C	Working lope left lead	Willing, calm, balanced transition; quality of gait.	10
8	C	Circle left 15 m	Quality of gait; shape and size of circle; bend.	10
9	HXF X	Change rein Simple change of lead through jog	Willing, calm, balanced transitions; quality of gait; straightness.	10
10	A	Circle right 15 m	Quality of gait; shape and size of circle; bend.	10
11	K-H	Lengthen stride in lope	Moderate lengthening of frame and stride; quality and consistent tempo of gait; balance; straightness.	10
12	H-C	Working lope	Willing, balanced transition; quality and consistent tempo of gait.	10
13	C	Working jog	Willing, balanced transition; quality of gait.	10
14	MXK K	Lengthen stride of jog Working jog	Moderate lengthening of frame and stride; quality and consistent tempo of gait; willing, balanced transitions; straightness.	10
15	A X	Down centreline Halt, Rein back 3-4 steps. Halt 3-4 seconds Salute Leave arena in working jog.	Straightness on centreline and in halt; immobility; quality of gait; willing balanced transitions	10



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