

CENTRAL ONTARIO REGION
CANADIAN PONY CLUB
RALLY RULES
2023



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PREFACE

Rally shall be run using the current Canadian Pony Club National Rally Rules except where deviations are allowed by CPC National Rules, and as stated in these rules.

1. GENERAL PURPOSE OF COMPETITION

1.1 Rally is a team competition encouraging teamwork and co-operation. Competitors will normally enter as teams. At the discretion of the organizing committee, individual competitors may be accepted and made up into teams.

1.2 There are four (4) main parts to Rally:

1. Dressage
2. Show Jumping
3. Cross Country
4. Stable Management

1.3 All riders must enter all four stages to participate in Rally. Grooms and Team Captains are primarily charged with Stable Management, but it is the responsibility of the entire team to ensure their riding members and their horses make it to each phase at the designated time, are competition ready and in a position to represent their teams and their branches to the best of their ability.

1.4 COR Rally exists to:

- a. Test the knowledge levels (including stable management) of participants.
- b. Encourage teamwork.
- c. Introduce cross country riding.
- d. Encourage leadership skills.
- e. Educate on training, maintaining and monitoring fitness levels for both equine and human athlete.

1.5 Safety is Paramount—DCs, parents, coaches and other adults are encouraged not to interfere with the teams, once the set-up time has passed on Rally day. However, as safety is always a first priority, no team, rider, branch or parent/adult will be harshly penalized for assisting in a situation where there is a clear hazard to either the horse or the rider/member, or it is clear that either the horse or rider/member is ill or injured. (See more on Assistance and Interference in COR Rules, section 15.2.10.)

1.6 Any such situation must be handled at the time of the concern. If a question remains about the situation (e.g., whether there was an immediate safety concern), it can then be referred to the Ground Jury, with the understanding that the Ground Jury may determine after the fact that there was unwarranted assistance/interference and penalty points may be assessed.

2. GENERAL RULES GOVERNING REGIONAL RALLIES

2.1 For all Central Ontario Region Rallies, the Canadian Pony Club Rules for National & Regional Rallies and this supplement apply from the moment a horse and/or competitor arrive on the Rally grounds.

2.2 CPC National Rules take precedence over Regional Rules. Should there be any conflicts between the two, CPC National Rules must be followed. Any situation that is not covered in these Regional rules, CPC National Rules apply. If not covered in the National rules, then refer to the Equine Canada Rules (primarily Section D).

3. DIVISIONS OFFERED

3.1 Competitions can be held at D, D1, D2 or any of the EC levels as outlined in Section D of the EC Rules. At the discretion of the Organizing Committee, Open Divisions may be offered at any or each of these levels.

3.2 Each rider may enter any division that is appropriate for their riding abilities and their mounts abilities, no matter your tested level. All Horsemasters will compete at their chosen level in the open division, so as not to be scored against active youth members.

3.3 At the discretion of the Organizing Committee, a Branch Team Competition may be awarded. To qualify, a branch must have at least one competitor in each of the divisions offered. One score from each division is added together to give the Branch it's best possible score. (Open Divisions are eligible for inclusion in this award.)

4. ELIGIBILITY OF RIDERS

4.1 For Rally purposes, the age of all members on January 1st shall be maintained through the year.

4.2 All horse/rider combinations participating in Regional Rallies must have at least schooled on a Cross-Country Course (for D level has schooled in open field, no jumping required) prior to attending Rally (see CPC National Rules, section 7.10). This requirement must be signed-off by the Branch DC or coach on the entry form.

4.3 Non-riding captains must be active members, youth or horsemaster, with a minimum of D2 level. They cannot be participating as a rider. Any members who qualify as non-riding captains, and who would like to participate in that role, should advise the organizers of their availability to act as a captain for a team.

4.4 Each Branch can send one (1) Captain of D2 level or higher, and any number of active members as grooms/helpers. Each Branch shall also designate one (1) easily identifiable Adult Supervisor to be available for emergency situations and to assist with objections/protests (see Sections 8.2 & 17 of these Rules).

4.5 Each team may also bring one (1) parent/holder for each 4 riders. This person may be a parent, but is there only to hold horses and follow Captain's instructions. They must be careful to avoid violating the interference rules.

4.6 See Appendix B for more about the duties/responsibilities of the Captain and Grooms.

5. ELIGIBILITY OF HORSES

5.1 No stallions are to be ridden.

5.2 The same horse shall be ridden by the same rider throughout all three phases.

5.3 Two or more riders may only share the same horse between D and D1 divisions or within the D division only.

5.4 Five (5) years is the minimum age of horses allowed.

5.5 All horses must either be the property of the member or have been regularly ridden at Pony Club events by a member. The borrowing of outstanding 'name' horses is not allowed. Strict adherence to this rule is subject to the honour and good judgment of the Branch District Commissioner.

5.6 Horses should not be braided.

6. ENTRIES

6.1 The District Commissioner must certify, in writing, to whomever is designated to receive entries for the Rally, that the participating members of his/her Branch are:

- a) riding eligible horses or ponies;
- b) meet all eligibility criteria (members in good standing, up-to-date PSO members, etc.); and
- c) if riding, have at least schooled cross country on the horse they are bringing to Rally.

6.2 COR Rally is a regionally run competition and cannot run without the appropriate volunteers. All Branches must be prepared to send the minimum number of volunteers indicated on the registration package in order for their members to compete.

6.3 NO LATE REGISTRATIONS OR INCOMPLETE PACKAGES WILL BE ACCEPTED.

7. WITHDRAWALS & SUBSTITUTIONS

7.1 Substitutions – After the closing date no substitutions may be made of horse or rider except in case of illness, lameness or other unavoidable circumstance, which must be certified by the District Commissioner.

7.2 Withdrawals – After closing date, must be accompanied by medical certificate or Veterinarian certificate by day of event or within 14 days, respectively, to qualify for a refund.

8. DISQUALIFICATIONS (ELMINATIONS)

8.1 A competitor may be disqualified by the Technical Delegate, Ground Jury or Veterinarian for any substantial reason such as;

- a) Poor sportsmanship
- b) Dangerous riding
- c) Lameness, sick or exhausted horse

8.2 Only Team Captains can lodge an objection or a protest (CPC Rules, 2013, section 16.2), with the assistance from the branch's designated Adult Supervisor (see section 4.5 of these rules). An objection or protest must be made in writing within an hour of the occurrence that gave rise to the objection or within 30 minutes after the posting of scores, when it concerns a matter relating to scoring. A \$50 deposit must be received at the time of the protest and will be returned if the protest is upheld.

9. FALLS (ALL PHASES)

9.1 Fall of Rider – Any rider having one (1) fall on the cross country phase, stadium jumping phase, or dressage phase at Rally will be eliminated from this phase. The rider must not remount and must lead his/her horse/pony off the field. The fallen rider must then report to the medical crew on site and the safety steward. Any fallen rider must receive final approval to participate in the other phases from the Technical Delegate.

If a rider falls in the warm up area, they must be cleared by the medic prior to remounting, but may continue to compete if time still permits.

9.2 After any fall of the rider, organizers must refer to the Canadian Pony Club policy on Concussion. See Appendix 4, National Rally Rules for this policy. A rider who has received any kind of blow to the head, face, neck or other part of the body that causes an impulsive force to the head must be screened for symptoms of concussion before any decision is made about whether the participant may continue to participate at Rally.

9.3 Fall of horse – A horse is considered to have fallen when at the same time, both the shoulder and quarters have touched either the ground or the obstacle and the ground. If a fall of horse occurs, the rider is eliminated from all phases of Rally and must not remount. The rider must report with his/her mount to the veterinarian (vet box) immediately. See also above Concussion Policy procedure for the rider.

10. SAFETY/TACK CHECK

10.1 All riders must report to the Tack Check/Safety Steward prior to entering the warm up ring for all phases. This is a mandatory check. Riders may be asked to dismount to check helmets prior to entering the warm up area.

10.2 See also CPC Rules, section 17 and EC Eventing Rules (Section D) Article D111 (Horse and Rider Welfare – Dangerous Riding).

11. OFFICIALS

11.1 No member of the Organizing Committee may be a dressage judge, stable management judge, stadium jumping judge, course designer, TD, or member of the Ground Jury (CPC National Rules, section 19).

11.2 REGIONAL Rallies must have an EC TD or a CPC Approved TD (ATD), a Safety Officer and a Ground Jury and whatever other officials they deem necessary.

11.3 TECHNICAL DELEGATE

The Technical Delegate (TD) shall be appointed by and be responsible to the Organizing Committee. It shall be his/her responsibility to ensure that the course meets the required standards and is suitable for the level of competition. He/She may alter downward or upward, after due consideration, the required time (and pace) if the terrain or weather conditions warrant it. He/She should supervise all technical aspects, i.e., timing, scoring, calculations or results, etc. He/She must be Equine Canada or CPC approved.

11.4 JUDGES

There shall be a Chief Judge, Dressage Judge and Stadium Jumping Judge. Some of these functions, or that of the Technical Delegate, may be combined. The Dressage Judge(s) must be at least an R or Ra rated. He/She must be Equine Canada approved.

11.5 STABLE MANAGEMENT JUDGES

There shall be a minimum of two (2) persons assigned to judge the stable management portion of Rally, and at least one of whom shall be a member of the Ground Jury. Persons appointed to this position should be knowledgeable horse people, and about CPC standards. The SM judges will work with the assistance of all officials on the Rally site to assess the teams on their knowledge and performance throughout the day. See the attached Judges' critique sheet/rubric for guidelines.

11.6 GROUND JURY

The Ground Jury shall consist of three (3) members. The Organizing Committee will approve its President. Members of the GJ shall be chosen from: the Stable Management judges, one of either the dressage or stadium jumping judges, or other competent horsepersons (see CPC National Rules, Section 19). It shall be the duty of the Ground Jury to ensure the enforcement of these rules. All protests shall be made to the Ground Jury, which shall settle all disputes.

11.7 WARM UP STEWARD

It is recommended that a warm-up steward be present for each phase and each rider must check in with the warm up steward before entering the warm up area. The purpose of this position is to oversee the safety of the warm up area. Stewards must report any concerns to the TD.

11.8 STEWARDS /TACK CHECK OFFICIALS

The Organizing Committee will appoint the appropriate number of stewards to ensure required tack and turnout checks are done and to enforce the rules in the exercise and warm up areas. The Ground Jury may direct stewards to patrol the endurance course either mounted or unmounted and to report the conduct of any competitor which is not in the spirit of the competition. The Ground Jury shall decide whether the competitor is to be penalized.

11.9 SAFETY OFFICER

The Organizing Committee shall appoint a Safety Officer who shall be responsible for preparing a safety plan for the rally, coordinating emergency responses, recording details of any safety incidents and following the Canadian Pony Club Risk Management Guide and its recommendations. (CPC Rules, section 19.6)

12. AWARDS

Standard Divisions

12.1 All awards are for individual placing. However, scores may be combined for team or branch awards. For each Rally division, there shall be awarded ribbons from first to sixth place, depending on the number of entries per division.

Overall all divisions Champion & Reserve, 3, 4, 5, 6

NOTE: Overall score to include Dressage, Cross Country, Stadium Jumping, Turn Out, or any other penalty assigned by the Stable Management Judge(s) or Ground Jury. (See SCORING, section 16 of these rules.)

Open Divisions

Open divisions will be pinned separately and riders will receive an Overall ribbon only.

12.2 HORSEMANSHIP TROPHY

A Horsemanship Trophy will be awarded to a Branch at each Rally. This trophy is the highest award that a Branch can receive and is based on the team's overall stable management points.

12.3 GROOMS & CAPTAINS AWARDS

Placement and Awards may be offered for both Captains and Grooms, at the discretion of the Organizing Committee.

13. PARADE

A parade of all competitors makes an excellent climax. It is fitting to conclude the parade with an award presentation. The holding of a parade shall be at the discretion of the Organizing Committee.

14. DRESS

14.1 Dress is laid out in the National Rally rules (current CPC Rules, Section 10). See also specific dress for each phase in the information for that phase, in these rules.

14.2 All members are expected to be appropriately attired during all Pony Club competitions or events. Shirts must be worn that have sleeves (to the point of the shoulder) and must cover the midriff. Attire is to be respectful. All Branches are to ensure their competitors are aware of this policy.

14.3 Throughout Rally:

- Pony club pin with the appropriately coloured disc is mandatory, except on cross country.
- Dress must be appropriate, clean and in good repair.
- Proper riding boots are required and must be polished.
- Riding Helmets, with an ASTM/SEI approval, must be worn at all times when mounted. If the helmet comes off during competition, the competitor must not proceed until it has been replaced. Ignoring this rule will result in immediate elimination.
- Jackets should be worn for individual horsemanship, Turn Out, Dressage and Stadium Jumping, unless excused by the Organizing Committee.
- Informal attire is permitted for grooms, helpers and captains.
- If stock ties are worn they should be properly tied and secured with a pin.

14.4 For all other persons and when riders are not riding they will refer to the above (s. 14.2) policy on dress code.

15. PHASES/TESTS

15.1 DRESSAGE

15.1.1 Tests

The Organizing Committee shall provide the test(s) to be used for each division.

15.1.2 The Arena

- Shall be the size which is written on the test sheet and shall be situated in a quiet flat area, away from distractions and surrounded by a boundary fence not more than 16 inches (407 mm) high.
- The letters shall be placed 2 to 2 ½ feet (610 to 760 mm) outside the fence.
- The spectators shall be kept at least 65 feet (19.8 meters) away from the fence on all sides.
- Riders MAY NOT practice in the Dressage Arena.
- Any marks such as X or G on the centre line shall be made only by means of cutting the grass shorter so as to mark that place, and blots of lime or shavings which might distract the horse shall not be used.
- The use of two rings is recommended for speeding up the program. However, all competitors in any one division must be judged by the same Judge to obtain a fair comparison of scores.

15.1.3 Dress and Tack

- Correct showing attire shall be worn with the competitor's number clearly shown.
- Martingales, bearing or side reins, bandages, boots and blinkers are forbidden.
- Only blunt spurs without rowels may be worn.
- See Article D 115- 2 Saddlery of EC Rules - Section D (eventing) for permitted saddlery (bits, bridles & nosebands)

15.1.4 Riding

- All riders must report to the Tack Check Safety steward prior to entering the warm up ring. This is a mandatory check. Riders may be asked to dismount to check helmets prior to entering the warm up area.
- The riders will start in the order drawn up after the entries have been received, which order shall be maintained throughout the Rally.
- After a bell or similar indicator has rung, indicating that the Judges are ready for the competitor to enter the ring, the rider shall have 45 seconds in which to present her/himself and make her/his salute, failing which s/he shall be eliminated.
- Any horse leaving the arena after having entered and before having completed the test shall be eliminated. Leaving shall mean ALL FOUR FEET stepping outside the boundary fence.
- A test must be executed from memory, errors of course or wrong sequence of movements whether corrected or not, are penalized as follows:
First Error 2 points
Second Error 4 points
Third Error Elimination (rider may finish the test)
Violations of dress can be considered cause for elimination.

15.2 CROSS COUNTRY

15.2.1 The Course

- a) For D/D Open (Grasshopper) levels, the course will consist of flagged course of 1-2 fields.
- b) For D1 & D2 (Starter EV 60 & Pre-Entry EV 78), and their accompanying Open Divisions, the course shall consist of reasonable obstacles that might be found in the hunting field, i.e., stone wall, chicken coops, slat fences, small drops, etc. There will be no gates to be opened or rails to be lowered, no water or ditches.
- c) A chart of the course shall be posted in a central area at the time of walking the course.
- d) It is compulsory that competitors pass between each red and white flag, with the red flag to the right and the white flag to the left. Failure to pass through such markers incurs elimination. The red and white flags shall be used to mark compulsory sections of the course, to define obstacles, and to indicate compulsory changes of direction. The rider must be mounted when passing through all flags and must not advance on the course while dismounted.
- e) Directional markers may be orange or yellow and are intended merely to show the general direction and to help the rider find his way. No penalty is incurred for failing to observe these directional markers.

15.2.2 Dress

See CPC Rules, section 10.3 for details. In summary:

- Light-weight clothing is appropriate for this phase, a shirt (any colour) with suitable short or long sleeves must be worn (not sleeveless or cap sleeve). (CPC Rules, 10.3.1)
- Body protective vests must be worn. An inflatable vest is permitted only if worn over the body protective vest. (CPC Rules, 10.3.6)
- Pony Club pins should be removed.
- Stop watches/timing devices are not permitted in any division.

15.2.3 Saddlery

See Article D 115 3 Saddlery of EC Rules - Section D (eventing) for permitted saddlery.

15.2.4 Definition of Faults

There will be no marked penalty zones. Faults (refusal, run out, circling and falls) will be penalized only if, in the opinion of the judge concerned, they are connected with the negotiation or attempted negotiation of one of the numbered/lettered obstacles for the division in progress.

15.2.5 Walking the Course For each Branch, one person associated with each level may be permitted to walk the cross country course with the competitors during the official course walk time allotted. This person can be a coach. The competitors may re-walk the course or any portion of the course at a time other than the official course walk. Parents, spectators, etc., should be permitted to walk the course at some time other than the competitors. Individual coaches may walk with their students after the initial walk.

15.2.6 Table of Speeds, Distances and Obstacles Level

	Maximum Distance in Meters	Speed Allowed M/min	Number of Obstacles	Maximum Height	Maximum Width Top	Maximum Width Bottom
D/ Grasshopper	1000	250	0 (flags)	N.A	N.A	N.A.
D1/ Starter (EV60)	1600	250	6- 12	.60 m	.60 m	.80 m
D2/Pre-Entry (EV78)	2000	300	8-15	.78m	.90m	1.0m

For Any EC divisions being offered see EC Rule - Section D , article D301 2

15.2.7 Speed

There shall be penalties for being too fast. However, there shall be no penalty for arriving within the “buffer zone.” This buffer zone will be 30 seconds faster than the optimum time. The “Time Allowed”, the “Buffer Zone” and the “Time Limit” should be noted on the chart of the course.

15.2.8 Definition of Refusal, Run Out, Circle, Fall and Unauthorized Assistance

15.2.8A WILLFUL DELAY

Slowing down or circling to try to make a better time (having ridden too fast for the previous part of the course) is considered willful delay and is penalized by maximum 15 penalty points (CPC National Rules, section 14.2). A rider having problems who is getting themselves together (physically or emotionally) will not be penalized. Willful delay is reported by the officials on the cross country course.

15.2.8B REFUSAL

A horse is considered to have refused if it stops in front of the obstacle or element to be jumped.

15.2.8C RUN OUT

A horse is considered to have run out if, having been presented at the obstacle or element, it avoids that element or obstacle in such a way that it has to be re-presented at it.

15.2.8D CIRCLE

At a single obstacle, a horse is considered to have circled if, while attempting to negotiate the obstacle, it crosses its original track before successfully negotiating the obstacle.

After a refusal, run out, circle or fall, a competitor is not further penalized if he/she crosses his original track in order to make another attempt, nor if he/she circles one or more times prior to making another attempt.

15.2.8E FALL OF RIDER

- A competitor is considered to have fallen when he/she is separated from the horse in such a way as to necessitate remounting or vaulting into the saddle.
- Any rider having one (1) fall on the Cross Country Phase at D Rally will be eliminated from this phase.
- The rider must not remount and must lead his/her horse/pony off the field.
- The rider must then report to the medical crew on site.
- The rider must be assessed for concussion, per the CPC Concussion Policy, as found in Appendix 4, National Rally Rules.
- The rider must receive final approval to participate in the other phases of D Rally from the Technical Delegate.

15.2.8F FALL OF HORSE

- A horse is considered to have fallen when at the same time, both the shoulder and quarters have touched either the ground or the obstacle and the ground.
- Any horse having one (1) fall on the Cross Country Phase at D Rally will be eliminated from all phases of D Rally.
- The rider must not remount and must lead his/her horse/pony off the field.
- The rider must immediately report with his/her mount to the veterinarian (vet box) for horse inspection. Rider must be assessed per the CPC Concussion Policy, Appendix 4, National Rally Rules.

15.2.9 Assistance

15.2.9A FORBIDDEN ASSISTANCE

Outside assistance is forbidden under penalty of elimination. Any intervention by a third party, whether solicited or not, with the object of facilitating the task of the rider or of helping his/her horse is considered illegal assistance. In particular, the following are forbidden:

- Intentionally joining another competitor and continuing the course in the company of that competitor.
- To be followed, preceded or accompanied on any part of the course by any vehicle, bicycle, pedestrian or horseman not in the competition.
- To post friends at certain points to call directions or make signals in passing.

- To have someone at an obstacle to encourage the horse by any means whatsoever.
 - To receive any information, by any means whatsoever about the course before it is officially shown to the competitors (unless he/she assisted in building the course).
 - To be called back or be assisted by directions to rectify an error of course by a jump judge, official or any other person.
 - To use a receiving apparatus.
 - To be handed anything while mounted on the course, with the exception of a helmet or spectacles.
- In cases of doubt, the Ground Jury decides finally and without appeal.

15.2.9B PERMITTED ASSISTANCE

- Provided he/she dismounts, catching a loose horse, helping a dismounted competitor to adjust his/her saddlery.
- At the start of the Cross Country phase and at any other point determined and announced by the Organizing Committee, it is permitted for the team to assist the rider and to attend to his/her horse (groom, water, walk, etc.).

15.3 STADIUM JUMPING

The sole object of the Stadium Jumping Test is to prove that after a test of endurance, the horse has retained his suppleness, energy and obedience to continue in service. A plan of the course shall be posted an hour before the test starts, showing the exact course which is to be followed by the competitors, its length, time allowed, and the time limit for completing it.

15.3.1 The Course

Size of obstacles for stadium jumping shall not be more than the height and spread allowed for the cross country course. The course shall include up to 10 obstacles (depending on division) and between 200 and 400 meters in length, and shall be irregular and winding with changes of direction both right and left. The course shall contain some spread fences. Fences may be natural in appearance or of the usual show type but the top elements must be capable of being dislodged. D level/Grasshopper will have 6-8 jumps /flags. Jumps will only be cross rails not to exceed 10" in height.

15.3.2 Speed

The length of the course and the speed demanded determine the Time Allowed. Completing the course is less than the Time Allowed is not rewarded, but exceeding the Time Allowed is penalized by 1 penalty for each commenced second in excess of the Time Allowed, up to the Time Limit, which is twice the Time Allowed. Exceeding the Time Limit or not following the exact course shall incur elimination.

15.3.2A SUGGESTED SPEEDS

- D 200 M/min
- D1 225 M/min
- D2 300 M/min

16. SCORING

16.1 GENERAL

The entire Rally is to be judged on a penalty point basis. It shall in general, follow the current Canadian Pony Club Rules for Rallies and the Central Ontario Region Rally Rules scoring with the following exceptions:

- a) There shall be no bonus points awarded.
- b) The Ground Jury may, at its discretion, assess for each part of the competition, or for the overall score only, penalty points for such infractions as:
 - i. No salute to the judge (stadium jumping).
 - ii. Unauthorized assistance (during cross country, just prior to turn out, etc.). THIS REFERS TO PARENTS AND DISTRICT COMMISSIONERS.
 - iii. Unsuitable dress (boots with no heels, running-shoe type footwear, etc.).
 - iv. Unnecessary roughness or impatience, either during competition, warm up or otherwise.
 - v. Improperly worn tack.
- c) Dangerous Riding: The Ground Jury **may** penalize a competitor with 25 Penalties. These penalties will count as obstacle penalties on the result.
- d) When a rider is “eliminated” in any of the three riding events, he/she may continue in the competition, however, he/she shall not receive an overall ribbon.

16.2 DRESSAGE

16.2.1 Marking

The judge will award good marks from 0 to 10 for each numbered movement and for each of the collective marks.

16.2.2 Errors Of Course

Whether the bell/whistle has sounded or not, Error of test will be penalized as follows:

1st Error 2 points

2nd Error 4 points

3rd Error Elimination

16.2.3 Calculation Of The Score

- The good marks from the judge to a competitor for each numbered movement of the Dressage Test together with the collective marks are added together deducting any error of course or test.
- The percentage of maximum possible good marks obtained is then calculated.
- Percentage is obtained by dividing good marks of the judge (minus any error of course or test) by maximum possible good marks obtainable and then multiplying by 100 and rounding the result to two decimal digits. This value is shown as the individual mark for the judge.
 - In order to convert average percentage into penalty points, the percentage mark must be subtracted from 100, with the resulting figure being rounded to one decimal digit. The result is the score in penalty points for the test.

16.3 CROSS COUNTRY

16.3.1 Placing

Any penalty points acquired during the cross country phase will be added to the total penalty points for overall score.

16.3.1 Time penalty points

Penalty of 1 point for each second (or part) shorter than the time allowed + buffer zone. (fast pace) Penalty of 0.25 points for each second (or part) longer than time allowed.

16.3.2 Riding penalty points

a.	First disobedience at each obstacle	20 penalties
b.	Second disobedience at same obstacle	40 penalties
c.	Third disobedience at same obstacle	Elimination
d.	Fourth disobedience on course	Elimination
e.	Fall of horse or rider	Elimination
f.	Error of course not rectified	Elimination
g.	Omitting obstacle or boundary flag	Elimination
h.	Re-taking an obstacle already jumped (unless part of a combination)	Elimination
i.	Exceeding the Time Limit	Elimination

16.4 STADIUM JUMPING

16.4.1 Jumping Penalties

a.	First disobedience in entire course	4 penalties
b.	Second disobedience in entire course	8 penalties
c.	Third disobedience	Elimination
d.	Knockdown	4 penalties
e.	Fall of horse or rider	Elimination
f.	Jumping obstacle in wrong order	Elimination
g.	Error of course not rectified	Elimination
h.	Failing to pass between start & finish flags	Elimination
i.	Starting before the whistle blows	Elimination
j.	Re-taking an obstacle already jumped (unless part of a combination)	Elimination
k.	Exceeding the Time Limit	Elimination

16.4.2 Time Penalties

1 point for each second (or part thereof) in excess of Time Allowed.

Elimination for times in excess of Time Limit (Time Limit = twice Time Allowed)

16.5 TURN OUT

Penalty points up to a maximum of 10 can be awarded for this phase. This phase can occur at any time during the competition. See attached worksheet for more details.

17. PROTESTS AND OBJECTIONS

17.1 The Ground Jury will hear all protests and complaints on all matters pertaining to the rally.

17.2 Only Team Captains may make objections. An objection must be made in writing and must be delivered to either the chair of the organizing committee or to a member of the Ground Jury, within an hour of the occurrence which gave rise to the objection, or where it concerns a matter of scoring, within thirty minutes after the posting of all scores for the test in question.

17.3 An adult team supervisor must be present at all hearings of objections or protests by the ground jury.

17.4 The Ground Jury shall ensure that all objections or protests are investigated and adjudicated at the first possible opportunity after the delivery of the written objection.

17.5 The decision of the Ground Jury shall be final. There shall be no appeal. In all matters pertaining to stable management or mounted events, it is recommended that the veterinarian/vet tech and/or the Technical Delegate be included in the Ground Jury's investigations and deliberations if appropriate. The veterinarian and the Technical Delegate may only advise, but not vote, on the final decision.

APPENDIX A: COACHES

The role of a coach is to assist the rider

1. In the warm-up area,
2. In the course walk
3. Assist rider in learning the rules of competition before competition begins.
 - The presence of a coach at a Competition is to promote safety, good sportsmanship and good horse mastership in the warm-up area and the competition ring.
 - The coach is not present to give a riding lesson in the warm up area.
 - Teams/individuals may share a coach
 - The coach's name(s) must be included on the entry form. Any substitution or addition of coach must be reported to the organizing committee prior to the start of the competition.
 - The coach must be familiar with and comply with the current CPC for Rally Rules, Central Ontario Region rally rules and should assist riders in learning these rules before the competition begins.
 - During any post round briefing the coach must not interfere with the riders care for their horse.

The duties of a coach shall be limited to the jumping phases of competitions and may include:

1. Observing, but not participation in, any pre-competitive soundness check and any daily soundness checks.
2. Accompanying competitors during course inspection or at any other subsequent times that the courses are open for walking, during which they may give advice and coach
3. Assisting competitors in the designated Exercise Area.
4. Briefly meet with the rider after the round for feedback on the round, if the rider desires. This meeting will be held in or very near by the gate to, the Exercise Area; and under no circumstances will interfere with the care of the horse. Coaches who are interfering may be asked to leave the exercise area

A coach may request an adjustment of tack from the Chief Steward.

1. If permission is granted, after the adjustment is made, the competitor must return to the Chief Steward for a safety check of the adjustment.
2. Permission for changes must be requested before the change is made.

At all times coaches must be aware of the unauthorized assistance rule. They must not enter the stable area except at authorized visiting times.

Violations of these coaching guidelines will be penalized by the chief steward/judge/ground jury.

I have read and understand the above and agree to abide by these guidelines and by the competition rules.

Signature

Date

Please present this document (signed) to the show officials when arriving at the competition grounds.

APPENDIX B: SUGGESTED DUTIES OF CAPTAIN AND GROOMS

- Each club should have one Captain and any number of grooms.
- The Captain should be a senior Pony Clubber who knows the Rally Rules and can present queries to the Ground Jury.
- The Captain should know the strengths and weaknesses of each rider.
- He/she may not be a competitor as this would seriously reduce the time available to riders and helpers.
- Captains may be from other clubs, perhaps an instructing senior.
- It is recommended that each competitor have a groom.
- Grooms should be other Pony Clubbers.
- For insurance purposes only Pony Clubbers may mount on the site.

These Duties of a Captain and Grooms are for reference only.

THE DUTIES OF A CAPTAIN

- Organize grooms and riders prior to Rally with club rep's assistance.
- Give your club rep a list of which groom is with each rider.
- Organize, but not supply spare tack and supplies.
- Arrive early at Rally, before your competitors.
- Obtain and distribute riders' schedules and bibs from club rep.
- Discuss general plans for the day with riders and grooms.
- Post one copy of the riders' schedules to a trailer as a quick source of reference for all. (Write on it "Do Not Remove").
- Assist grooms when necessary.
- Discuss courses, rules, regulations and scoring as questions arise.
- Present queries and complaints to the Ground Jury.
- Constantly refer to riders schedules and time frames to ensure grooms move competitors from one phase to the next as smoothly as possible.
- Ensure riders understand optimum time and buffer zone.
- Remain visible to your riders and grooms.
- Set your priorities and location to be the most effective.
- Check accuracy of scoreboard particularly for younger riders.
- Remain cheerful and encouraging at all times.

THE DUTIES OF A GROOM

- Before Rally day discuss plans with your rider and his/her parents example: arrival time & supplies including shovel, fork and manure carrier. Learn the horse's good & bad habits, bandaging, concerns etc.
- As soon as you arrive at Rally FIND YOUR ASSIGNED RIDER and remain with him or her as much as possible for the entire Rally.
- Listen to announcements for delays etc.
- Constantly refer to rider's schedule and discuss problems with Captain.
- Assist rider to groom, tack up, check clothing, cool out, warm-up, walk mounts, get medical aid, give water and hay, help clean up manure & straw (transport to barn pile).
- Grooms may walk the courses if their schedules permit.
- Remember tack check prior to entering warm-up before each riding phase.
- Remember vet check 10 minutes after rider finishes cross country. Stay in the cooling off area until dismissed by the vet.
- Encourage your rider with a pleasant, willing attitude.

APPENDIX C: SUGGESTIONS FOR COOLING OUT

- A. After you cross the finish line, slowly pull up and check with the official for instructions. Proceed to cool out area and trot large circle and then walk a large circle.
- B. Dismount, remove overgirth, if applicable, loosen girth and continue to await instructions.
- C. With the assistance of a team member proceed with the cool out. Please note: **It is very important to keep the horse moving.**
- a. Remove spurs
 - b. Loosen noseband (leave buckled so not to injure you or him)
 - c. Check for injuries, loose or pulled shoes, etc.
- D. At the “Vet” check, stand at the head of, but not in front of, the mount. Hold the reins out either side of the bit and allow the official to take the temperature, pulse and respiration. At this time, the competitor should stand quietly, be attentive and observe the official. As you will be returning to the Vet check in 10 minutes, check your watch to ensure you report back on time. Ask official for results of the TPR.
- E. Cooling out should be done appropriately according to the mount’s condition and weather ie. Heat and humidity. Remember to keep the hose moving as you untack and sponge off.
- a. If rectal temperature is below 40 C then proceed with sponging the mouth, neck, chest and between the hind legs. Make sure that you scrape the water off right away, as evaporation is a major part of cooling down. As the horse is being walked, remove the tack as efficiently as possible. Continue sponging and scraping. Offer the horse unlimited water. Walk in a large circle and keep a safe distance from others. Cover horse appropriately according to the weather.
 - b. If rectal temperature is higher than 40 C then remove tack as efficiently as possible. You need a plentiful source of cold water and ice and the means to apply it, ie. Large sponges, buckets, and a scraper to remove excess water. Continue to douse the horse and scrape water off quickly until the horse’s temperature comes down. Offer unlimited water to drink.
- F. Report back to the Vet check. If cleared you are good to head back to trailering area. If not, follow next steps.
- G. Remain in the cool out area and continue to walk. Offer unlimited water to drink. If you think that your horse is in distress, go straight to the Vet check and tell them.
- H. After a reasonable amount of cool out, your horse’s heart rate should be decreasing towards normal; if the horse is still stressed after the half hour, then the horse should be kept walking until the officials are satisfied that the horse’s heart rate is down.

I. Ask officials for permission to leave the cool out area.

Please note: These are guidelines. Use your good horse sense to ensure that your horse is as comfortable as possible. When in doubt – ask for assistance from the officials.

KNOW BEFORE YOU GO:

Know your horses' normal resting temperature, pulse and respiration. Also find out what's normal for him after exercise, what his readings are when he first comes in and how long he typically takes to recover.

Every horse has its own pattern of cooling out – Thoroughbreds, bred to gallop tend to be more efficient at cooling out than warmbloods or crossbreeds.

**APPENDIX D: STABLE MANAGEMENT
GUIDELINES FOR STABLE MANAGEMENT JUDGING**

Branch:

	Comments	Score
Tacking/Trailing area Organization, ease of use, safety, biosecurity, schedule		/15
Warm-up/ cool out procedures (dressage & SJ) Timing, planning, warm-up area etiquette, cool out for conditions		/15
XC warm-up & cool out Timing, planning, following proper procedure		/50
Turn-out Neat, tidy, clean & appropriate clothing, horses mane, tail & coat neat, tidy & clean, clean tack after use		/30
Team Cohesion Respect, willingness to help anyone		/30
Helper Involvement Horse holding, eye for safety, letting the captain run timing		/10
Other Remarks		
Total		/150

