



2023 BCTRA Video Competition & Showcase



COMPETITION PACKAGE

Enter online at: www.bctherapeuticriding.com

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Overview

The BCTRA Para-Equestrian video competition is an opportunity for riders of all levels and abilities to compete in the comfort of their own home/centre arena on a horse they feel most comfortable with. These videos will be judged, and riders will compete against other para riders in BC. Each participant is eligible to place and win a ribbon.

1. Pole Bending
2. Barrel Racing
3. Obstacle
4. Para-Jumping
5. Equitation/Horsemanship
6. Para-Reining
7. Para-Driving

In order to participate, riders need to record themselves performing a specific pattern, found in this package, and then upload it to YouTube for the judge's evaluation. They will also need to fill out an online entry form, liability release and pay the appropriate entry fees. Rider Classification is not required, and all classes are open to riders with physical and intellectual impairments.

Ribbons will be awarded to those who finish in the top three places of their class. Competitors will receive a copy of the judge's scores and comments from their test. The results will be posted on the BCTRA website: <http://bctherapeuticriding.com/>

Certificates for each participant and centre will be mailed with ribbons.

Riders should compete at their highest riding ability.

English or Western tack is permitted as well as any adaptive equipment that is required. All riders must always wear approved protective headgear when mounted on a horse. Riders must be dressed in neat/clean attire.

Must have a BCTRA PARTICIPANT membership to enter (\$5/yr)
The cost per video class is \$15.

All competitors who wish to participate, must be BCTRA members
and have their REGISTRATION and WAIVERS submitted by:

Video upload Submission Deadline: June 30th, 2023

How to Enter

Step One – Join BCTRA & Complete BCTRA Membership

Become an **PARTICIPANT LEVEL** member of BCTRA and pay a membership fee of \$5. BCTRA individual level members can also compete - individual membership is \$10.

Please note: BCTRA Memberships expire Dec 31 annually.

Step Two – Register for Video Competition by

During registration you will pay registration fees online and submit waiver forms.

You MUST submit a signed waiver form before your video will be entered.

- Download the waiver form from the BCTRA website.
- Scan or photograph SIGNED waiver so you are ready to upload waiver with your entry.

Step Three – Prepare your Entry Videos

- This BCTRA Video Competition Information Kit includes details for entry instruction, competition rules, classes, patterns, filming tips and rider's release.
- Film your video according to the directions, classes and patterns described.
- Create a YouTube account and upload your video with your last name and class number. If you are entering multiple classes, please ensure that you upload each class individually; each class has its own video link.

Step Four – Submit your Video Entry Links by **June 30th, 2023**

You can find the SUBMIT VIDEO button on the BCTRA website; Video Competition page:

<https://bctherapeuticriding.com/video-competition/>

Rider's Release of Liability:

This is the text of the Rider's Release of Liability that you will agree to when you sign your entry form online:

I agree to hold harmless and indemnify BCTRA from any and all liability for any property damage of any description or personal injury to me or to any third party or injury to my horse resulting from my participation in the above aforementioned activities. I agree that this agreement shall be binding upon my heirs, next of kin, executors, administrators and assigns with the laws of the Province of British Columbia and any litigation involving the parties to this agreement shall be brought in British Columbia. In entering into this agreement, I am not relying on any oral or written representation or statements made by the Release with respect to the safety of the Equine Activities other than as set forth in this agreement.

Competition Rules

1. Competitors must have a current BCTRA membership to enter.
2. Approved protective headgear while mounted is mandatory.
3. Riders may NOT enter both the walk and walk/trot classes.
4. Horses may be shared between riders.
5. You may use whatever size arena you normally ride in.

Filming and Your Class

1. Place the camera at the far end of the ring/arena (at "C or "A), ideally 5m back and between 1.5m-2.5m high. The horse should be no larger than 1/4 of the screen when zoomed in.
2. For timed events, show the timer to the camera at the end of the run
3. **Start** the recording 5 seconds before the class starts.
4. **Stop** the recording 5 seconds after the class ends.
5. Keep in mind the location of the sun when filming.
6. Try and keep the camera as steady as possible – tripods are great for this!
7. On YouTube please name the video with the rider's last name and their class number.

Uploading Your Video

1. Go to YouTube.com and create an account.
2. To upload a video, go to the upload page by clicking on the camera with a + sign in it at the upper right top of the page. The page it takes you to will guide you through uploading your video. **REMINDER: On YouTube please name the video with the rider's last name and their class number.**
3. Once your video is uploaded you will be able to get a sharable link to share with us when you submit your registration form.

**Please note:*

Posting videos on YouTube without security settings will allow outside individuals to view your video. We recommend that you set your YouTube security setting to "Unlisted" so that only those who have been provided the link can view the video.

Some good resources for setting up your account on YouTube

<https://buffer.com/library/create-a-youtube-channel>

Classes, Information and Patterns

Pole Bending - 20m x 40m Arena

The pole bending pattern is done around six poles. The poles are placed in a straight line 15 feet apart, going away from the starting line. The first pole is to be 15 feet from the starting line. Poles are 6 feet high and set on top of the ground, with bases 10 inches to 14 inches in diameter. Poles can be set on a diagonal if that fits your arena best.

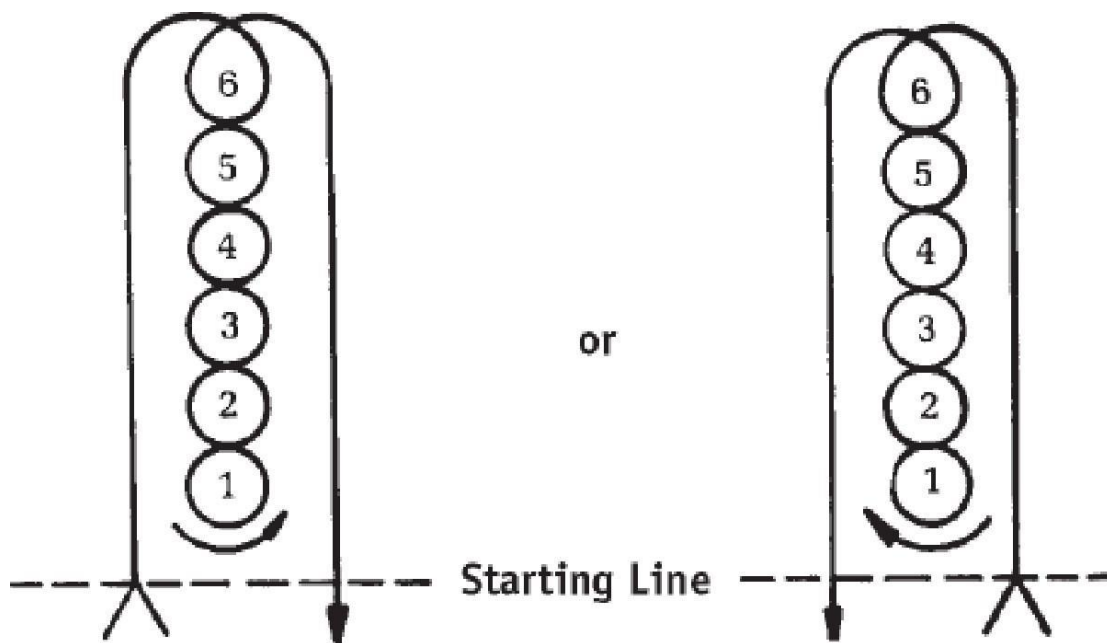
Classes for a 20m x 40m Arena (except canter PB10)	
CLASS	DESCRIPTION
Class PB1	Timed Pole Bending pattern open to un-mounted participants.
Class PB2	Timed Pole Bending pattern open to riders with a leader and two side walkers. This class is performed at a walk. Riders may or may not use reins.
Class PB3	Timed Pole Bending pattern for riders with a leader and 1 side walker. This class is performed at a walk.
Class PB4	Timed Pole Bending pattern for riders with a leader - walk only
Class PB5	Timed Pole Bending Pattern for riders with a leader - trot/jog only
Class PB6	Timed Pole Bending Pattern for riders with a leader (not attached) - walk only
Class PB7	Timed Pole Bending Pattern for riders with a leader (not attached) - trot/jog only
Class PB8	Timed Pole Bending pattern for independent riders - walk only
Class PB9	Timed Pole Bending Pattern for independent riders - trot/jog only
Classes for minimum 60m length (canter)	
Class PB10	Timed Pole Bending Pattern for independent riders - Canter Riders will be cantering the STRAIGHT lengths of the pattern. Trotting only through poles with the above measurements.

Pole bending is a timed event that features a horse and rider, doing a weaving or serpentine path around six poles arranged in a line. There must be a clearly marked start & stop line (you can use a cone to mark this). Make sure the start & stop line can be clearly seen in the video for these classes. Please time your own pattern and show the finished time at the end of the video.

Contestants may start on either side of the line of poles. They will cross the starting line, move in an approximately straight line to pole 6 (the farthest pole), make a 180-degree turn around pole 6, pass between pole 6 and pole 5, bend through the poles to pole 1, circle pole 1, bend through the poles to pole 6, make a 180-degree turn around pole 6, and cross the starting line by moving along the poles on the side opposite that on which they first approached pole 6.

Disqualification results for the pony/horse turning pole the wrong way, if the pole is held by the hand of the rider, or if a pole is knocked down.

POLE BENDING PATTERN



Barrel Racing - 20m x 40m Arena

CLASS	DESCRIPTION
Class BM1	Timed Barrel Racing pattern open to un-mounted participants.
Class BM2	Timed Barrel Racing pattern open to riders with a leader and two side walkers. This class is performed at a walk. Riders may or may not use reins.
Class BM3	Timed Barrel Racing pattern for riders with a leader and 1 side walker. This class is performed at a walk.
Class BM4	Timed Barrel Racing pattern for riders with a leader - walk only
Class BM5	Timed Barrel Racing Pattern for riders with a leader - walk, trot/jog
Class BM6	Timed Barrel Racing pattern for riders with a leader (unclipped) - walk only
Class BM7	Timed Barrel Racing pattern for riders with a leader (unclipped) - walk, trot/jog
Class BM8	Timed Barrel Racing pattern for independent riders - walk only
Class BM9	Timed Barrel Racing pattern for independent riders - walk, trot/jog
Classes for minimum 60m length (canter)	
Class BM10	Timed Barrel Racing pattern for independent riders - walk, trot/jog, canter/lope allowed

Barrel racing is a rodeo event in which a horse and rider attempt to complete a cloverleaf pattern around pre-set barrels in the fastest time. **There must be a clearly marked start & stop line** (you can use a cone to mark this). Make sure the start & stop line can be clearly seen in the video for these classes.

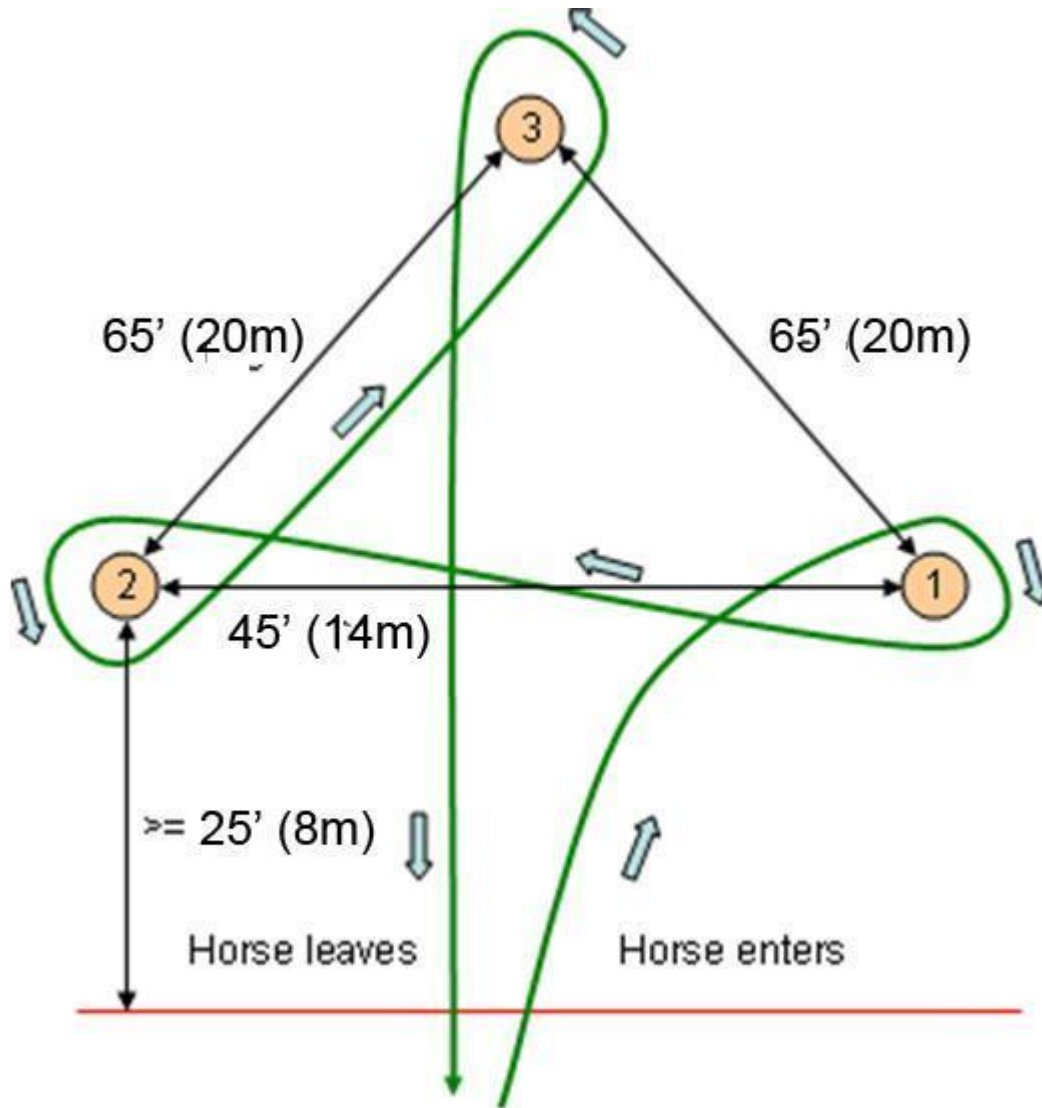
Please time your own pattern and show the finished time at the end of the video.

Running past a barrel and off the pattern will result in a "no time" score and disqualification. If a barrel racer or her horse hits a barrel and knocks it over there is a time penalty of five seconds.

Standard barrel racing patterns require measured distances between the start line and the first barrel, from the first to the second barrel, and from the second to the third barrel. Usually the established distances are as follows:

- 45' (14m) between first and second barrel
- 65' (20m) between barrels 1 & 3 and 2 & 3
- 25' (8m) from timer line to barrels 1 & 2

BARREL RACING PATTERN

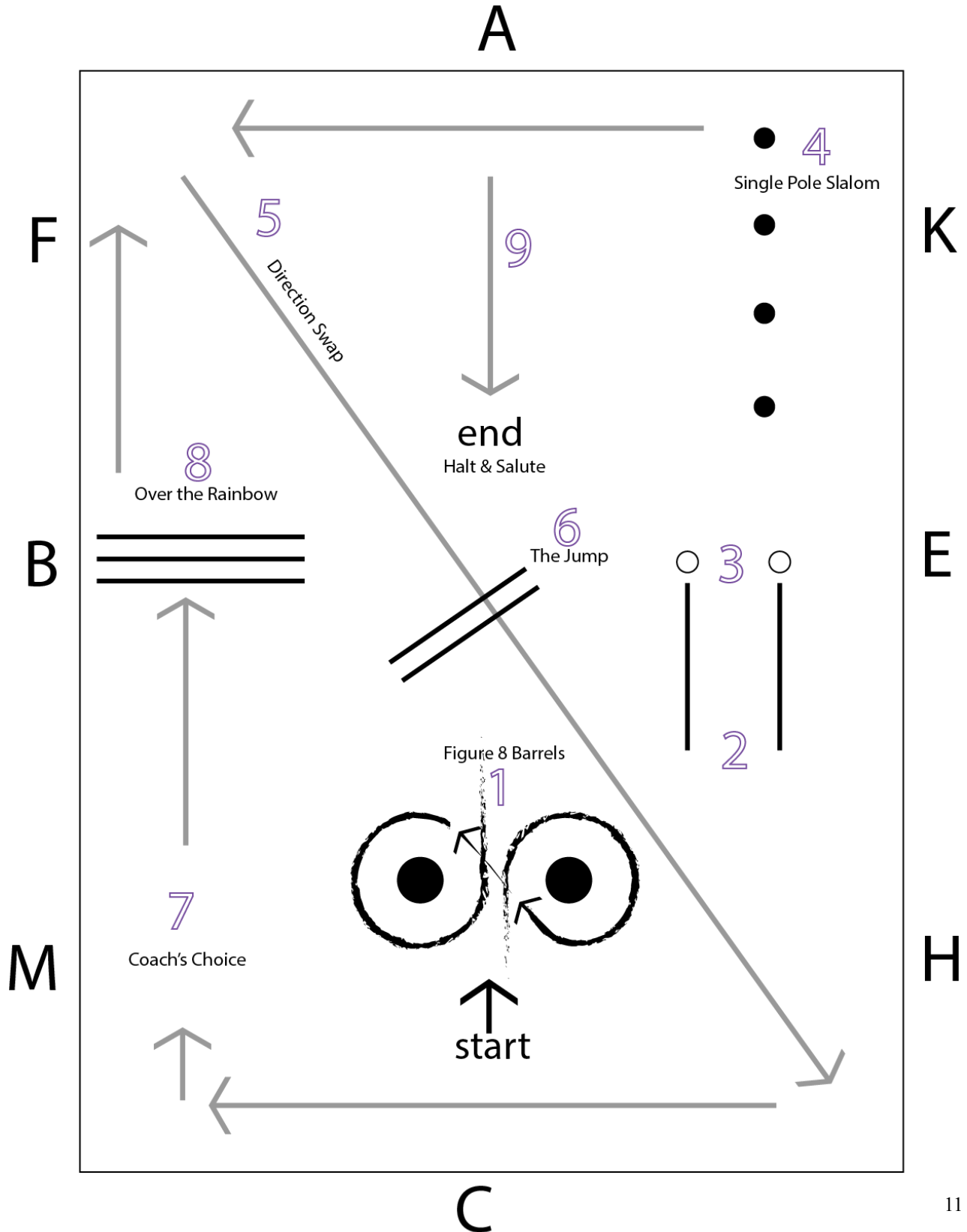


Obstacle Course

CLASS	DESCRIPTION
Class 01	Obstacle Course open to unmounted participants .
Class 02	Obstacle Course open to riders with a leader & two side walkers . Riders may or may not use reins.
Class 03	Obstacle Course for riders with a leader & 1 side walker .
Class 04	Obstacle Course for riders with a leader .
Class 05	Obstacle Course for riders with a leader (unclipped) .
Class 06	Obstacle Course for independent riders .

1. **Figure 8 Barrels:** Figure 8 around two barrels (if a barrel isn't available you may use cones, buckets, hula-hoops etc.)
2. **"Glass" on a pole / Switch Cup:** Ride between poles on the ground. There are two tall poles that the rider stops between and halts. There is a "glass" (plastic cup) on the top of the right pole and the rider needs to take it off and put it on top of the left pole.
3. **Backup and out** from between the two ground poles.
4. **Single Pole Slalom:** Ride through 5 tall poles (if tall poles aren't available cones would be fine).
5. **Direction Swap:** Change rein across a diagonal
6. **The Jump:** Ride over a "jump". The jump can be just a ground pole with jump standards on either side (if jump standards aren't available either jump blocks or cones would be fine). If the rider is able to do a two-point position over the jump they can.
7. **Coach's Choice:** obstacle designed by your coach. (eg. Turn on the forehand in a box, keyhole)
8. **Over the Rainbow:** walk over a bridge/board/tarp (whatever you may have).
9. **Ride down centerline, halt with shoulder at cone, salute.**

OBSTACLE COURSE



Para-Jumping Classes

CLASS	DESCRIPTION
Class PJ1	X-Rails
Class PJ2	2' – 5 fences
Class PJ3	2'3 – 5 fences
Class PJ4	2'6 – 5 fences

Jumps must include 5 cross poles or vertical jumps. You may jump a jump both ways to count towards your 5 jumps, but you may not jump the same jump more than twice.

Riders will be scored on effectiveness of aids and position over fences and overall impression of horse and rider working in harmony together.

Equitation/Horsemanship

*Use Dressage Letters for all patterns. Patterns may be called. Alternative markers may be used instead of letters as required. For example, a cone or a picture, can be letter D.

CLASS	DESCRIPTION
Class EH1	Open to unmounted participants.
Class EH2	Open to riders with a leader and two side walkers. Riders may or may not use reins. This class is performed at a walk.
Class EH3	For riders with a leader and 1 side walker. This class is performed at a walk.
Class EH4A	for riders with a leader - TROT Division
Class EH4B	for riders with a leader (not attached) - TROT Division
Class EH5 WALK	for independent riders – WALK Division
Class EH5 TROT	for independent riders – TROT Division
Class EH5 CANTER	for independent riders – CANTER Division

Class EH1-E3 Pattern:

1. Be ready at K, walk to E
2. At E, turn right towards B
3. At X, halt (pause 5 secs)
4. Proceed to B and turn right.
5. At F turn right.
6. At D turn right.
7. At X, halt

Class EH4A & B:

1. Be ready at C, walk to H
2. Trot H to K
3. Walk at K
4. Change rein across long diagonal at F
5. Trot M to F
6. Walk at F
7. A down centerline
8. X Halt
9. Back approximately one horse length, walk forward over tracks, pattern is complete

Class EH5 Walk:

1. Be ready at E
2. Walk to A
3. At A turn down centreline
4. At X halt (pause 5 sec)
5. Walk ahead and circle right 10m and circle left 10m
6. At C Halt and back approximately one horse length, pattern is complete

Class EH5 Trot:

1. Be ready at B
2. Trot at F
3. A circle 20m
4. K walk
5. E turn right
6. X halt back approximately one horse length, pattern is complete

Class EH5 Canter:

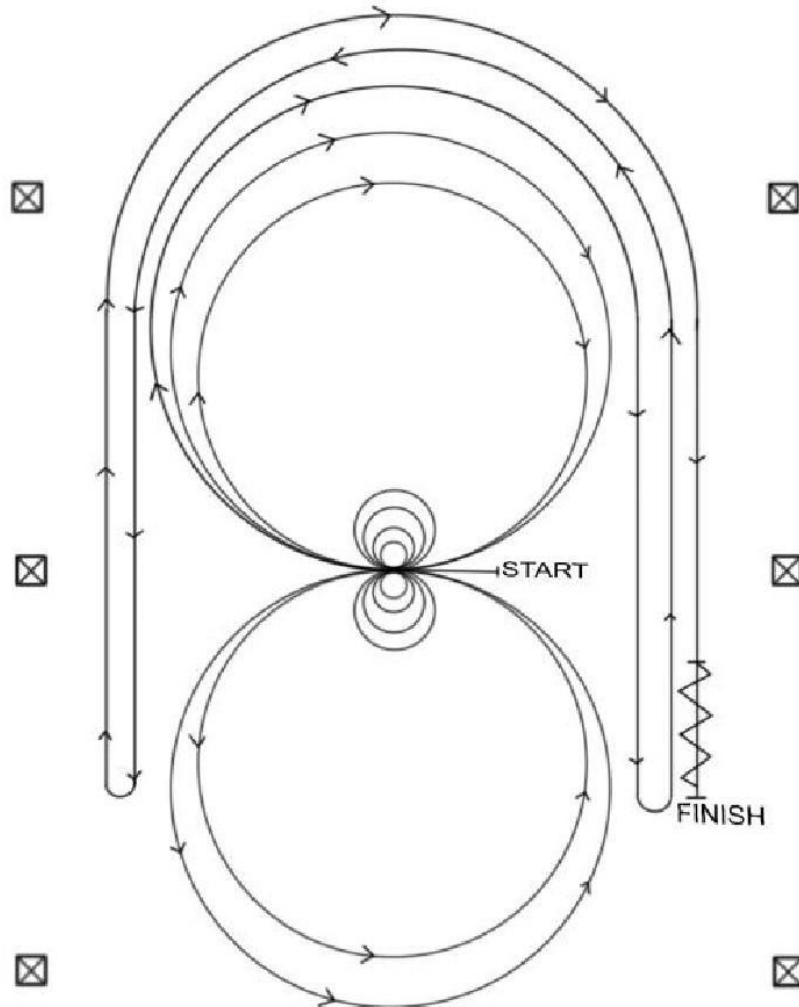
1. Be ready at K
2. A trot
3. F short diagonal to E
4. H canter to B
5. Trot at B
6. Short diagonal to K to B
7. Walk at M
8. Halt at C Back approximately one horse length, walk forward over tracks, pattern is complete

Para-Reining

CLASS	DESCRIPTION
Class R1	Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting a pattern. Beginning at the center of the arena, facing the left wall or fence.

1. Beginning on the right lead, complete two circles to the right: The first circle large and fast; the second circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the left lead, complete two circles to the left: The first circle large and fast; the second circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the left. Hesitate.
5. Begin a large circle to the right but do not close this circle. Run straight down the right side of the arena (past the center marker) and do a left rollback at least twenty feet (6meters) from the wall or fence--No hesitation.
6. Continue back around the previous circle, but do not close this circle. Run straight down the left side of the arena (past the center marker) and do a right rollback at least twenty feet (6 meters) from the wall or fence--No hesitation.
7. Continue back around the previous circle, but do not close this circle. Run straight down the right side of the arena (past the center marker) and do a sliding stop at least twenty feet (6 meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to show completion of pattern.

PARA-REINING PATTERN



Para-Driving Classes:

CLASS	DESCRIPTION
Class PD1	Walk Division
Class PD2	Trot Division

Assistant's may ride in the cart/carriage with the driver

WALK PATTERN

1. A Enter working walk. X Halt Salute.
2. X Proceed working walk, C track right, C to A working walk
3. A Circle right width of arena
4. KXM Change rein across diagonal
5. C Circle left width of arena
6. Between C & H working walk
7. H to B Free walk on long rein
8. B Working walk
9. A to X down centerline
10. X Halt 3-5 secs and salute.

TROT PATTERN

1. A Enter working trot. X Halt Salute.
2. X Proceed working trot, C track right, C to A working trot
3. A Circle right width of arena
4. KXM Change rein across diagonal
5. C Circle left width of arena
6. Between C & H working walk
7. H to B Free walk on long rein
8. B Working walk
9. Between B & F developing working trot
10. A to X down centerline
11. X Halt 3-5 secs and salute.

Pattern is scored on Gaits, Impulsion, Submission and Driver (use of aids, handling of reins, whip and voice and position)

PARA-DRIVING PATTERN

