

Entry Deadline September 30th, 2025



2025 Para Equestrian Video Competition Package

*There's a
Pattern for
Everyone!*



Pole Bending
Barrel Racing
Obstacle Course
Para-Jumping
Equitation/Horsemanship
Ranch Riding
Para-Reining
Para-Driving



ENTER ONLINE: www.bctherapeuticriding.com

Table of Contents

There's a Pattern for Everyone	3
Rider's Release of Liability:	4
Competition Rules	5
Filming and Your Class	5
Uploading Video	6
Pole Bending	7
Barrel Racing	9
Obstacle Course	11
Para-Jumping Classes	13
Equitation/Horsemanship Classes	16
Ranch Riding Classes	18
Para-Reining Classes	20
Para-Driving Classes	22

There's a Pattern for Everyone!

The BCTRA Para-Equestrian video competition allows riders of all levels and abilities to compete in the comfort of their home or 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 (**new patterns 2025*)
4. Para-Jumping
5. Equitation/Horsemanship (**new patterns 2025*)
6. Ranch Riding
7. Para-Reining
8. Para-Driving (**new patterns 2025*)

To participate, riders must record themselves performing a specific pattern found in this package and then upload it to YouTube for the judge's evaluation. They must also fill out an online entry form and 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 and any required adaptive equipment are permitted. All riders must always wear approved protective headgear when mounted on a horse. Riders must be dressed in neat/clean attire.

\$20 to enter with one video
+ Add \$15 for each additional video

All competitors who wish to participate must be BCTRA Participant Level members and have their REGISTRATION, WAIVERS and VIDEOS submitted by
September 30th, 2025

How to Enter

Visit our website for full instructions:

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

BCTRA Participant Member

Your entry will include your BCTRA Participant Membership for 2025. (\$5 Annually)

Step One - Prepare your paperwork

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

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

Step Two – 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 upload each class individually; each class has its own video link.

Step Three – Submit your Video Entry Links by **September 30th, 2025**

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 any arena of any size you usually 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 1.5 m and 2.5 m high. When zoomed in, the horse should be no larger than 1/4 of the screen.
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 to keep the camera as steady as possible – tripods are great!
7. Please name the video on YouTube using the rider's last name, horse and 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 at the top right of the page. The page will guide you through uploading your video.
REMINDER: On YouTube, please name the video with the rider's last name and class number.
3. Once your video is uploaded, you will receive a shareable 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 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 is open to unmounted participants.
Class PB2	Timed Pole Bending pattern is open to riders with a leader and two sidewalkers. 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 sidewalker. 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 a 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.

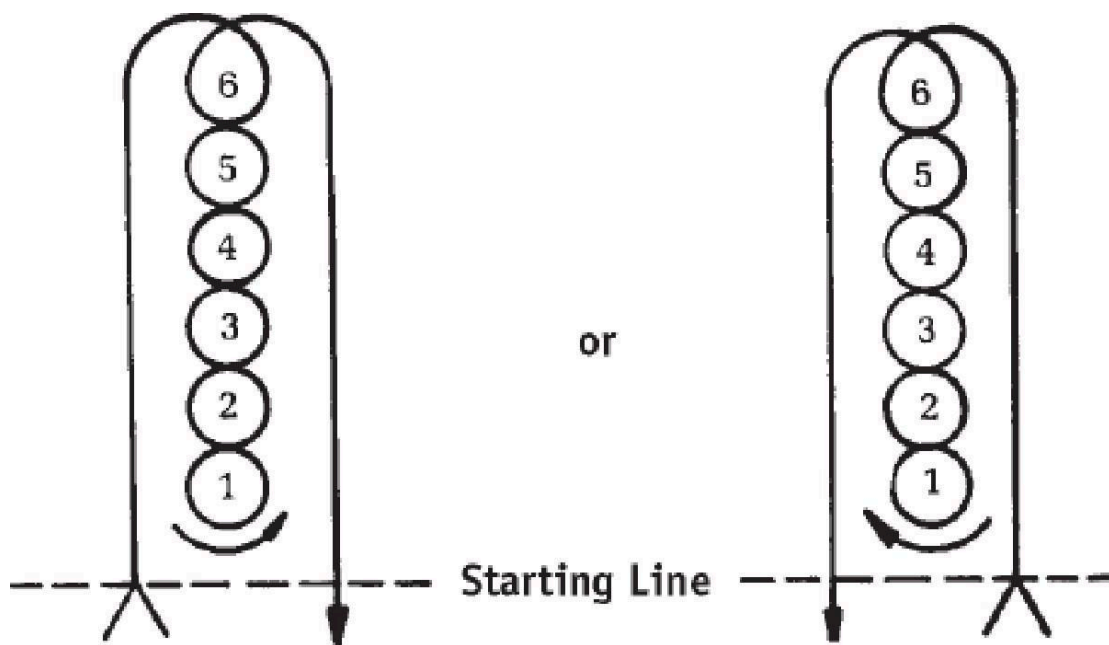
Pole bending is a timed event that features a horse and rider, doing a weaving or serpentine path

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 lines 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 a 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.

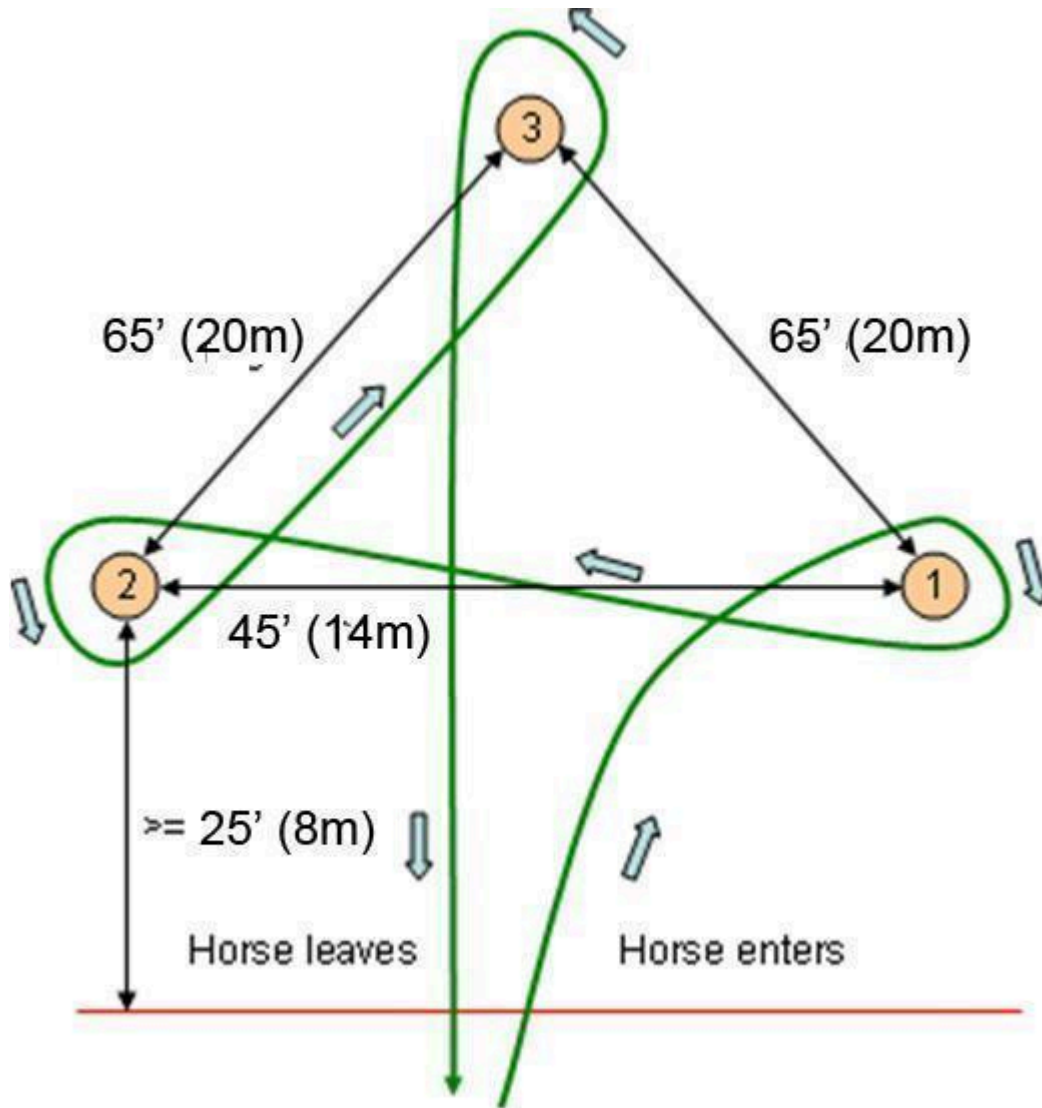
Please time your own pattern and show the finished time at the end of the video.

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

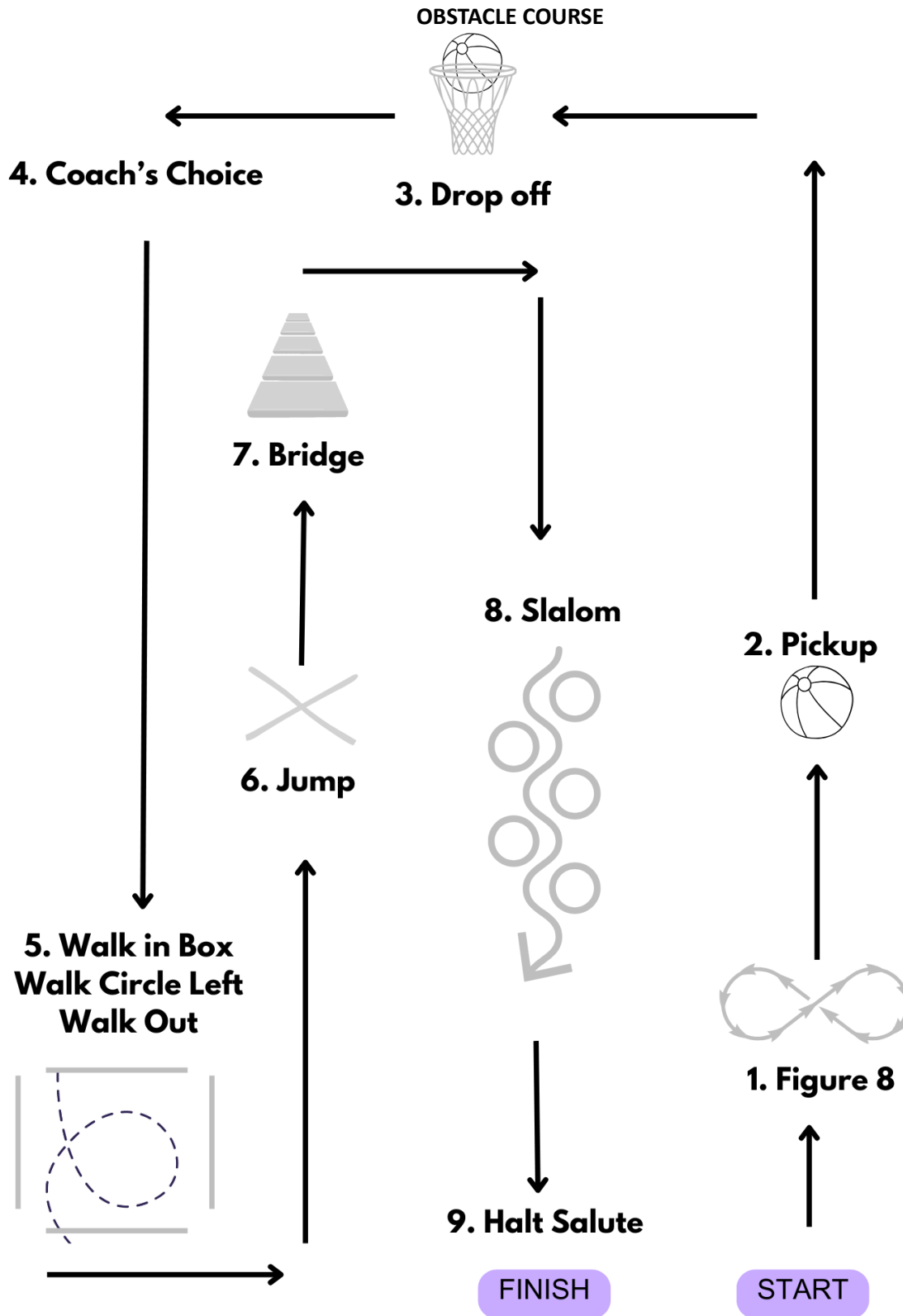
CLASS	DESCRIPTION
Class O1	Obstacle Course open to unmounted participants .
Class O2	Obstacle Course open to riders with a leader & two side walkers . Riders may or may not use reins.
Class O3	Obstacle Course for riders with a leader & 1 side walker .
Class O4	Obstacle Course for riders with a leader .
Class O5	Obstacle Course for riders with a leader (unclipped) .
Class O6	Obstacle Course for independent riders .

ARENA: The course can be adapted to fit your arena and specific needs; however, the obstacles must be completed in the listed order.

Please see the next page for the Obstacle Course Pattern.

OBSTACLES: can be whatever your centre has.

- **Figure 8** can be marked with cones, barrels, hula-hoops etc.
- **Drop off:** Hoop or drop bucket
- **Coach's Choice** ie trot long side, gate
- **Jump** ie pole on ground
- **Bridge** ie poles on ground, plywood on ground, cones making a path



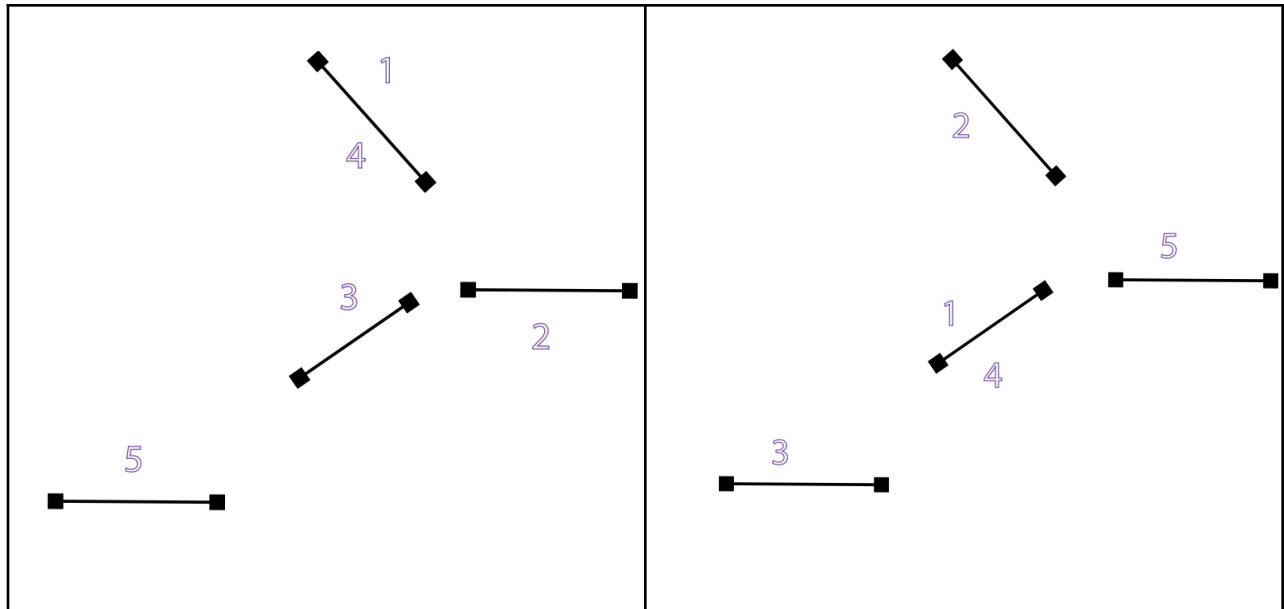
Para-Jumping Classes

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

There are 4 single x-poles and/or verticals
 (1 in which will be jumped in the opposite direction= 5 obstacles)

These jumps can be placed in the space they have available to them, on similar angles as drawn, so the rider uses the corners well as well as navigating around the other jumps.

Example courses:



Equitation/Horsemanship Classes

Patterns can be set as large or as small as required in your arena.

CLASS	DESCRIPTION
Class EH0 WALK	Open to unmounted participants - WALK Division
Class EH1 WALK	Open to riders with a leader and two side walkers. Riders may or may not use reins - WALK Division
Class EH2 WALK	Riders with a leader and 1 side walker - WALK Division
Class EH3 WALK	Riders with a leader (not attached) - WALK Division .
Class EH4A TROT	for riders with a leader - TROT Division
Class EH4B TROT	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

WALK

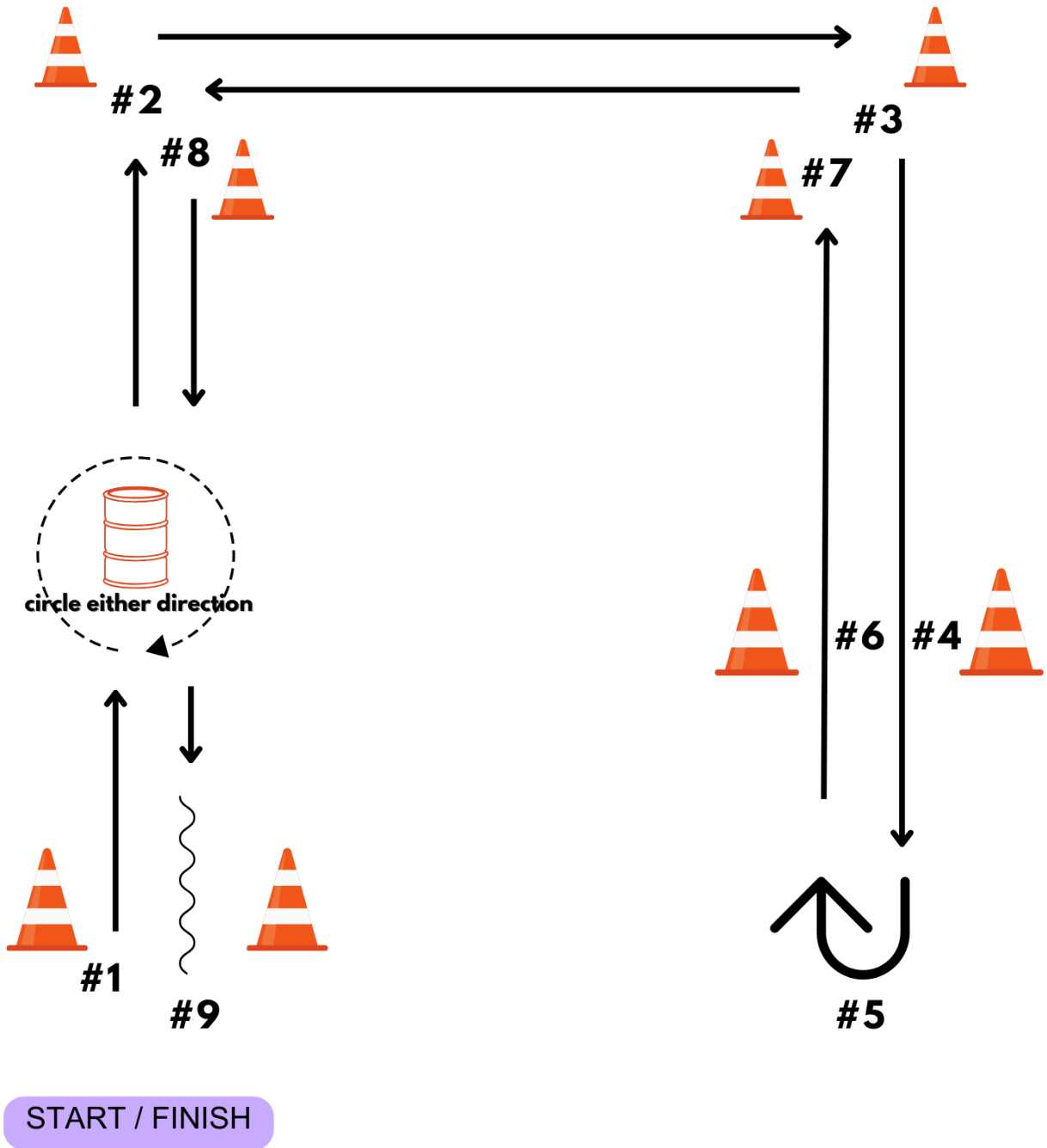
1. Start at cones [1]
2. Walk and circle barrel **either** direction
3. Walk between cones at [2]
4. Walk between cones at [3]
5. Walk between cones at [4]
6. 1/2 Circle Reverse at [5]
7. Walk between cones at [6]
8. Walk between cones at [7]
9. Walk between cones at [8]
10. Walk and circle barrel **either** direction
11. Walk between cones at [9] and halt
12. Back one horse length

TROT

1. Start at cones [1]
2. Walk and circle barrel **either** direction
3. Walk between cones at [2]
4. Trot between cones at [3]
5. Walk between cones at [4]
6. 1/2 Circle Reverse at [5]
7. Walk between cones at (6) and then pick-up trot
8. Trot between cones at [7]
9. Walk between cones at [8]
10. Walk and circle barrel **either** direction
11. Trot to cones at [9] and halt thru walk
12. Back one horse length

CANTER

1. Start at cones [1]
2. Walk and circle barrel **either** direction, then pick up trot
3. Trot between cones at [2]
4. Canter to and through cones at [3]
5. Trot and down to walk between cones at [4]
6. 1/2 Circle Reverse at [5]
7. Walk between cones at [6]
8. Trot between cones at [7]
9. Canter to cones at [8] Transition to trot thru cones.
10. Transition to walk through trot. Walk and circle barrel **either** direction
11. Trot to cones at [9] and halt thru walk
12. Back one horse length



Ranch Riding Classes

In ranch riding, the horse is judged on its ability to work at a forward, working speed while performing required and optional maneuvers.

WALK Divisions and TROT (with assistance) Divisions (EH4A/B) aren't required to do an extended walk or trot for step 4 if unable to. Independent Divisions are expected to do an extended gait for step 4.
WALK CLASSES: Complete the entire pattern on a walk.

CLASS	DESCRIPTION
Class RR1 WALK	Open to unmounted participants - WALK Division
Class RR2A WALK	Open to riders with a leader and two side walkers. Riders may or may not use reins - WALK Division
Class RR2B WALK	For riders with a leader and 1 side walker - WALK Division
Class RR3 WALK	Riders with a leader (not attached) - WALK Division.
Class RR4A TROT	for riders with a leader - TROT Division
Class RR4B TROT	for riders with a leader (not attached) - TROT Division
Class RR5 WALK	for independent riders – WALK Division
Class RR5 TROT	for independent riders – TROT Division

Ranch Riding RR1, RR2A, RR2B and RR3 | WALK

1. Walk
2. Walk
3. Walk over poles
4. Walk (choice of extended walk)
5. Stop
6. 360 Turn Right and 360 Turn Left
7. Back 4 steps

Ranch Riding RR5 | WALK

1. Walk
2. Walk
3. Walk over poles
4. Extended Walk
5. Stop
6. 360 Turn Right and 360 Turn Left
7. Back 4 steps

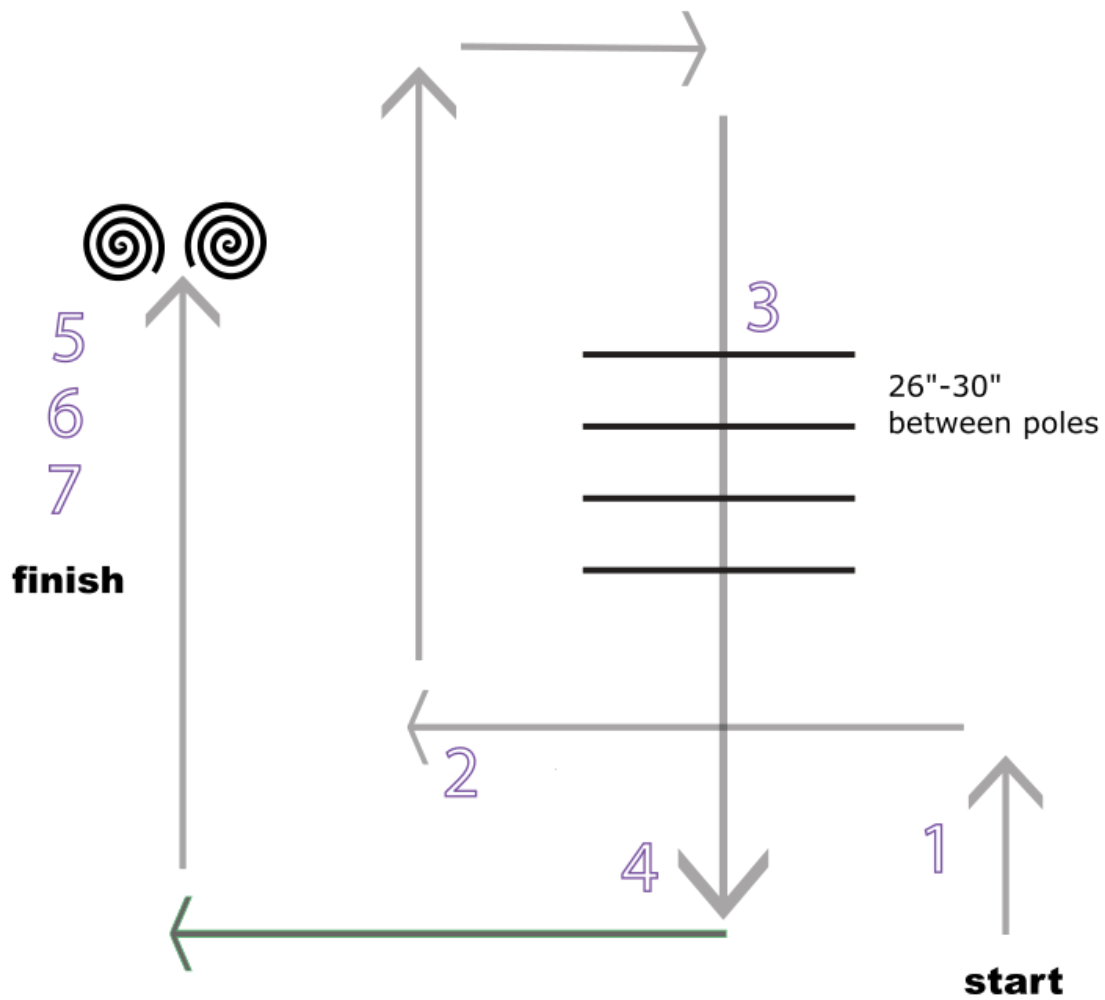
Ranch Riding RR4A & RR4B | TROT

1. Walk
2. Trot
3. Walk over poles
4. Trot (choice of extended trot)
5. Stop
6. 360 Turn Right and 360 Turn Left
7. Back 4 steps

Ranch Riding RR5 | TROT

1. Walk
2. Trot
3. Walk over poles
4. Extended Trot
5. Stop
6. 360 Turn Right and 360 Turn Left
7. Back 4 steps

Ranch Riding

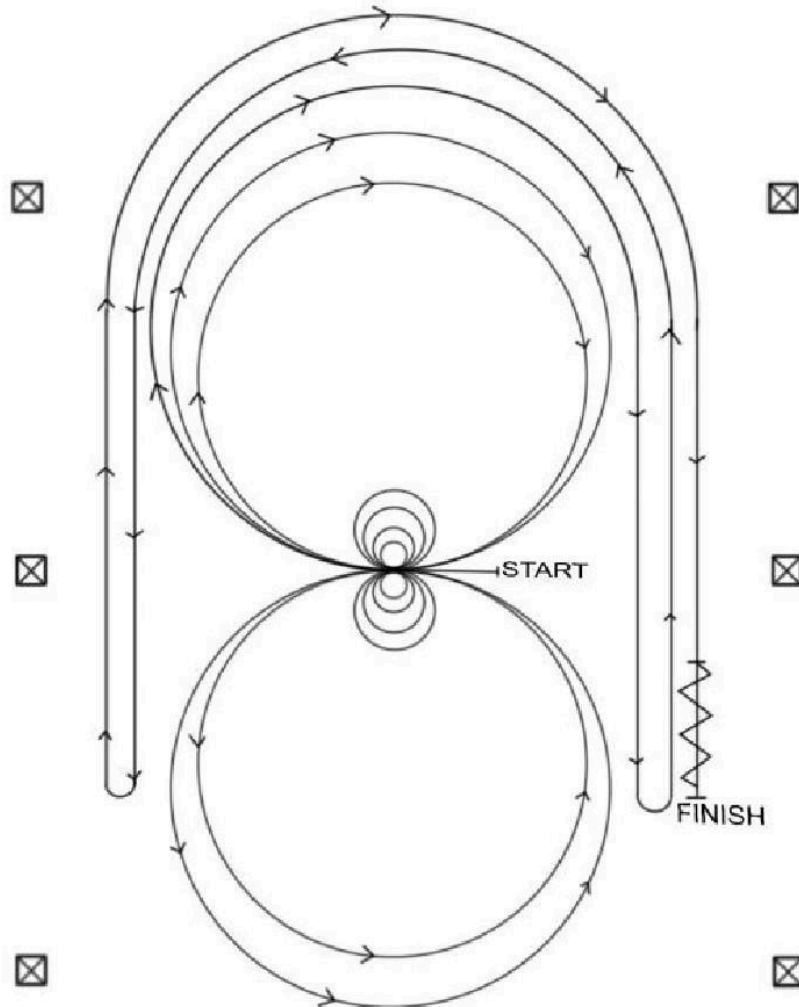


Para-Reining Classes

CLASS	DESCRIPTION
Class R1	Horses may walk or jog to the center of the arena. Horses must walk or stop before starting a pattern and beginning at the center of the arena, facing the left wall or fence.
Class R2	TOC - Test of Choice

1. Beginning on the right lead, complete two circles to the right: The first circle is large and fast; the second circle is 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 (6 meters) 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 the pattern.

PARA-REINING PATTERN



Para-Driving Classes

CLASS	DESCRIPTION
Class PD1	Walk
Class PD1	Trot

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

DESIGN YOUR OWN PATTERN!

For the Para Driving Pattern, you have the freedom to design your own pattern—so be creative!

Your routine must include the following 10 required elements, but you can choose your own path and flow. Elements can be completed in any order (**except the halt salutes** at beginning and end). The pattern is scored on Gaits, Impulsion, Submission and Driver (use of aids, handling of reins, whip, voice and position.)

Time limit: 5 minutes.

Show the following **10 items** for 10 marks each:

1. **Halt at the beginning** of the test on the centre line.
2. Free Walk Long Rein
3. Working Walk LR
4. Working Walk RR
5. medium walk
6. Circle width of the arena right rein,
7. Circle width of the arena left rein.
8. Trot Right Rein
9. Trot Left Rein
10. **Halt at the end of the test** on the centre line.

BONUS marks: Show **something unique and creative**