



BC THERAPEUTIC RIDING ASSOCIATION

# 2026 PARA EQUESTRIAN VIDEO COMPETITION

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MOUNTED AND UNMOUNTED PATTERNS  
DRESSAGE TEST OF CHOICE

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FEBRUARY 15 - SEPTEMBER 30  
VIDEO SUBMISSION DEADLINE SEPTEMBER 30

Visit [www.bctherapeuticriding.com](http://www.bctherapeuticriding.com) for details.

# Join Us This Year

Challenge yourself  
Try something new  
Recognize your achievements  
Acknowledge your dedication  
Boost your morale  
Encourage growth  
Build confidence  
Celebrate talents  
Create memories  
Foster community  
Invite family and friends



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# Riding Beyond Limits

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. Barrel Racing
2. Equitation/Horsemanship
3. Obstacle
4. Para-Jumping
5. Ranch Riding - *new for 2026*
6. Para-Reining
7. Para-Driving
8. Pole Bending
9. Dressage Test of Choice

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 on their test. The results will be posted on the BCTRA website. 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 entrants automatically receive a **BCTRA Participant Membership** with the FIRST VIDEO application. REGISTRATION, WAIVERS and VIDEOS submitted by **September 30th, 2026**

**Visit our website for full instructions:**  
**<https://bctherapeuticriding.com/video-competition/>**

# How To Enter

## Step 1 - Prepare Your Paperwork

1. Download the waiver form from the BCTRA website.
2. Print and sign the waiver form.
3. Scan or take a clear photo of the signed waiver.
4. Save the digital copy for online submission with your entry.

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

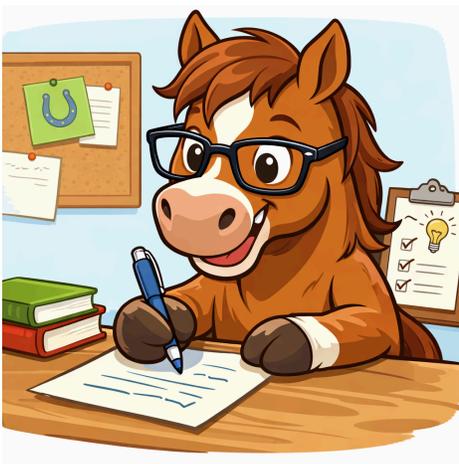
## Step 2 – Prepare your Entry Videos

1. Review this package for entry instructions, competition rules, class details, patterns, filming tips, and the rider's release.
2. Record your video, ensuring all class requirements and patterns are followed.
3. Set up a YouTube account if you do not already have one.
4. Upload your video to YouTube. Include your last name and class number in the title.

**For multiple classes, upload each video separately to generate unique links.**

## Step 3 – Submit your Video Entry Links by **September 30th, 2026**

1. Go to the BCTRA Video Competition page on the website.
2. Click the SUBMIT VIDEO button.
3. Fill out the required entry form, making sure to include your name, class, horse and YouTube video links.
4. Submit your entry before the **September 30th, 2026**, deadline.



***You can find the SUBMIT VIDEO button on the BCTRA website.***

***Remember to add your horse's name to the entry form!***

# Competition Requirements

## 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-mentioned activities. I agree that this agreement shall be binding upon my heirs, next of kin, executors, administrators and assigns, that 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

In addition to the patterns and information presented in this package, these rules **MUST** be adhered to or your submission will not be considered.

1. Competitors receive **BCTRA Participant Membership** as part of their entry.
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.

## Judge's Criteria Tips

BCTRA's video competition is open to a wide range of participants with varying challenges and degrees of experience therefore our dedicated judges are aware of this in their evaluations. Here are a few qualities that help judges assess not just technical skill, but also the participant's connection and effectiveness with their horse.

1. Clear and subtle cues (aids) to direct the horse, demonstrating harmony and partnership
2. Execution of patterns, transitions, or maneuvers as required by the class.
3. Steady control of the horse, confidence, and the ability to calmly handle horses.
4. Movements that show that the participant is in sync with the horse.
5. A neat, professional impression for both horse and rider.

# Filming Setup and Uploads

## Filming Requirements

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 the sun's location in mind 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** 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.
3. Once your video is uploaded, you will receive a shareable link to share with us when you submit your registration form.

**REMINDER: Double-check that your video title contains the rider's last name and class number.**

*\*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 settings 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 and Patterns

## Barrel Racing 20m x 40m Arena

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.

CLASS	DESCRIPTION
<b>Class BM1</b>	<b>TIMED</b> barrel racing pattern open to <b>unmounted participants</b> .
<b>Class BM2</b>	<b>TIMED</b> barrel racing pattern open to riders with a <b>leader</b> and <b>two side walkers</b> . This class is performed at a <b>WALK</b> . Riders may or may not use reins.
<b>Class BM3</b>	<b>TIMED</b> barrel racing pattern for riders with a <b>leader</b> and <b>one side walker</b> . This class is performed at a <b>WALK</b> .
<b>Class BM4</b>	<b>TIMED</b> barrel racing pattern for riders with a <b>leader</b> This class is performed at a <b>WALK</b> only.
<b>Class BM5</b>	<b>TIMED</b> barrel racing pattern for riders with a <b>leader</b> This class is performed at a <b>WALK, TROT/JOG</b> .
<b>Class BM6</b>	<b>TIMED</b> barrel racing pattern for riders with a <b>leader (unclipped)</b> This class is performed at a <b>WALK</b> only.
<b>Class BM7</b>	<b>TIMED</b> barrel racing pattern for riders with a <b>leader (unclipped)</b> – This class is performed at a <b>WALK, TROT/JOG</b> .
<b>Class BM8</b>	<b>TIMED</b> barrel racing pattern for <b>independent riders</b> This class is performed at a <b>WALK</b> only
<b>Class BM9</b>	<b>TIMED</b> barrel racing pattern for <b>independent riders</b> . This class is performed at a <b>WALK, TROT/JOG</b>
<b>Classes for a minimum 60m length (canter)</b>	
<b>Class BM10</b>	<b>TIMED</b> barrel racing pattern for <b>independent riders</b> This class is performed at a <b>TIMED</b> barrel racing pattern

## **PATTERN INSTRUCTIONS**

**There must be clearly marked start and stop lines (you can use cones to mark them).** Make sure the start and stop lines are clearly visible in the videos for these classes.

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

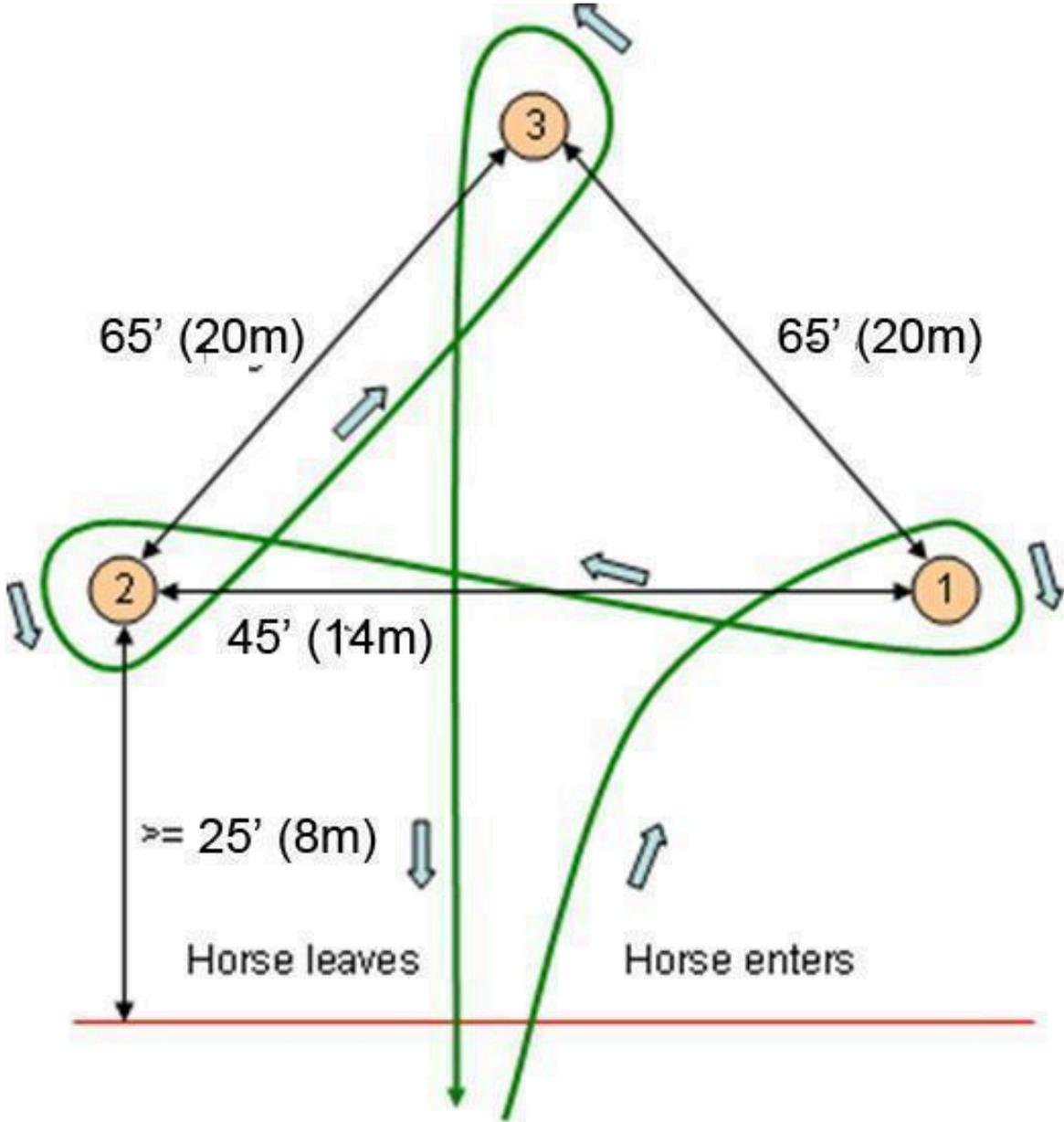
Running past a barrel and off the pattern will result in a "no time" score and disqualification. If a barrel racer or her horse hits a barrel and knocks it over, there is a time penalty of five seconds.

Standard barrel racing patterns require measured distances from the start line to the first barrel, from the first to the second, and from the second to the third.

Usually, the established distances are as follows:

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

**BARREL RACING PATTERN**



# Equitation/Horsemanship Classes

CLASS	DESCRIPTION
<b>Class EH1</b>	Open to <b>UNMOUNTED</b> participants.
<b>Class EH2</b>	Open to <b>riders</b> with a <b>leader</b> and <b>two side walkers</b> . Riders may or may not use reins. This class is performed at a <b>WALK</b>
<b>Class EH3</b>	Open to <b>riders</b> with a <b>leader</b> and <b>one side walker</b> . This class is performed at a <b>WALK</b>
<b>Class EH4A</b>	Open to <b>riders</b> with a <b>leader</b> - <b>TROT</b> Division
<b>Class EH4B</b>	Open to <b>riders</b> with a <b>leader</b> (not attached) - <b>TROT</b> Division
<b>Class EH5 WALK</b>	Open to <b>independent</b> riders – <b>WALK</b> Division
<b>Class EH5 TROT</b>	Open to <b>independent</b> riders – <b>WALK</b> Division
<b>Class EH5 CANTER</b>	Open to <b>independent</b> riders – <b>CANTER</b> Division

## PATTERN INSTRUCTIONS

\*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 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 the 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. turn right
6. X halt back approximately one horse length; the 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

# Obstacle Course

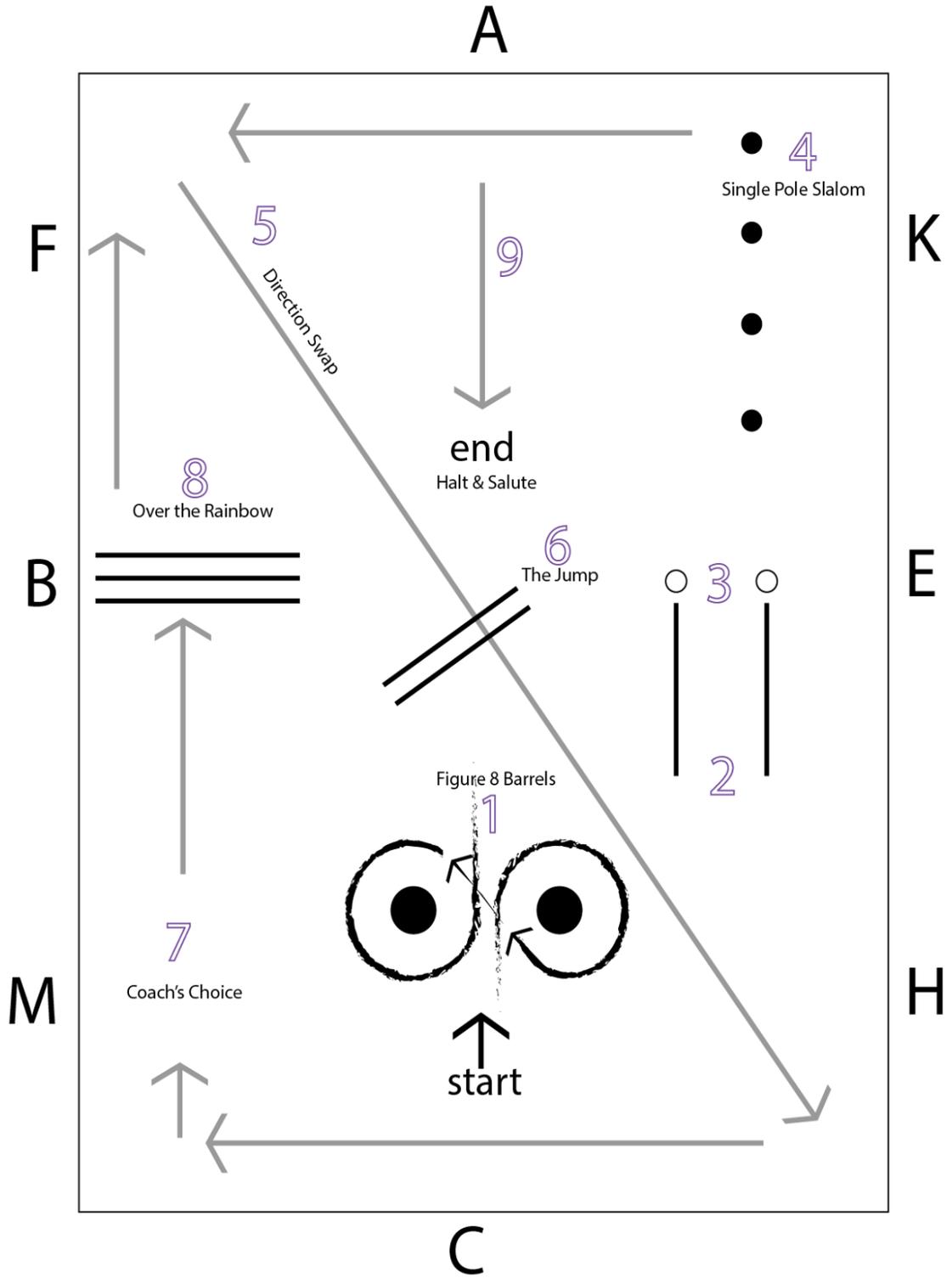
CLASS	DESCRIPTION
Class 01	Open to <b>UNMOUNTED</b> participants.
Class 02	Open to <b>RIDERS</b> with a <b>leader</b> and <b>two side walkers</b> . Riders may or may not use reins.
Class 03	Open to <b>RIDERS</b> with a <b>leader</b> and <b>one side walker</b> .
Class 04	Open to <b>RIDERS</b> with a <b>leader</b> .
Class 05	Open to <b>RIDERS</b> with a <b>leader</b> (unclipped).
Class 06	Open to <b>INDEPENDENT RIDERS</b>

## PATTERN INSTRUCTIONS

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:** an obstacle designed by your coach. (e.g. 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 the Centerline,** halt with the shoulder at the cone, salute.

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

# OBSTACLE PATTERN



# Para-Jumping Classes

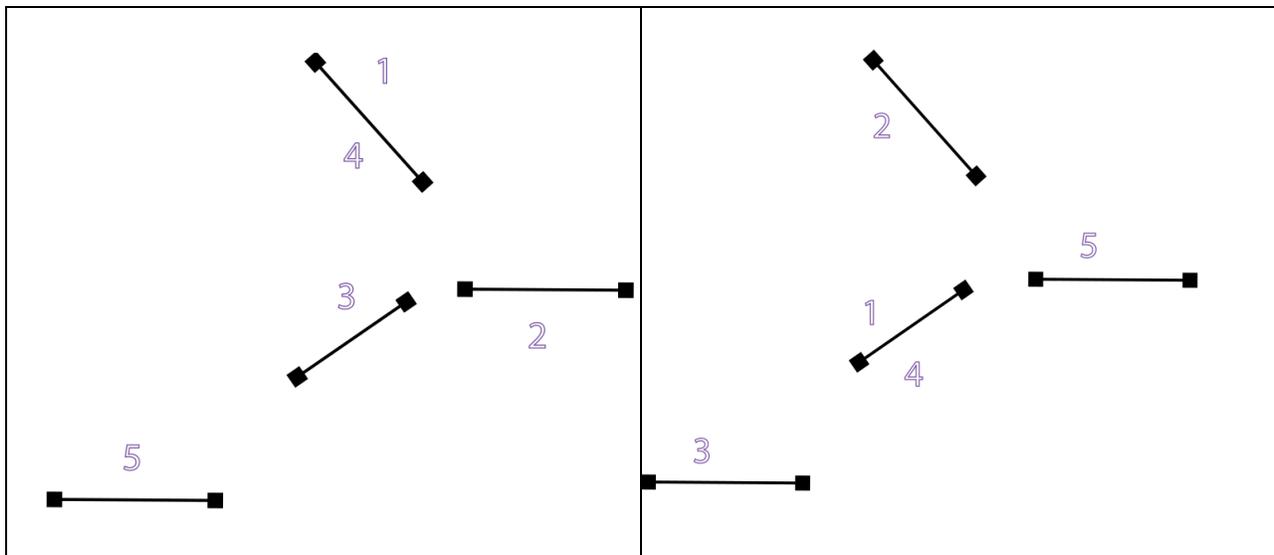
CLASS	DESCRIPTION
Class PJ1	X-Rails
Class PJ2	2' - 5 fences
Class PJ3	2'3 - 5 fences
Class PJ4	2'6 - 5 fences

## PATTERN INSTRUCTIONS

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



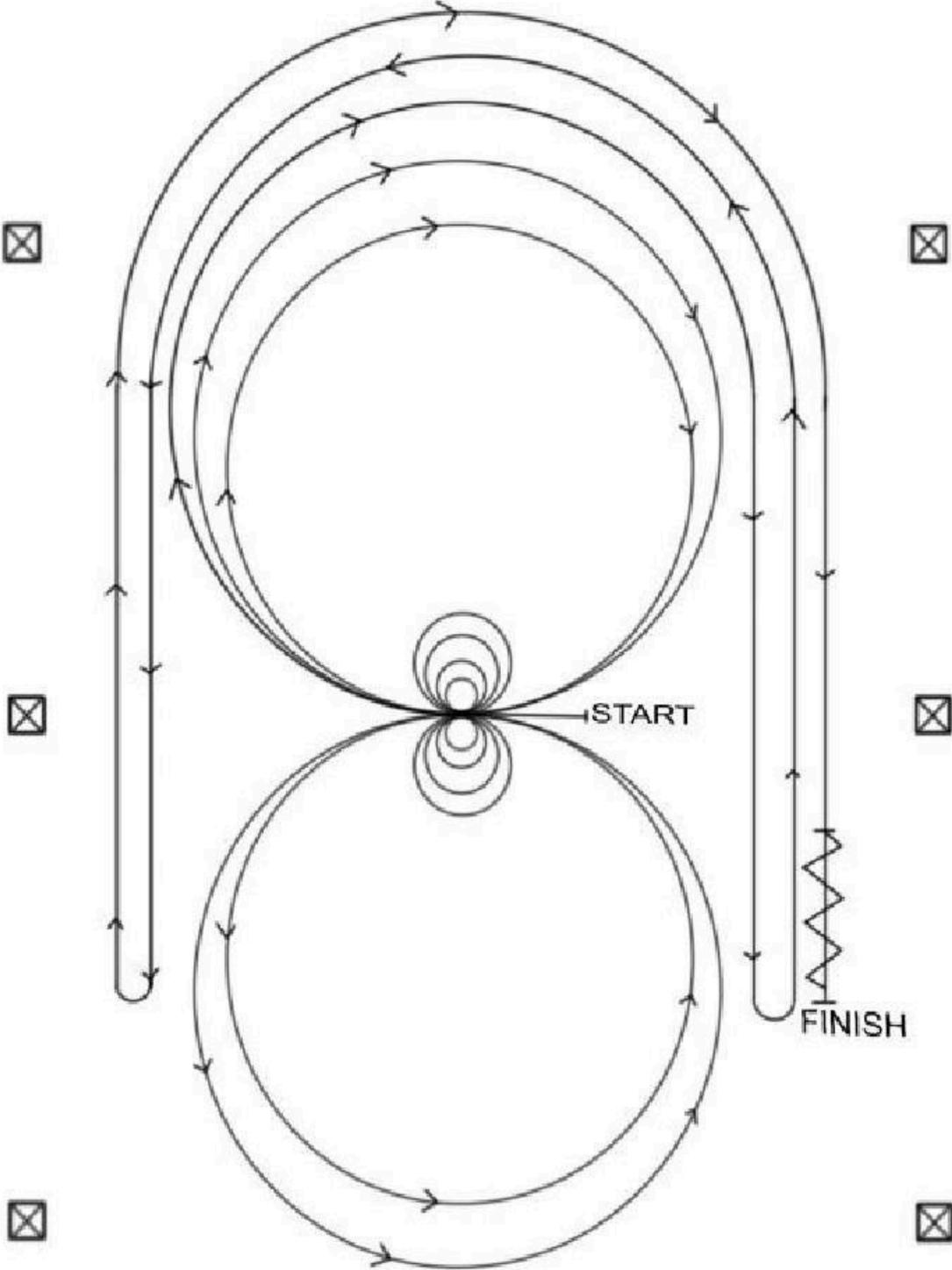
# Para-Reining Classes

CLASS	DESCRIPTION
Class R1	Horses may <b>WALK</b> or <b>JOG</b> to the center of the arena. Horses must <b>WALK</b> or <b>STOP</b> before starting a pattern and beginning at the center of the arena, facing the left wall or fence.
Class R2	TOC - Test of Choice

## PATTERN INSTRUCTIONS

- 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.**
  - 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.
- 5. 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.
- 6. 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 REIGNING PATTERN**



# Para-Driving Classes

CLASS	DESCRIPTION
Class PD1	WALK
Class PD1	TROT

*\*Assistants may ride in the cart/carriage with the driver\**

## PATTERN INSTRUCTIONS

**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. The 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\**

## Pole Bending 20m x 40m Arena

Classes for a 20m x 40m Arena (except canter PB10)	
CLASS	DESCRIPTION
Class PB1	<b>TIMED</b> pole bending pattern is open to <b>UNMOUNTED</b> participants.
Class PB2	<b>TIMED</b> pole bending pattern is open to <b>riders</b> with a <b>leader</b> and <b>two sidewalkers</b> . This class is performed at a <b>WALK</b> . Riders may or may not use reins.
Class PB3	<b>TIMED</b> pole bending pattern for <b>riders</b> with a <b>leader</b> . This class is performed at a <b>WALK</b> .
Class PB4	<b>TIMED</b> pole bending pattern for <b>riders</b> with a <b>leader</b> - <b>WALK</b> only
Class PB5	<b>TIMED</b> pole bending pattern for <b>riders</b> - <b>TROT/JOG</b> only
Class PB6	<b>TIMED</b> pole bending pattern for <b>riders</b> with a <b>leader</b> (not attached) - <b>WALK</b> only
Class PB7	<b>TIMED</b> pole bending pattern for <b>riders</b> with a <b>leader</b> (not attached) - <b>TROT/JOG</b> only
Class PB8	<b>TIMED</b> pole bending pattern for <b>independent riders</b> - <b>WALK</b> only
Class PB9	<b>TIMED</b> pole bending pattern for <b>independent riders</b> - <b>TROT/JOG</b> only

Classes for a minimum 60m length (canter)	
Class PB10	<b>TIMED</b> pole bending pattern for <b>independent riders</b> - <b>CANTER</b> Riders will be cantering the <b>STRAIGHT</b> lengths of the pattern. <b>TROTTING</b> only through poles with the above measurements.

## PATTERN INSTRUCTIONS

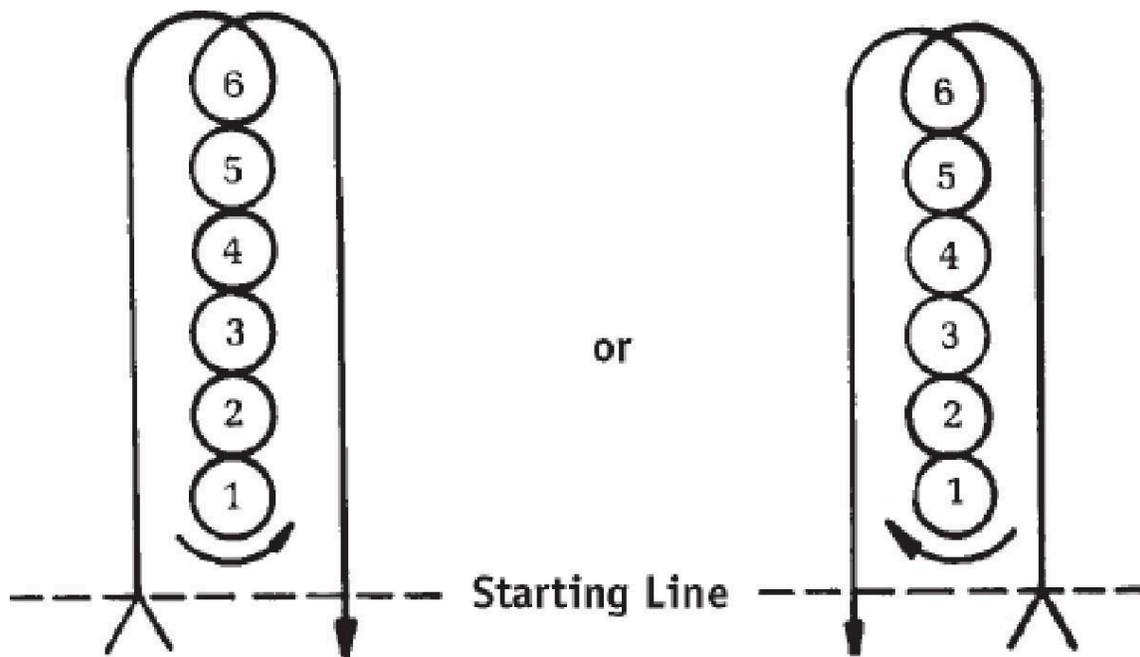
The pole-bending pattern is performed around six poles. The poles are placed in a straight line 15 feet apart, going away from the starting line. The first pole is to be 15 feet from the starting line. Poles are 6 feet high and set above ground, with bases 10 to 14 inches in diameter. Poles can be set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

Pole bending is a timed event in which a horse and rider weave or take a 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 are clearly visible 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 around the pole the wrong way, if the pole is held by the hand of the rider, or if a pole is knocked down.

## POLE BENDING DIAGRAM



# Ranch Riding

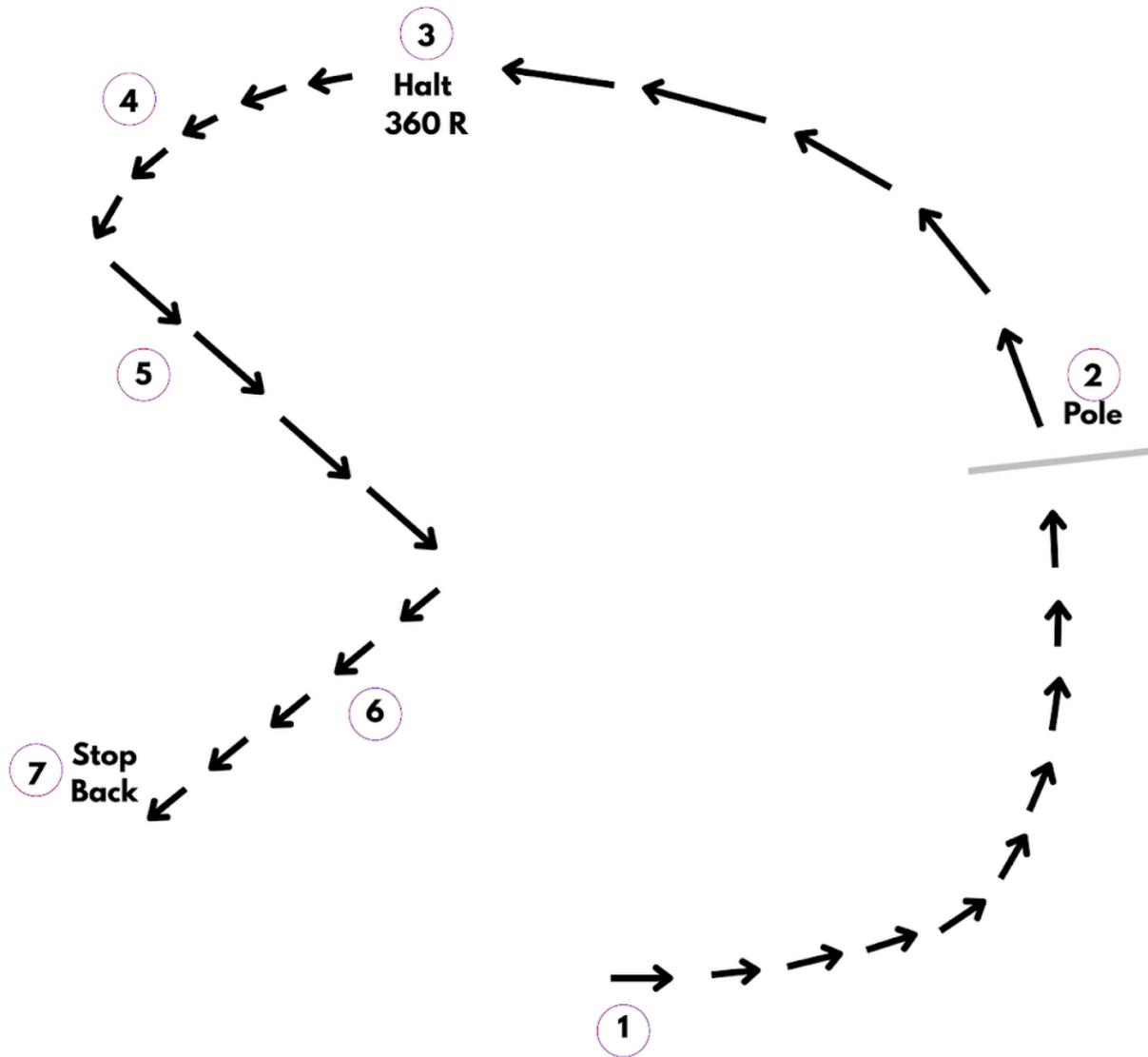
In ranch riding, the horse is judged on its ability to work at a forward, working speed while performing required and optional maneuvers.

**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 <b>UNMOUNTED</b> participants - <b>WALK</b> Division
Class RR2A WALK	Open to <b>riders</b> with a <b>leader</b> and <b>two side walkers</b> . Riders may or may not use reins - <b>WALK</b> Division
Class RR2B WALK	For <b>riders</b> with a <b>leader</b> and <b>one side walker</b> - <b>WALK</b> Division
Class RR3 WALK	For <b>riders</b> with a <b>leader</b> (not attached) - <b>WALK</b> Division.
Class RR4A TROT	For <b>riders</b> with a <b>leader</b> - <b>TROT</b> Division
Class RR4B TROT	For <b>riders</b> with a <b>leader</b> (not attached) - <b>TROT</b> Division
Class RR5 WALK	For <b>independent riders</b> - <b>WALK</b> Division
Class RR5 TROT	For <b>independent riders</b> - <b>TROT</b> Division

## RANCH RIDING PATTERN



### PATTERN INSTRUCTIONS

1. Walk to the mid mid-long side of the arena, over the pole
2. Extended walk
3. Stop one full turn on the haunches/circle right
4. Walk, square corner
5. Extend walk or trot
6. Walk
7. Stop back

# Dressage Test of Choice

Select your Test of Choice (TOC) from Equestrian Canada ([Forms and Documents - Equestrian Canada](#)) or HCBC that is best suited for your current level.

*\*We are not accepting Freestyle tests this year\**

<b>RIDERS</b>	<ul style="list-style-type: none"><li>• Riders do not need to be classified in order to compete.</li><li>• To ensure fair competition, riders should not enter a test below their technical skill level.</li></ul>
<b>HORSES</b>	<ul style="list-style-type: none"><li>• Horses may wear wraps or boots.</li><li>• Horses may be shared between competitors.</li></ul>
<b>TACK</b>	<ul style="list-style-type: none"><li>• English tack must be used (dressage saddles and bridles are recommended but not mandatory).</li><li>• Adaptive equipment is allowed as required. Reference the list of FEI-approved compensating aids <a href="#">here</a>.</li></ul>
<b>COACH</b>	<ul style="list-style-type: none"><li>• Assistance from coaches, leaders, or sidewalkers (e.g., verbal comments, physical prompts, sounds, gestures) will result in penalties, unless an approved compensating aid is being used (e.g., visually impaired rider living letters, advanced caller).</li></ul>

***Coaches should not act as leaders or side walkers for their own rider, except when acting as an Advanced Caller (see compensating aid chart for details).***

## FILMING INSTRUCTIONS

1. The camera must be placed on the centre line immediately in front of or behind 'C' at the far end of the ring/arena, facing 'A' at a height of approximately 1.5m-2.5m (5-8ft).
2. The camera is to remain at this spot for the entire test.
3. Set the camera so the whole horse remains in the frame for as much of the video as possible. Try to keep the horse in the centre of the frame and avoid zooming too far in or out.

Start recording 5 seconds before the rider enters the ring or before judging begins (for both indoor and outdoor arenas). End recording for 5 seconds after the last movement of the test or after the final salute, capturing a few steps of the walk for the judges.

## **INSTRUCTIONS AND GUIDELINES**

Any influence on the equine or rider by the leader or side walker will result in deductions:

- A half-mark deduction for the first occurrence.
- A one-mark deduction for all subsequent occurrences.

### **Leader Guidelines**

When side walkers are not used:

- The leader must lead from the inside and switch sides in front of the equine during halt movements.
- The leader must position themselves by the equine's shoulder, holding the lead rope at their outside hip with their outside hand, while keeping their inside hand flat at their side or across their belly to indicate no influence on the equine.
- A slight loop should be visible in the lead rope to show that the leader is not affecting the equine's direction or pace.

When side walkers are used:

- The leader must still lead from the inside and switch sides in front of the equine during halt movements.
- Leaders must stand midway between the equine's shoulder and head, holding the lead rope at their outside hip with their outside hand while keeping their inside hand flat at their side or across their belly to indicate no influence on the equine.

### **Side Walker Guidelines**

1. A maximum of two side walkers (one on each side) may be used if necessary.
2. Side walkers must position themselves beside the rider's leg and be able to walk comfortably while providing physical support to the rider's thigh, hip, or knee as needed.
3. Side walkers must not:
  - Give verbal instruction to the rider.
  - Assist the rider in any way beyond what is necessary.
  - Touch the equine or attempt to influence its movement (e.g., nudging it to walk on).

### **Commander Guidelines:**

Role of the Commander: If the rider requires a commander, the commander will read the test

aloud for the rider. Conditions for using Commanders:

- Equestrian Canada (EC) Para Dressage Tests – Commanders are allowed for all EC Tests and FEI Intro Tests.
- FEI Para Dressage Tests – Commanders are considered a non-standard compensating aid and may only be used in FEI

**Source:** [2025 Para-Dressage-Video-Competition-Launch-Guidelines.pdf](#)

### **Ribbon Placement**

Ribbons will be awarded as follows:

- 1st ..... 63% or higher
- 2nd ..... 60% to 62.9%
- 3rd ..... 58% to 59.9%

No ribbons shall be awarded below 3rd position.

