



CANADIAN COWBOY CHALLENGE RULES 2018

The Canadian Cowboy Challenge is based on horsemanship skills used in ranch and trail riding based activities. Challenge riders will demonstrate skills used on the ranch and/or trail.

Mission Statement

To support a safe and encouraging environment where riders can develop a soft feel, fluid movement, speed and courage along with a willingness to move forward in a true partnership between horse and rider.

Rule Modifications and Updates

The CCC Judging and Rules Committee may modify these Rules annually prior to the beginning of each season. If deemed necessary, particularly if a safety issue arises, these Rules may be modified during the season. Members will be notified of any rule changes when they are published.

The publication date of these Rules is shown in the page footer.

It is the responsibility of each member to be acquainted with, and adhere to, these Rules.

1. GENERAL

- 1.1. All members of the Canadian Cowboy Challenge (CCC) are to abide by the rules of the CCC. It is the responsibility of each member to be aware of and understand the rules of the CCC.
- 1.2. No member of the CCC may use the name 'Canadian Cowboy Challenge' for any purpose whatsoever without written authorization from the CCC Board of Directors.
- 1.3. Members are to demonstrate excellence in the ambassadorship of the sport of the Canadian Cowboy Challenge.
- 1.4. **ARE TO CONDUCT THEMSELVES IN A SPORTSMANLIKE MANNER AT ALL TIMES AND ANY BREACHES OF THESE RULES MAY RESULT IN DISCIPLINARY ACTIONS, WHICH COULD RESULT IN MEMBERSHIP BEING REVOKED.**
- 1.5A. Anyone outside the challenge riding area may call the course for a rider if requested. Callers may give direction of the course only, if this caller makes an error in calling the pattern no re-ride will be granted. There is to be no coaching.
- 1.5B. If the event host supplies a caller and that caller makes an error in calling the pattern the rider will be granted a re-ride at the end of that division.
- 1.6. A judge may not be approached about a decision. However, a complaint may be lodged via the CCC website, within 5 days of the event. The Board of Directors will take responsibility for, and respond to, any complaint. The Board will respond within 30 days of the receipt of the complaint.
- 1.7. Technical malfunctions and safety issues will be dealt with as they occur.
- 1.8. All riders MUST sign a CCC waiver form prior to participating in a Challenge. (Per Year)
- 1.9. Any Challenge will have a maximum of 65 runs per Day.
- 1.10. A Rider Rep will be announced at the start of each challenge. This person is the person to be approached by any Riders on challenge day with concerns.

2. SAFETY

- 2.1. All members of the CCC must ride to their own personal capabilities, or those capabilities determined by their parent/guardian.
- 2.2. The rider is responsible for the care and safety of the horse.
- 2.3. No participant, volunteer or judge is to be under the influence of alcohol or drugs prior to or during the challenge on that day.
- 2.4. No participant, volunteer or judge is to demonstrate poor sportsmanship by way of interfering with other riders, their horses or other judges.
- 2.5. Should a rider fall off during their ride they will be disqualified and the horse is to be led from the arena.

3. HORSES

- 3.1. Horse care is paramount. All horses are to be treated with dignity and respect.
- 3.2. Horses may be ridden a maximum of three times in any one Challenge event with the exception of the Buckin' Crazies. Scenarios may include three different riders on the same horse in one Division, or one rider on the same horse in three different Divisions, or some variation in-between. Riders in the Buckin' Crazies Division must refer to the rules for that Division.
- 3.3. A rider may ride a maximum of two horses in any division at any challenge. A horse and rider constitute a 'Team'. Challenge-day payouts, points and cumulative point totals are awarded to, and tracked for, each Team.
- 3.4. Should the judges determine a horse to be lame or unfit, the judges may withdraw the horse from the challenge.
- 3.5. Any blatant abuse or mistreatment of a horse at a challenge event, on or off the course, may result in disqualification.
- 3.6. Riders may not carry a whip, crop or use a quirt on their horse at any time.

4. JUDGES

- 4.1. Each challenge will be judged by one or two CCC certified judges.

- 4.2. A 'Silent Judge' may also be present. This judge is unknown to the riders but the Silent Judge's responsibility it is to ensure that riders abide by the rules while on the grounds.
- 4.3. The riders order of go in a challenge division is determined by a random draw. Once called, riders have 30 seconds to be at the start line.
- 4.4. A maximum time of six minutes is allowed to complete the course. Each ride will be timed and there will be a 1 minute warning. Should a rider not complete the course in the time limit they will be scored only to the obstacles completed. The time limit may be extended where longer courses warrant at the discretion of the judges and course designer.
- 4.5. The judges' decision is final.

5. MEMBERSHIP

- 5.1. All memberships are valid for one (1) year from date of purchase.
- 5.2. All members with a valid membership receive:
 - a. online point tracking and standings;
 - b. CCC electronic newsletter;
 - c. the right to participate in any sanctioned CCC challenge with the exception of Regional or National Finals, and
 - d. the right to attend and vote at the AGM and CCC special meetings.
- 5.3. Riders must notify the challenge host of their inability to ride prior to the first division run on the challenge day. Reimbursement of entry fees, is at the discretion of the host, unless the challenge is cancelled.
- 5.4. Should a challenge be cancelled all paid entries fees will be reimbursed.

6. TACK AND ATTIRE

- 6.1. The Canadian Cowboy Challenge is a Western event. Western tack and attire is required, including, long sleeved collared shirt, jeans, cowboy boots and a cowboy hat or riding helmet must be worn for the ride. All tack must be serviceable and in good condition.
- 6.2. Maximum 4" diameter Western Round ring, D-ring or Eggbutt snaffles are allowed. Mouthpieces must be smooth and be a minimum 3/8". No other

snaffles are allowed. Use of a Western Shank bit is permissible. With a “Shank Bit”, riding should be done with one hand. A two handed grip may affect your Horsemanship marks.

6.3. A Rawhide Bosal with or without a Fiador is allowed

6.4. A chinstrap is required with a western snaffle bit. Any chinstrap must be smooth, flat or braided.

6.5. None of the following equipment shall be used:

- a. Martingale (running or German)
- b. Tie Down of any type
- c. Nose band or Cavesson
- d. Any form of gag or slip bit
- e. Bit-less bridles, side pulls, or halters
- f. Mechanical hackamore

6.6. No bridle-less riding.

6.7. Competitors will supply their own lariat.

7. DIVISIONS

7.1. Each division has a different ability level and the course design will reflect that.

7.2. Ages for each division are as of 1st January of that challenge year.

7.3. All competitors **MUST** sign a CCC waiver form annually, prior to competing in any challenges.

7.4. Parents/Guardians must complete a CCC waiver for any competitor in their care who is under the age of eighteen (18).

7.5. Parents/Guardians must be present at the course for the entire challenge event.

7.6. Coaching of any rider, in any Division is not allowed while Rider is on course. If coaching occurs a rider may be disqualified.

7.7. If eligible, riders may enter more than one division.

8. SHOOTIN' SPROUTS DIVISION

- 8.1. This non-pro division is for riders 10 years of age and under. Riders must be in control of the horse at all times. ANY PHYSICAL ASSISTANCE GIVEN WILL DISQUALIFY THE RIDER. Parents or guardians are NOT permitted on the course except to assist the rider to remount after a dismount is required by the course pattern.
- 8.2. Courses in this division will contain a total of eight (8) obstacles for a maximum of 80 Judges' Points. Marks also awarded for horsemanship (maximum of 10) and time (maximum of 3). Total possible Judges' Points are 93.

9. YOUTH DIVISION

- 9.1. This non-pro division is for ages 11 to 17.
- 9.2. Courses in this division will contain a total of eight (8) obstacles for a maximum of 80 Judges' Points. Marks also awarded for horsemanship (maximum of 10) and time (maximum of 3). Total possible Judges' Points are 93.

10. OLDER THAN DIRT DIVISION

- 10.1. This non-pro division is for ages 55 and older.
- 10.2. Courses in this division will contain a total of thirteen (13) obstacles for a maximum of 130 Judges' Points. Marks also awarded for horsemanship (maximum of 10) and time (maximum of 3). Total possible Judges' Points are 143.

11. NOVICE DIVISION

- 11.1. This non-pro division is for inexperienced riders. They may ride an experienced horse.
- 11.2. If it is determined that a rider is not a Novice they will be asked to advance to a higher division and will be no longer eligible for the Novice Division. This must occur within the rider's first two challenge attempts of a challenge season.

11.3. Courses in this division will contain a total of eight (8) obstacles for a maximum of 80 Judges' Points. Marks also awarded for horsemanship (maximum of 10) and time (maximum of 3). Total possible Judges' Points are 93.

12. ROOKIE DIVISION

12.1.1. This non-pro division is for riders with moderate experience, who may have graduated from the Novice category and are looking for more of a challenge. It is not intended for experienced well rounded, confident riders.

12.2. If it is determined that a rider is not a Rookie they will be asked to advance to a higher division and will be no longer eligible for the Rookie Division. This must occur within the rider's first two challenge attempts of a challenge season.

12.3. Courses in this division will contain a total of thirteen (13) obstacles for a maximum of 10 Judges' Points. Marks also awarded for horsemanship (maximum of 10) and time (maximum of 3). Total possible Judges' Points is 143.

13. NON-PRO DIVISION

13.1. Courses in this division will contain a total of thirteen (13) obstacles for a maximum of 130 Judge's Points. Marks also awarded for horsemanship (maximum of 10) and time (maximum of 3). Total possible Judges' Points is 143. They may ride an experienced horse.

13.2. This division is open to all riders except Pros. A Non-Pro Division rider is a rider who does not receive financial remuneration from the riding, training of horses and/or instructing or coaching of riders.

13.3. Courses in this division will contain a total of thirteen (13) obstacles for a maximum of 10 Judges' Points. Marks also awarded for horsemanship (maximum of 10) and time (maximum of 3). Total possible Judges' Points is 143.

14. OPEN DIVISION

- 14.1. This division is open to all riders.
- 14.2. Any competitor who has gained, in the last 24 months, ANY form of financial remuneration from the riding, training of horses and/ instructing or coaching of riders is deemed a Pro and is restricted to this division and the Buckin' crazies Division.
- 14.3. Courses in this division will contain a total of thirteen (13) obstacles for a maximum of 130 Judges' Points. Marks also awarded for horsemanship (maximum of 10) and time (maximum of 3). Total possible Judges' Points are 143.

15. BUCKIN' CRAZIES DIVISION

- 15.1. This division is open to all riders. Any competitor who has gained any form of financial remuneration from riding, training of horses and/or instructing, coaching of riders is deemed a Pro and is restricted to this division and the Open Division.
- 15.2. Prior to the first entry, the horse may not have competed in any equine division where an entry has been paid. After the first Buckin Crazy ride, the horse has the right to complete in any other equine event outside of the CCC. Within the CCC, the horse is eligible to be ridden only in the Buckin Crazy division for that season. **Any horse may be ridden once only in this division per challenge day.**
- 15.3. Courses in this division will contain a total of eight (8) obstacles for a maximum of 80 Judges' Points. Marks will also be awarded for horsemanship (maximum of 10) and time (maximum of 3). Total possible Judges' Points are 93.
- 15.4. The horse may be ridden only in this division to qualify for this division.
- 15.5. Any competitor may ride a maximum of two eligible horses in this division.

16. POINT SYSTEM

- 16.1. Points are totaled and recorded for each horse and rider Team.
- 16.2. Judges' Points are awarded for each challenge and are used to determine challenge placement for the attended challenge.
- 16.3. Placement Points are awarded for determination of each Team's overall standing.
- 16.4. Challenge Placement Points are awarded as follows for each division;
- | | |
|---------------------------------|--------------------------------|
| 1st Place - 10 Placement Points | 6th Place - 5 Placement Points |
| 2nd Place - 9 Placement Points | 7th Place - 4 Placement Points |
| 3rd Place - 8 Placement Points | 8th Place - 3 Placement Points |
| 4th Place - 7 Placement Points | 9th Place - 2 Placement Points |
| 5th Place - 6 Placement Points | 10th Place - 1 Placement Point |
- 16.5. The end-of-season Placement Points tally for a Team will be equal to the sum of the Team's highest individual challenge points. The number of scores used in this sum will be a maximum of 60% of the number of Challenges offered throughout a given competition season, excluding the finals.
- 16.6. At the end of the season, the Teams that have competed in a minimum of three (3) challenges during the current season, and have placed in the top seven (7) of each division, based on their end-of-season Placement Points tally, will be invited to participate in the Annual Finals.
- 16.7. At the host's discretion non-members may be allowed to ride at one event. No scores will be recorded. No placings or payouts are allowed. This ride must occur at the completion of the entire challenge event.
- 16.8. No rider is allowed on the course before or during challenge day, either on foot or horseback, without the judges' authorization. If a rider is known to have been on the course without the judges' authorization, the judges may disqualify that rider from that challenge day.
- 16.9. The course designer and a judge will walk around the obstacles with the riders. There will be ONE walk around for the 8 obstacle course and ONE walk around for the 13 obstacle course. 20 minutes are allowed for

each walk around, at this time the Rider Rep should be introduced. Riders will have their course maps and can determine how to ride the course and have the judge or designer answer relative questions about the obstacles.

- 16.10. Each obstacle is worth a maximum of 10. The approach, execution and departure are included in this mark.
- 16.11. The average score is 5.5. The rider may be awarded or deducted in increments of .25, .5 or whole Judges' Points, above or below the average depending upon their execution of that obstacle. No zero's are to be used if any kind of an attempt has been made on a obstacle.
- 16.12. Riders will attempt the course in the sequence shown on the course map. Should an obstacle be missed or not attempted there will be a disqualification. If the rider goes through another obstacle that is not on the course map for that division they will not be scored on that obstacle.
- 16.13. Riders will be awarded Judges' Points, for their overall horsemanship for that ride, from 0.25 up to a maximum 10 Judges' Points.
- 16.14. If a malfunction of any obstacle or timing equipment in any division occurs during a ride, the rider will be given the opportunity for a re-ride at the end of that division.
- 16.15. All riders who complete the course within the allotted time will receive time points based on their ride time as follows:
 - a. 5:00-5:59 minutes - 1 point;
 - b. 4:00-4:59 minutes - 2 points, and
 - c. Up to 3:59 minutes - 3 points
- 16.16. Shootin' Sprouts, Youth, Buckin' Crazies and Novice will have a possible Judges' Points total of 93.
- 16.17. Older Than Dirt, Rookie, Non-Pro and Open Divisions will have a possible Judges' Points total of 143.
- 16.18. The scores from the Judges' Marking Sheets and challenge Placement Points will be available online once marks have been entered and at the completion of division . The Judges' Marking Sheets *may* be available for viewing ***only at the end*** of each challenge.

- 16.19. The judges may disqualify any participant on challenge day for violation of any rule(s). The judges' decision is final.
- 16.20. Awarding Judges' Points will be awarded in increments of .25, .5 or whole Judges' Points.
- 16.21. Penalty Judges' Points will be deducted in increments of .25, .5 or whole Judges' Points.
- 16.22. In the event of a tie in Judges points, the team with the highest Horsemanship points will be awarded the higher placement
- 16.23. In the event that there remains a tie, event placement will be split.

17. YEAR FINALS

- 17.1. The Board of Directors will determine whether any division warrants the award of an end of year buckle, or other awards.
- 17.2. There are three awards other than High Point earner for the divisions.
- 17.3. **Horse of the Finals** - Riders in the Finals will complete a ballot for Horse of the Finals. Voting is based on a horse that demonstrates: Willingness, Courage and Partnership.
- 17.4. The Most Improved Rider award is to be changed to the "**Volunteer of the year award**". The board will decide on the winner of this award.
- 17.5. **Horsemanship** - This award is given to the rider who has achieved the highest average of marks for Horsemanship. To qualify for this award a rider must attend a minimum of 50% of available challenges for the year. *This is the most prestigious of awards.*
- 17.6. In the event of a tie for the year end award, the team with the highest number of rides will be recognized.
- 17.7. In the event that any rider has more than two horses that qualify for the finals in any division, only the top two may be invited.

18. OBSTACLES

- 18.1. There are 8 obstacles for Shootin' Sprouts, Youth, Novice and Buckin' Craziest Divisions.
- 18.2. There are 13 obstacles for the Rookie, Non-Pro, Older Than Dirt and Open Divisions.
- 18.3. If riders are asked to dismount during a challenge, a mounting block will be made available and be close to where the rider may re-mount.
- 18.4. Should an obstacle be deemed unsafe or unsuitable by the judges, once a challenge has begun, no future riders will attempt that obstacle. A substitute obstacle will replace the removed obstacle. Any riders who had previously ridden the course will be given a re-ride.
- 18.5. Jumps are to be no higher than 12" for Youth Division.
- 18.6. No Jump shall exceed 24" at the highest point for any division
- 18.7. Bank jumps must be no more than 36". Bank drops must be no more than 36".

Examples of Obstacles

Course designers plan courses that are based on Western ranch activities and trail riding. Following are examples of appropriate obstacles for each division. This list is not inclusive; the host may create other obstacles based on their facilities and imagination. Safety is always paramount.

Legend:

DIVISION	ABBREVIATION
Shootin' Sprouts	SS
Youth	Y
Novice	N
Rookie	R
Older Than Dirt	OTD
Non-Pro	NP
Open	

Archery - NP, O, OTD only Backing

- Uphill - No SS or N

- Downhill - No SS or N

- Straight - All

Bareback - Open only Barrel

Jumps - No SS

Turns - All

Blindfold lead - Non-Pro and Open only Branding with chalk -

All Broken Jump - No SS or N

Cache Hoist - No SS or N

Carry Saddlebags/Water/Tarps/Slickers - No SS or N

Circle work - All

Cow/Horse Sort or Rope - No SS or Novice

Cowboy curtain - All

Daisy Chain, Clover Leaf, Pin Wheel - All

Dead Fall - No SS

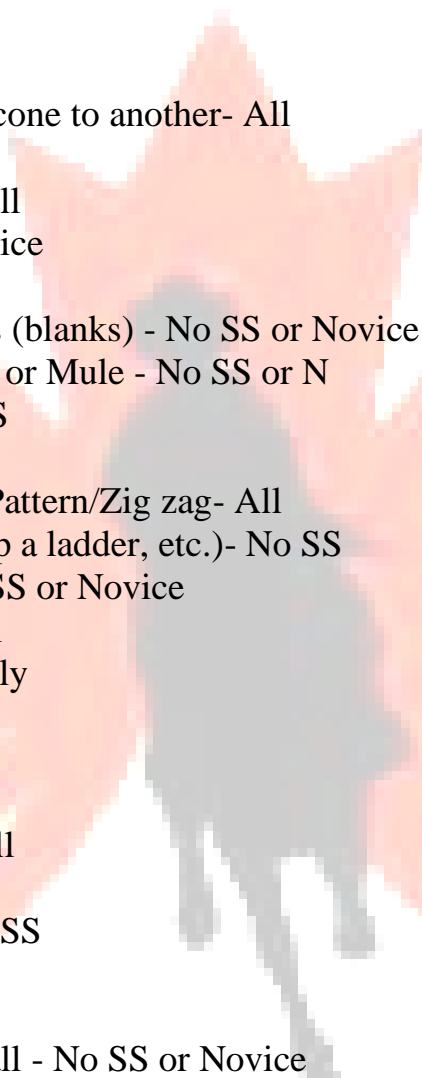
Doubling/Roll Backs - No SS

Flag Race - No SS or N

Flares and Smoke or Flashes and Road Signs - No SS or Novice

Free Ride - All

Ground ties - All



Hay bale carry - No SS
Hay maze - All
Hobbling - NP and O
Lead over water - No SS
Lead horse from ground- All
Log Cross - No SS
Log Drag- No SS or Novice
Mail Box -All
Moguls - No SS
Move Golf ball from one cone to another- All
Narrow Bridge - No SS
Open and Close a gate - All
Pallet pull - No SS or Novice
Pick up horses feet - All
Pistol/Rifle shoot balloons (blanks) - No SS or Novice
Pony Second Pony, Horse or Mule - No SS or N
Put on Easy Boots - No SS
Ravine Ride - No SS
Ride a Straight Line or a Pattern/Zig zag- All
Rider Climbs (eg. Rider up a ladder, etc.)- No SS
Sand or water carry - No SS or Novice
Side Pass over a pole - All
Stand in Saddle - Open only
Step down or up - All
Stops - All
Teeter totter - All
Through Round Bales - All
Trailer Load - No SS
Tunnel or Trash ride - No SS
Water Box - All
Water crossing - No SS
Water sprinkler or waterfall - No SS or Novice

April 2018

Rules that have been updated or changed 6.1, 6.2, 6.3, 15.2, 16.12, 16.22, 16.23, 17.4, 17.6, 17.7, 18.5