



CENTRAL ONTARIO REGION
CANADIAN PONY CLUB
D RALLY RULES

APRIL 2013

Central Ontario Region
2013 D Rally

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PREFACE

D 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 D 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 D Rally:

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

1.3 All riders must enter all four stages to participate in D Rally. Grooms and Team Captains are primarily charged with Stable Management, but it 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 D 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

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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 will be held at D, D1 and D2. At the discretion of the Organizing Committee, Open Divisions may be offered at any or each of these levels.

3.2 Affiliates and C Level Riders and above shall compete in the Open Divisions only. All other riders must compete at either at their tested level, or in an Open Division that is lower than their tested level, if they are riding a green horse or one that is not capable due to safety or training concerns to be ridden at the rider's tested level.

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 three (3) categories. One D, one D1 and one D2 score are added together to give the Branch it's best possible score. (Open Divisions are not 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 *prior* to attending D Rally (see CPC National Rules, section 7.10). This requirement must be signed-off by the Branch DC on the entry form.

4.3 The following age restrictions shall apply:

- a) Riders 10 years old and younger may ride at a particular level any number of times.
- b) Any rider over the age of 10 who places 1st in any two D Rallies must advance to the next level to compete further.

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- c) Competitors will compete at D, D1 or D2 based on their Pony Club testing level as of the closing date of registration for D Rally. Riders choosing to ride in an Open Division may only ride in divisions lower than their tested level. They may NOT ride up a level without testing.

4.4 Non-riding captains must be active or affiliate members 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.

4.5 Each Branch can send one (1) Captain of D2 level or higher, at least one (1) Groom/Assistant for each of the levels (D2, D1 and D) and any number of active members as additional 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).

4.6 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.

4.7 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 *not* share the same horse.

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) competing at their current tested level (or lower, in Open Divisions);
- b) riding eligible horses or ponies;
- c) meet all eligibility criteria (members in good standing, up-to-date PSO members, etc.); and
- d) if riding, have at least schooled cross country on the horse they are bringing to D Rally.

6.2 COR D 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) Lamé, 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 or within the Warm-up areas 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 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.

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 D 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, 2013, 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, 2013, 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.

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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 D 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.

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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, 2013, 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 D Rally division, there shall be awarded ribbons from first to sixth place, depending on the number of entries per class.

Dressage	all divisions	each, 1st to 6th place
Cross Country	all divisions	each, 1st to 6th place
Stadium jumping	all divisions	Clear Round
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 a 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 (CPC Rules, 2013, 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. Shorts must be mid-thigh or longer (unless discipline specific). 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.
- The CPC arm crest is mandatory on jackets (CPC Rules, s. 10.4).
- Medical armbands must be worn and visible at all times. (See EC Rules (Section D) for the correct way to wear medical armbands (Medical Card).)
- 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 (D, D1, and D2) 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, blinkers and whips are forbidden.
- Only blunt spurs without rowels may be worn.
- An ordinary snaffle bridle (cavesson, dropped nose band, flash or figure eight noseband optional) shall be used.

15.1.4 Riding

- All pony club 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 GATE MUST BE CLOSED BEFORE THE RIDER BEGINS THE TEST!**
- 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 saluted and before having completed the test shall be eliminated. Leaving shall mean ALL FOUR FEET stepping outside the boundary fence.

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- 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)
- Carrying a whip or other violations of dress can be considered cause for elimination.

15.2 CROSS COUNTRY

15.2.1 The Course

- a) For D/D Open levels, the course will consist of walk/trot flagged course of 1-2 fields.
- b) For D1 & D2, 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, 2013, 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, 2013, s. 10.3.1)
- Body protective vests must be worn. An inflatable vest is permitted only if worn over the body protective vest. (CPC Rules, 2013, s. 10.3.6)
- All riders must wear their medical armband in an easily visible and accessible area.
- Pony Club pins should be removed.
- Stop watches/timing devices are not permitted at all D levels.

15.2.3 Saddlery

See CPC National Rules, 2013, section 10.3.

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 Combinations

There will be no combinations on cross country at these levels.

15.2.6 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.

15.2.7 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/Open	1000	250	0 (flags)	N.A	N.A	N.A.
D1/Open	1600	300	6-8	2'	2'	2'6"
D2/Open	2000	350	8-10	2'6"	2'6"	3'

15.2.8 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.

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

15.2.9A 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, 2013, 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.

15.2.9B REFUSAL

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

15.2.9C 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.

15.2.9D 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.

15.2.9E 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.

15.2.9F 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.

15.2.10 Assistance

15.2.10A 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

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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.

15.2.10B 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 will have 0-4 jumps of cross rails only, not to exceed 10" in height.

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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 275 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. Stirrups are not run up when horses being led.
 - v. Unnecessary roughness or impatience, either during competition, warm up or otherwise.
 - vi. Badly fitted 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 (3 phase) ribbon, but may receive individual phase awards.

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, this must be subtracted from 100 and multiplied by 1.5 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

Placing will be awarded based on the lowest penalty points. Ties will be broken based on the closest to the optimum time without going over.

16.3.2 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.

16.3.3 Riding penalty points

a. First disobedience at each obstacle	20 penalties
b. Second disobedience at <u>same</u> obstacle	40 penalties
c. Third disobedience at <u>same</u> 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

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- | | |
|---|-------------|
| h. Re-taking an obstacle already jumped | 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 | 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.

COR D-RALLY STABLE MANAGEMENT ASSESSMENT RUBRIC
(SCORE SHEET)

GOAL: COR D 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) Offer basic education about training, maintaining and monitoring fitness levels for both equine and human athlete. Grooms and Team Captains are primarily charged with Stable Management, but it 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.

“Stable Management” judges are essentially watching the teams at each stage of the day to determine: that safety in each team is treated as a paramount goal; how well organized each team is; how supportive each member is of the team and other members and how well they all work with and co-operative with each other; how well the team knows and understands the rules and procedures. Each section is marked on a 1-4 scale; half points (1.5, 2.5, 3.5) are permitted, up to 4. (See Appendix D for Guidelines to help in SM judging.)

TEAM: _____

ITEM	POINTS AWARDED
1. Safety	_____/4
2. Planning	_____/4
3. Organization	_____/4
4. Teamwork	_____/4
5. Dress	_____/4
6. Care & Control Of Horses	_____/4
7. Tack & Equipment	_____/4
8. Problem Solving	_____/4
9. Captain-Overall Impression	_____/4
10. Overall Team Impression	_____/4
	TOTAL ____/40
	(____%) (office to calculate)

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2013 D Rally

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.
- Tape 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, run stirrups up, 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 horse 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 limited 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 limited water to drink.
- F. Report back to the Vet check.
- G. Remain in the cool out area and continue to walk for a further 20 minutes. Offer limited water to drink. If you think that your horse is in distress, go straight to the Vet check and tell them.
- H. After half an hour 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. As 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 galloping, 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: STABLEMENT MANAGEMENT

GUIDELINES FOR JUDGING

RUBRIC – STABLE MANAGEMENT 2013 COR D RALLY

GOAL: COR D 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) Offer basic education about training, maintaining and monitoring fitness levels for both equine and human athlete. Grooms and Team Captains are primarily charged with Stable Management, but it 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.

“Stable Management” judges are essentially watching the teams at each stage of the day to determine: that safety in each team is treated as a paramount goal; how well organized each team is; how supportive each member is of the team and other members and how well they all work with and co-operative with each other; how well the team knows and understand the rules and procedures. Each section is marked on a 1-4 scale; half points (1.5, 2.5, 3.5) are permitted, up to 4.

TEAM: _____

ITEM

POINTS AWARDED

- | | |
|-------------------------------|---------|
| 1. Safety | _____/4 |
| 2. Planning | _____/4 |
| 3. Organization | _____/4 |
| 4. Teamwork | _____/4 |
| 5. Dress | _____/4 |
| 6. Care & Control Of Horses | _____/4 |
| 7. Tack & Equipment | _____/4 |
| 8. Problem Solving | _____/4 |
| 9. Captain-Overall Impression | _____/4 |
| 10. Overall Team Impression | _____/4 |

TOTAL _____/40

(_____%) (office to calculate)

RUBRIC – STABLE MANAGEMENT 2013 COR D RALLY

Please place check mark (✓) in appropriate section and total at the end of section.

ITEM	INSUFFICIENT (1 pts.)	BELOW STANDARD (2 pts.)	AT STANDARD (3 pts.)	EXCEEDS STANDARD (4 pts.)	POINTS
1. Safety	<ul style="list-style-type: none"> - safety concerns or actual infractions observed - riders not wearing safety equipment (will be disqualified from riding) - grooms dressed inappropriately or without proper footwear - no evidence that safety considerations were taken into account in organization and/or planning - Captain is not properly supervising team 	<ul style="list-style-type: none"> - Some evidence of safety, but application is haphazard - Mandatory safety equip. is present and worn, but sometimes neglected without reminders - not all grooms wearing appropriate footwear - messiness of stabling area gives rise to safety concerns - planning and organization does not appear to include safety - Capt seems unaware of some safety infractions/considerations - team members only vaguely knowledgeable 	<ul style="list-style-type: none"> - All required safety equip. is approved, worn correctly and at appropriate times - all team members, including grooms and captains wearing appropriate boots (paddock or dress boots with heels) - Set up of stabling area is safe and correct - horses are either held or properly tied, using quick releases - Capt is monitoring for safety - cooling out procedures are carried out efficiently - safety is a clear part of planning & organization 	<ul style="list-style-type: none"> - Team members, as well as Capt, are overheard discussing safe directions, or instructing less experienced team members re safety - competition goals are demonstrably secondary to safety considerations (e.g., team discusses what to do if horse is friskier than usual) - plan to deal with weather-related safety issues (heat, thunder/lightning) 	
2. Planning	<ul style="list-style-type: none"> - little to no evidence of planning prior to the event - no evidence of tools for planning - team members seem stressed and unable to move forward with jobs or getting riders ready without outside assistance - Capt appears to be absent or out of his/her comfort zone 	<ul style="list-style-type: none"> - some planning is in evidence - some planning tools, but inconsistently used - team members unsure of where they are to be or what they are to be doing, although generally getting the job done - Capt somewhat stressed, but coping and somewhat able to rely on planning 	<ul style="list-style-type: none"> - Planning tools (e.g., white boards, handouts for team members, schedules) in evidence and used - Capt in evidence monitoring and assisting as needed - delegation of work in evidence - team members meet formally and/or informally to discuss issues and plan solutions - problem solving capabilities - equipment/supplies available and positioned where they are supposed to be 	<ul style="list-style-type: none"> - Capt “debriefs” team members after each phase and gets feedback - Capt regularly solicits and is able to act on team member input - extra, unique planning tools or methodologies in evidence and/or used - team runs like a “well-oiled” machine 	

**RUBRIC – STABLE MANAGEMENT
2013 COR D RALLY**

ITEM	INSUFFICIENT (1 pts.)	BELOW STANDARD (2 pts.)	AT STANDARD (3 pts.)	EXCEEDS STANDARD (4 pts.)	POINTS
3. Organization	<ul style="list-style-type: none"> - stabling and work areas messy - team members unable to locate necessary items - equipment not properly labelled - Capt absent or unable to move team forward to goals - riders not ready to meet riding times - team's stress levels high; grumbling in the ranks - unauthorized assistance sought, or help requested at inappropriate times 	<ul style="list-style-type: none"> - stabling and work areas could be tidier, but are being straightened up during lull times - equipment is available, but sometimes not in as good a place as it could be - some labelling and organization, but not consistent - Capt is getting the team going, but stress levels high due to some disorganization - adult help offered (tho maybe not requested) 	<ul style="list-style-type: none"> - stabling and work areas are neat and tidy - equipment and tools have their proper, identified place and are returned there - Labelling of tools, equipment, tack, etc., is consistent and neat - Capt is using plans, organizational tools, proper delegation - riders meet riding times consistently - adult assistance only required as per rules (e.g., for official protests) 	<ul style="list-style-type: none"> - riders are ready to go early and on a consistent basis. - Capt and grooms have time to watch their riders (and others) compete without jeopardizing their team organization - Capt is able to take the time to help train junior team members, or is able to delegate to experienced hands - Adult supervisor is feeling unnecessary 	
4. Teamwork	<ul style="list-style-type: none"> - team spirit and cooperation seems to be lacking, or lacklustre - Capt is an absentee leader - team members are not rallying around each other - a disappointment (rider not doing well) is a big setback and the team is not able to recoup - members are critical, instead of helpful to each other 	<ul style="list-style-type: none"> - evidence of support and enthusiasm for and from team members - team may be glum and disappointed by setbacks, but able to rally and move forward - Capt may be distressed and unsure how to support team, but is giving a good effort - some critical or unhelpful behaviour expressed between team members 	<ul style="list-style-type: none"> - team members are rallying around their riders and the riders support the team - team is able to recoup after a disappointment (rider eliminated as an example) and still supporting each other - there is evidence of strong cooperation, with members helping each other, even if a member makes a mistake 	<ul style="list-style-type: none"> - team not only roots for its members/itself, but is out there cheering on other competitors as well - team members console and do their best to cheer up a sad, confused team member or other teams' members - Team members are looking for "what's right" - team spirit demonstrated in stabling design, decor, team clothing, etc. 	
5. Dress	<ul style="list-style-type: none"> - CPC pins and crests not in evidence - safety clothing and equipment is not worn when required - grooms or riders are inappropriately dressed - team members do not strive to be neat and tidy 	<ul style="list-style-type: none"> - evidence of CPC pins and/or crests, even if not consistently worn - most safety equipment/ clothing is used appropriately, although some grooms may not have proper footwear - team members attempt to maintain neatness 	<ul style="list-style-type: none"> - all team members appropriately dressed, neat and professional looking - by the end of the day, clothing may be a bit grubby from work, but attempt is clearly made to ensure all are dressed neatly - all safety clothing and equipment is worn as appropriate and when required - CPC pins on when required and off when not (e.g., when on X-county); - CPC crest on jacket 	<ul style="list-style-type: none"> - evidence of almost a military "spit and polish" to all team members – boots are so shiny, you can see yourself - everyone's hair is done up and tucked back - team has developed a team look – a common colour, uniform, etc. 	

**RUBRIC – STABLE MANAGEMENT
2013 COR D RALLY**

ITEM	INSUFFICIENT (1 pts.)	BELOW STANDARD (2 pts.)	AT STANDARD (3 pts.)	EXCEEDS STANDARD (4 pts.)	TOTAL POINTS
6. Care & Control Of Horses	<ul style="list-style-type: none"> - horses need more or better grooming; team has not taken enough time/effort for the job - may have water and hay, but limited or not of good quality - team seems unaware of cooling out procedures, or very few members of the team helping with this - few members seem competent when leading and working around horses - team demonstrates limited horse knowledge (parts, etc.) 	<ul style="list-style-type: none"> - horses are adequately groomed and seem healthy and sound - have access to hay and fresh water - cooling procedures may be less successfully followed, or not fully followed/understood - not all team members are competent working around horses - team member exhibit some knowledge of parts of horses, care, feeding, safety protocols, etc. 	<ul style="list-style-type: none"> - Horses are well-groomed, bright and shiny; sound - have access to hay and fresh water - welfare of horse is paramount - cool down procedures followed successfully - all team members handle horses, e.g., leading, tying up, tacking with experience, care and knowledge - less expert members are assisted and taught the correct methods - most team members are knowledgeable about parts of horse, care, feeding, basic illnesses, safety protocols for working around 	<ul style="list-style-type: none"> - horses could belong to the Queen, they are so well cared for - team could win at National Quiz due to horse knowledge - horses and members work like "well-oiled" team through cool out, even to the point of taking TPR, having stethoscope in use, etc. - horse's welfare is clearly more important than competition needs 	
7. Tack & Equipment	<ul style="list-style-type: none"> - is not in good repair or well maintained - some essential equipment is not present or available - nothing is labelled, or labelling is very inconsistent - members do not seem to understand how to use some of the equipment - members do not demonstrated good knowledge of parts of tack, types, etc. 	<ul style="list-style-type: none"> - equipment is adequate and available - attempt has been made to label, but may not be consistent - members are relatively knowledgeable about how to use equipment (muck forks), but still require a fair bit of guidance - members know basic parts of tack and have elementary knowledge of types, etc. 	<ul style="list-style-type: none"> - Tack and equipment is in good repair and well maintained - team is well supplied with essential equipment (e.g., muck buckets, forks, stool for mounting) - all tack, equipment, tools are well and consistently labelled (owner or branch's name, at least) - members are knowledgeable about use and storage of equipment - members have a good knowledge of tack, parts, types, uses, etc. 	<ul style="list-style-type: none"> - placement of equipment, as well as it's usage is exceptional - team members are knowledgeable enough to teach others (and win National Quiz) 	
8. Problem Solving	<ul style="list-style-type: none"> - little to no evidence that Captain and/or team members are able to analyze situations and develop solutions. - little problems allowed to grow unchecked, turn into large ones, instead - Adult help required to get team back on track, frequently 	<ul style="list-style-type: none"> - team members make attempt to analyze and solve problems and issues but may rely on adult help a little too often - Capt can be effective in leading, but may struggle with role - Adult help required more often than not 	<ul style="list-style-type: none"> - team works together to analyze situation and find solutions and seeks help when necessary and allowed in rules (adult supervisor, horse holders) - Capt is able to lead and delegate through problems and issues - team members know where to get for help (adult sup, office, steward, etc.) 	<ul style="list-style-type: none"> - Capt and team members help other teams solve problems - Capt and/or team members volunteer help to organizers by locating team members or checking out information - team able to overcome a real problem and still shine in all other aspects 	

RUBRIC – STABLE MANAGEMENT 2013 COR D RALLY

ITEM	INSUFFICIENT (1 pts.)	BELOW STANDARD (2 pts.)	AT STANDARD (3 pts.)	EXCEEDS STANDARD (4 pts.)	TOTAL POINTS
9. Captain-Overall Impression	<ul style="list-style-type: none"> - Little to no direction given to team members - often unavailable to team - little to no evidence of planning - seldom, or does not take charge of the team - offers criticism instead of education to grooms/helpers 	<ul style="list-style-type: none"> - Capt is doing the job, just may need a bit more experience to shine – will likely be a star at next D Rally - starting to demonstrate good leadership and knowledge - may be a bit critical or sharp as he/she finds leadership skills 	<ul style="list-style-type: none"> - Capt understands the role and responsibilities and accepts - is a strong leader without relying on bossiness or aggression - demonstrates knowledge and organizational skills - team's morale is high and members understand their jobs and what needs to be done - Capt exhibits maturity in dealing with problem and fellow team members; offers constructive criticism 	<ul style="list-style-type: none"> - Capt is almost redundant due to excellent planning and organization - Capt volunteers to help out other teams, while his/her own team is working well - Capt sets aside his/her own goals for the good of the team 	
10. Overall Team Impression	<ul style="list-style-type: none"> - team seems stressed much of the time and/or morale is low - riders are late arriving at scheduled riding times - team members' turnout is unacceptable in that they made no attempt to be neat, didn't wear appropriate equipment, etc. - horse, tack and equipment is not clean or well-cared-for - planning and organization is inconsistent, or rarely evident 	<ul style="list-style-type: none"> - team may be struggling in some areas, but is starting to understand D Rally, their roles and responsibilities – they will probably shine next year! - horses are cared for, well groomed, access to water, although reminders may be needed - some timings may be off, but not consistently - morale and pride are developing -some planning and organization has been attempted 	<ul style="list-style-type: none"> - Team works well together, under guidance of knowledgeable Capt - horses are well groomed and cared for, as is tack and equipment - stabling area is well maintained, planned, organized - timings are met promptly as possible (given timings change) - Organization and planning is clear, via the use of tools, schedules, etc - Team members are a knowledgeable and capable - Capt is a good leader and able to delegate - Morale and pride in the team are evident and celebrated - members embody the CPC motto (Character, Loyalty, Sportsmanship) 	<ul style="list-style-type: none"> - members have gone out of their way to be courteous and helpful - while setting the standards, Capt allows his/her team to shine - team members clearly go the extra mile for their team, or for D Rally, or CPC 	
Best Groom	Name of 1 Groom/Team Member Who Stands Out and Nominated For 1 of 5 Best Groom Awards – not all teams will have one. Name: _____			Score 1-4 (just for Groom)	