



Terms and Conditions

The horse show classes can be entered using the ARCHA online system www.cowhorse.ca, Events tab, follow the links for the Canadian Snaffle Bit Futurity (CSBF). Copy of horse's registration papers must be submitted to the office prior to showing. By Submitting an entry online, you agree to the following:

By my entry submission I hereby acknowledge that I meet the criteria to compete in the classes entered according to the guidelines.

Patterns: Horse Show #1: Pattern 12 (Right Lead)
Horse Show #2: Pattern 10 Lope Away
Futurity: Pattern 7 Lope Toward
Derby: Pattern 8 Lope Away

Judge:

1. Entries are due Thursday October 20, 2022 at 6pm
2. Owners and Exhibitors must be ARCHA members in good Standing.
3. NRCHA (ARCHA) rules apply – refer to the 2022 NRCHA Rulebook for complete rules and regulations.
4. Derby/Futurity entries must provide a copy of the horse's registration papers or a written veterinary age authentication including complete horse description for unregistered horses.
5. All entries must provide copy of horse's registration papers. If horse is unregistered, owner must submit NRCHA Grade Horse Competition License. *Non-Pro's cannot show under transfer report, the registration must be transferred to the contestant prior to the show.*
6. Cow Horse Show – NRCHA rules apply unless class is specifically identified as an ARCHA class in which ARCHA rules will apply.
7. One payout per show based on NRCHA payout schedule.
8. Classes that run concurrently (common draw) are as follows:
 - a. Roger Brown Memorial Open/Limited Open Futurity
 - b. Open/Limited Open Derby
9. Exhibitors are responsible to check in to office prior to class to verify entry.
10. Horse Show prizes will be awarded to the highest aggregate score for each class. In the event of a tie, the total cow work score will be the tie breaker for determination of awarding prizes. If there is still a tie, the contestants will flip a coin to determine prize winner.
11. The CSBF Committee reserves the right to accept or reject any entry. All decisions are final.
12. The CSBF Committee reserves the right to cancel classes pending an acceptable number of entries.
13. The CSBF Committee reserves the right to cancel, transfer or reschedule the event without notice &/or liability. In the event of cancellation all entry fees paid to date will be refunded.
14. Draws will be posted at 5pm the night before the following days classes
15. NRCHA Rider Representative: Tyler Albrecht



Scratches

- Scratches made on or before the scratch deadline (October 24,2022) – pay half cattle/office fee
- Scratches made after the scratch deadline (October 24,2022) – pay all purse and half cattle/office fee

Substitutions

- Exhibitor substitutions can be completed by contacting the show secretary. Exhibitor substitutions may be subject to the CSBF Committee's approval.
- Horse Substitutions: In order to complete a horse substitution, the following items must be submitted to the show secretary:
 - A copy of the new entry's registration papers or veterinary age authentication.
 - A new entry form must be completed.
- Change of Ownership: If any changes to ownership, the entry will retain eligibility by complying with the following:
 - Notification of change of ownership to the show secretary.
 - New owner is/or becomes a member of the ARCHA and NRCHA.

Practice Works

- Priority given to Aged Event horses.
- Reining Practice will be Friday 9am – 12pm. \$30/5 minutes

Payment of Fees

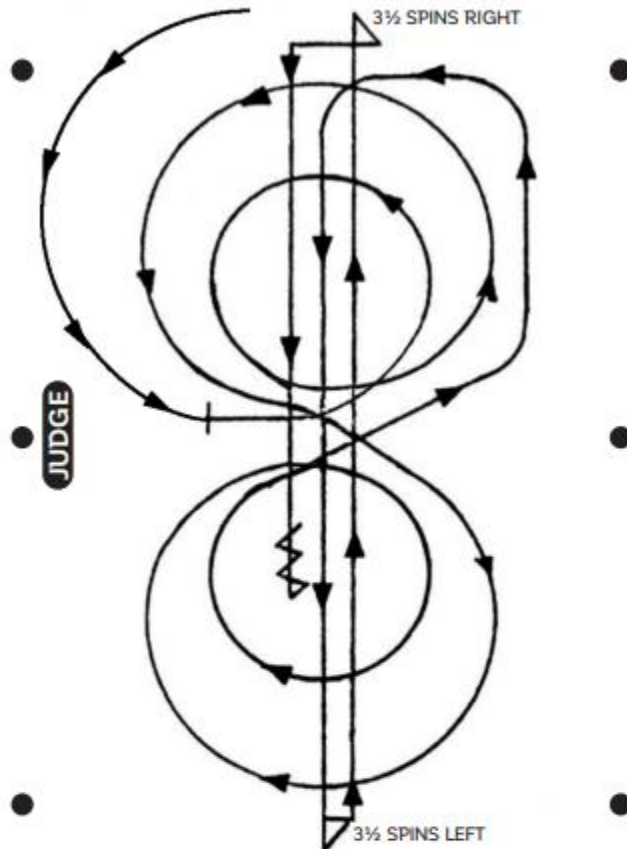
- Entry fees are payable by cheque, e-transfer, credit card (4% fee) or cash
- **Show tabs must be closed prior to end of show on Sunday**
- Cheques payable to: Canadian Snaffle Bit Cow Horse Futurity
E-Transfer payable to canadiansbf@outlook.com
- Payments returned due to insufficient funds will be subject to all late fees upon re-entry and a \$50 NSF charge will be also be applied.
- All entries will be acknowledged by e-mail or phone.

Host Hotel

- Official Show Host Hotel:
Ponoka Stampeder Inn
4215 63St
Ponoka, AB
T4J 1J8
Ph #:403-783-5535

Horse Show #2 Pattern

PATTERN 10-LOPE AWAY

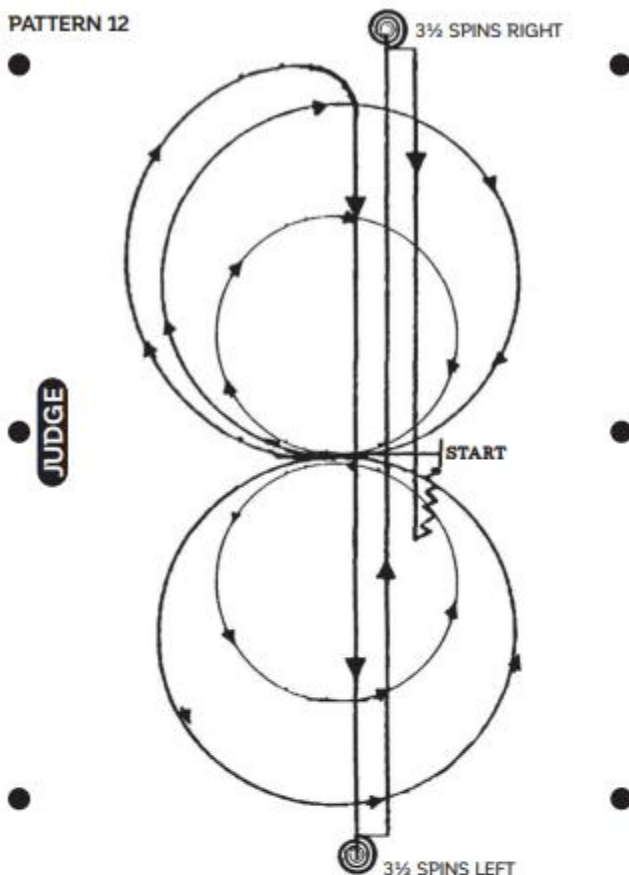


Start on left lead. At the center, without stopping or breaking gait, begin pattern facing away from the judge. Refer to rule 20.6.

1. Beginning on the left lead, complete 2 circles to the left. The first circle small and slow, the second circle large and fast. Change leads at the center of arena.
2. Complete 2 circles to the right. The first circle large and fast, the second circle small and slow. Change leads at the center of arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
4. Complete 3½ spins to the left.
5. Run down center of arena past end marker, and execute a square sliding stop.
6. Complete 3½ spins to the right.
7. Run down center of arena past center marker, and execute a square sliding stop.
8. Back up at least 10 feet. Hesitate to complete pattern.

Horse Show #1 Pattern

PATTERN 12



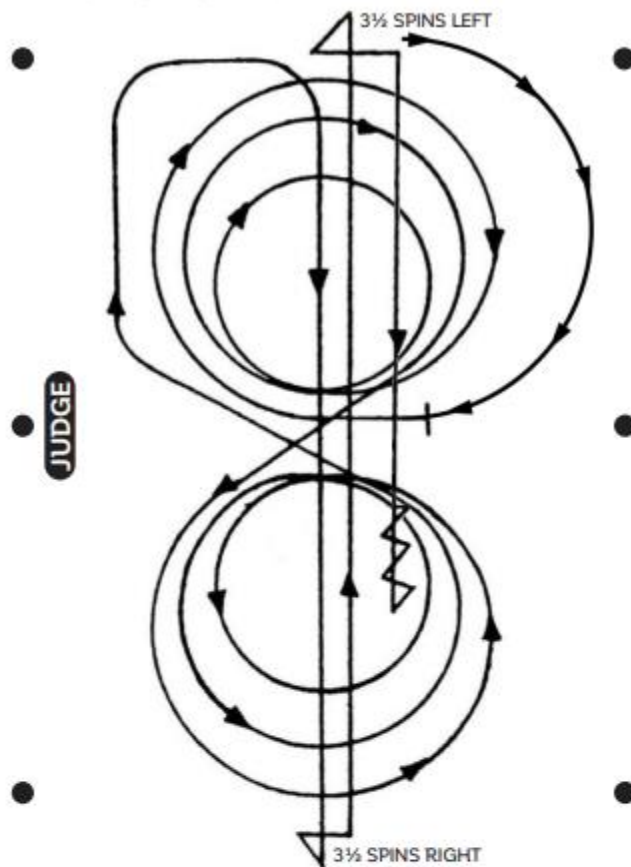
Trot to center of arena, stop. Start pattern facing towards judge.

1. Beginning on the right lead complete 2 circles to the right, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
2. Complete 2 circles to the left, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of the arena past the end marker, execute a square sliding stop.
4. Complete 3½ spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 3½ spins to the right.
7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.

*This pattern may be used as a lope in pattern, please refer to rule 20.6

Futurity Pattern

PATTERN 7-LOPE TOWARD

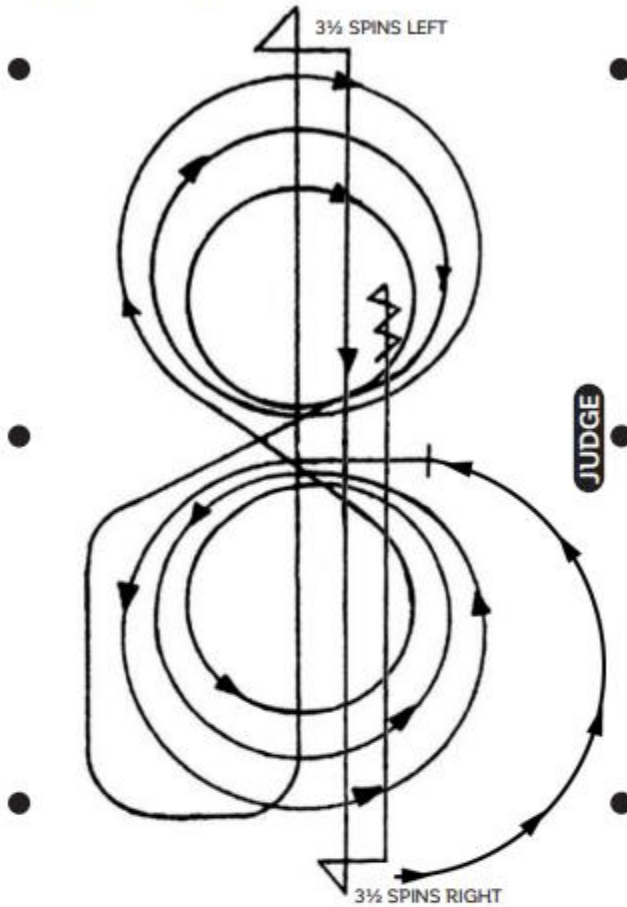


Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.

1. Beginning on right lead and complete 3 circles, the first large, fast, the second small, slow, the third large, fast. Change leads to the left.
2. Complete 3 circles, the first large, fast, the second small, slow, the third, large, fast. Change leads to the right.
3. Continue loping around end of arena without breaking gait or changing leads.
4. Run down center of arena, past end marker and come to a sliding stop. Hesitate.
5. Complete 3 1/2 spins to the right.
6. Run down center of arena past end marker come to sliding stop. Hesitate.
7. Complete 3 1/2 spins to the left.
8. Run past center marker come to sliding stop.
9. Back up at least 10 feet. Hesitate to complete pattern.

Derby Pattern

PATTERN 8-LOPE AWAY



Begin on left lead. At the center, without stopping or breaking gait, begin pattern facing away from the judge. Refer to rule 20.6.

1. Beginning on the left lead complete 3 circles; 2 large, fast circles, then 1 small slow circle. Change leads to the right.
2. Complete 3 circles to the right, 2 large, fast circles, then 1 small slow circle. Change leads to left.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker come to square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker come to square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker come to square sliding stop.
8. Back up at least 10 feet. Hesitate to complete pattern.