

# **WEDU RULEBOOK**

**4TH EDITION, JANUARY 2020**





Working Equitation Down Under Rulebook

Version 4

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## 1. INTRODUCTION

- a. Working Equitation was originally established to demonstrate in competition, the equestrian skills of the working horseman. The sport was initially developed upon the southern European cattle traditions. As such, it is rooted in the equestrian techniques of that region but has also developed as a global sport which embraces the various traditions unique to other countries.
- b. WEDU is a nationally-based membership association whose main role is to represent the collective interests of members. It serves as a vehicle for a constructive and coordinated voice. WEDU also oversees and assists affiliated clubs by providing the WEDU Rulebook, keeping records of clubs' official competition results and coordinating the selection of representative riders both in Australia and overseas.
- c. WEDU's goal is to preserve and promote classical training and horsemanship practices together with Australian working cattle traditions.

### 1. WEDU VISION

- a. Provide opportunities for members to participate, learn and progress in a positive and encouraging environment;
- b. Be adaptable and flexible to grow with the needs of our riders, whilst preserving and promoting classical training and horsemanship practices, together with the working cattle traditions of Australia.

### 2. WEDU MISSION

- a. Promote the sport of Working Equitation in Australia through educational initiatives and to assist in the organisation of Working Equitation competitions throughout Australia;
- b. Grow participation for Working Equitation and uphold the integrity of the sport;
- c. Be member led, democratic and inclusive, welcoming all horses and riders at all levels and from all differing riding backgrounds;
- d. To develop and evolve the WEDU Rulebook to help our members reach their goals by providing a clear and logical pathway through the levels.

### 3. WEDU CORE VALUES

- a. **Equine Welfare:** Accepting that our relationship with our equine partners is a privilege, we believe that safeguarding the welfare of the horse is paramount.
- b. **Respect:** For each other, for the safety of ourselves and our horses, and for the health of the environment in which we all live and work.
- c. **Inclusivity:** Working together, we provide a meaningful equestrian experience for all of our members, from grassroots participation through to elite performers.
- d. **Excellence:** We reflect the highest aspirations of our members and work to inspire and empower them to reach their full potential through outstanding performance.



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## 4. WORKING EQUITATION UNIQUE ASPECTS

- a. Working Equitation at the highest levels uses only two gaits: the walk and the canter. Allowance is made at the lower levels for the trot as a training gait to enable the horse and rider to progress to a well-balanced, collected canter.
- b. Gaited horses are welcome, with a notation to this effect on the entry form.
- c. Riders at the upper levels are required to use a single hand while riding. At the lower levels allowance is made for two hands.
- d. The foremost consideration is always the horse. Therefore judges will always have as their first priority the calm way the horse goes and the clear and visible harmony between horse and rider.

## 5. THE RULES

- a. The following regulations define the rules governing Working Equitation under WEDU. No deviations from these published Rules is permitted in WEDU competitions.
- b. In the event a situation arises that is not specifically addressed in these Rules, the WEDU committee will govern how the matter is to be resolved.

### 1. BREACHES OF THESE RULES

- a. If any club, rider, official or any other person is found to be in breach of these rules they will be subject to penalty.
- b. Breaches could be in the form of: cheating; showing bias in favour of a competitor; showing prejudice against a competitor; providing false information; using threatening, abusive, or insulting language or gestures to another person; using Social Media in a negative way; violating confidentiality, or any other action found to be not in the spirit of WEDU and its values.
- c. Note: All test sheets are confidential documents.

### 2. PENALTIES

These include:

- a. an informal caution
  - b. a formal note of reprimand
  - c. suspension of membership (for a period of time)
  - d. suspension of eligibility to compete (for a period of time)
  - e. suspension of eligibility to participate in WEDU events (for a period of time)
- or in extreme cases,
- f. permanent loss of membership/competition privileges.



## **2. THE WORKING EQUITATION PHASES**

There are four phases or tests that make up a Working Equitation competition. The first three, Dressage, Ease of Handling and Speed, are compulsory for both individual and team competitions. The fourth phase, Cattle, is optional and included for team competitions, and is encouraged when facilities allow.

### **1. DRESSAGE**

- a. Dressage tests are ridden at each level and are designed to evaluate the horse and rider and to be an assistance in training.
- b. Each movement is given a numerical score between 0-10, and collective marks are given for navigation, paces, impulsion, submission and rider aids.
- c. The movements at each successive level build upon movements of the previous level and coincide with the type and difficulty of movements expected in the Ease of Handling at the corresponding levels.

### **2. EASE OF HANDLING**

- a. The goal of this phase is to negotiate the obstacles with accuracy, ease, and smoothness.
- b. Obstacles are set up to simulate the difficulties encountered by a horse and rider in the paddock.
- c. Obstacles are numbered and are ridden in order.
- d. Each obstacle is given a numerical score (1-10), and collective marks are given for navigation, paces, impulsion and submission, presentation and the rider.

### **3. EASE OF HANDLING (SPEED)**

- a. This phase is designed to test the rider's coordination and capacity for anticipation in addition to the horse's qualities of submission, speed, attention and finesse.
- b. The obstacles used in the Ease of Handling (Speed) phase are ridden at speed with no evaluation of style or movement.
- c. Individual scores are based on elapsed time through the obstacles with time penalties added for mishandled obstacles.

### **4. CATTLE**

- a. This phase tests the ability of the horse and rider to work, individually and as a team, with cattle.
- b. The test is performed with a team of 3 or 4 riders.
- c. The objective is for each rider to individually sort, cut, and yard a pre-selected beast from the herd and then, as a team, put it in a designated yard.
- d. As this is a timed event, there are time penalties for course errors.





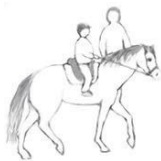
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### 3. PERFORMANCE LEVELS

- a. The following levels have been designed to take horse and rider combinations through in a progression which WEDU believes will provide a clear training scale to help combinations move through the levels. The levels start at Lead Line and advance steadily through to Masters.
- b. All levels consist of a Dressage, Ease of Handling (EOH) and Speed Phase which are compulsory, with the exception of Lead-Line and Introductory, which have two phases only – Dressage and EOH. Preparatory may do a second EOH phase instead of Speed, this is at the discretion of the organising committee.
- c. The object of dressage is the development of the horse into a happy athlete through harmonious education. As a result it makes the horse calm, supple, loose and flexible, but also confident, attentive and keen, thus achieving perfect understanding with its rider. These qualities are demonstrated by:
  - i. the freedom and regularity of the paces
  - ii. the harmony, lightness and ease of the movements
  - iii. the lightness of the forehand and the engagement of the hindquarters, originating in a lively impulsion
  - iv. the acceptance of the bridle, with submissiveness throughout and without any tenseness or resistance
- d. The horse thus gives the impression of doing of its own accord what is required of him, confident and attentive, and working willingly with the rider.



## 1. LEVEL 1: LEAD-LINE



- a. This level is to Introduce the Working Equitation sport to children, Para-riders and beginner riders, in a safe environment.
- b. This level is ridden at walk and trot only. There is no speed phase for this level.
- c. Handlers must be an adult. A lead must be attached to a cavesson, headstall, or double clip lead onto the bit. Assistance may be given by the handler where needed.
- d. Lead-line horses/ponies may be ridden in a higher level with another rider.
- e. All Lead-Line riders must wear an approved ASA helmet.
- f. The horse must be at least three years of age.

## 2. LEVEL 2: INTRODUCTORY



- a. This level is designed to help riders to prepare for Preparatory level, allowing them to be independent but still able to have the help if needed. This level is ridden at walk and trot only. There is no speed phase for this level.
- b. At this level the rider is allowed to be assisted on course by an Adult, who is allowed in the ring and may communicate verbally with the rider.
- c. The Assistant should not lead the horse unless the situation becomes unsafe.
- d. If the combination for whatever reason needs the Assistant to lead the horse the rider cannot receive higher than a 5 for that obstacle.
- e. Introductory horses/ponies may be ridden in a higher level with another rider.
- f. All Introductory riders must wear an approved ASA helmet.
- g. The horse must be at least three years of age.

## 3. LEVEL 3: PREPARATORY



- a. This level is designed to test the horse and rider combination's competence at performing basic dressage figures and simple obstacles.
- b. While the horse is not yet required to be on the bit, maintaining a steady contact and regular rhythm must be shown.
- c. In the Dressage phase Medium Walk and Working Trot are required.
- d. In the Ease of Handling phase obstacles are performed at Walk and Trot. Canter is considered a break in gait and will be penalised.
- e. Two hands must be used predominantly on the reins during the Dressage and Ease of Handling phases, and trot may be performed sitting or rising,
- f. In the Speed phase obstacles are performed at walk or trot only. More than 3 canter strides will incur a penalty of plus 20 seconds at each occurrence. At 3 occurrences the combination will be disqualified.
- g. The cattle phase is offered to Preparatory riders provided the rider supplies a certificate of competence for the combination from their Working Equitation club, or other cattle disciplines such as team penning, cutting, reining, and may be performed at the walk, trot or canter.
- h. The horse must be at least three years of age.



#### 4. LEVEL 4: PRELIMINARY



- a. This phase tests a competitor's ability to demonstrate correct basics and geometry. The horse should be showing some roundness and acceptance of the bit and aids.
- b. In the Dressage phase Working Canter is introduced. Also Walk on long diagonals; Trot and Canter circles at E and B; 2-loop Serpentine at Trot; Leg-yield at Walk; Reinback. Transitions are done between markers;
- c. In the Ease of Handling and Speed phases obstacles are performed at trot, with canter between each obstacle.
- d. In Speed, if the horse canters within an a single obstacle more than three strides or more the penalty is +20 secs. At 3 occurrences the combination will be disqualified. Exceptions are the Jump and the Bank, which may be cantered or trotted.
- e. Lead changes in EoH are canter/trot/canter.
- f. Transitions in and out of obstacles may be progressive through trot and walk.
- g. Ridden predominantly with two hands. The horse must be at least four years of age.

#### 5. LEVEL 5: NOVICE



- a. This level introduces lateral work and has an expectation of greater precision with horizontal balance of the horse.
- b. In the Dressage Phase: Extended Walk; ½ 20m Trot Circles; Canter-walk-canter transitions; Leg Yield at trot; 15m Canter circles; Trot and Canter circles at X; Lengthened Trot. Transitions are made at markers and are close together
- c. In the Ease of Handling phase Canter is required both between the obstacles and in the obstacles except for the Slaloms, which are trotted. Lead changes may be canter/trot/canter or canter/walk/canter.
- d. Transitions into & out of obstacles may be progressive.
- e. Transitions must be completed before transitions markers – that is, before the horse's nose on entry or the hinqarters on exit have passed the marker.
- f. Ridden predominantly with two hands. The horse must be at least four years of age.

#### 6. LEVEL 6: ELEMENTARY



- a. The Elementary level is designed to prepare competitors to compete at the upper levels. Some engagement is expected (tilting of the pelvis, bringing hind legs closer to the center of balance). The horse should be through (not leaning on the bit, with steady head carriage just in front of the vertical).
- b. In the Dressage phase: Shoulder-In; Quarters-In; Stretchy Circle; ½ Turn On The Haunches; Shortened Walk and Trot; Counter-Canter.
- c. Lead changes in both the Dressage and Ease of Handling phases are simple changes (canter-walk-canter).
- d. Ridden predominantly with two hands, however riders may choose to execute an obstacle one-handed in preparation for higher levels. The horse must be at least 5 years of age.



## 7. LEVEL 7: MEDIUM



- a. This upper level is designed to prepare horses and riders to compete at the higher levels. The horse should show an uphill balance and lightness, with clear engagement.
- b. In the Dressage phase the horse is expected to show more collection and suppleness. Collected Walk and Canter; Walk  $\frac{1}{2}$  Pirouette; Trot Half Pass; Canter 10m circles.
- c. In both Dressage and Ease of Handling phases flying changes are required.
- d. Riders may choose to ride an obstacle one-handed in preparation for higher levels.
- e. The horse must be at least 5 years of age.

## 8. LEVEL 8: ADVANCED



- a. This upper level is designed to prepare horses and riders to compete at the international standard. The movements are performed with greater impulsion and collection than at Medium Level.
- b. Dressage: Canter  $\frac{1}{2}$  Pirouette; Extended Canter; Canter Half Pass.
- c. One hand must be used on the reins during all phases. The horse must be at least 5 years of age.

## 9. LEVEL 9: MASTERS



- a. Masters is the highest level and equals the WAVE international standard. Horse and rider should demonstrate harmony and coherence as a pair.
- b. In order to ride at the Masters level, competitors must qualify by one of the criteria listed:
  - i. Horse and rider combination must have competed in at least two official club level competitions under different judges at the Advanced level
  - ii. Satisfactorily completed all three phases at qualifying official competitions
  - iii. Scored a minimum of 55% in each of the Dressage and Ease of Handling phases at the qualifying official competitions.
- c. Changes of lead at canter must be flying changes and one hand must be used on the reins at all times during all phases.
- d. The horse must be at least six years of age.



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## 4. LEVEL ADVANCEMENT REQUIREMENTS

- a. The rider will initially select the level they believe is most appropriate for the horse and rider combination when they enter their first competition.
- b. Riders may select any level up to Advanced, but may not self-select the Masters level. The Masters level requires the horse and rider to achieve qualifying scores at the Advanced Level (Official) as this establishes the horse and rider combination performance level.
- c. Up to Advanced Level the horse and rider combination may choose to self-advance to the next level once they have earned a combined Dressage/Ease of Handling average score percentage of 57% in three competitions under at least two different judges.
- d. Once a horse and rider combination is registered as established at a given level, that combination may not compete at any level lower than that level, except in *Hors Concours*. (If HC the horse and rider will not receive a placing)
- e. A horse and rider combination may remain indefinitely in their current level, there are no requirements to advance to the next level.



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## 5. OFFICIAL AND UNOFFICIAL EVENTS

### 1. UNOFFICIAL EVENTS

- a. Informing WEDU of dates not necessary
- b. Should have at least one “C” Level judge
- c. Results not sent to WEDU
- d. Results not eligible for High Point Scores

### 3. OFFICIAL EVENTS

- a. These requirements will come into force at the beginning of the financial year, 1st July 2020.
- b. All Officials, Gear Checkers, Pencillers and Volunteers should be accredited with WEDU. The Accreditation processes can be found on the WEDU website.
- c. Notify WEDU of dates at least two months in advance
- d. Should have two judges for EOH.
- e. At least one judge should be minimum “B” level, especially for Elementary and above.
- f. Results to be sent to WEDU within 4 days of the competition
- g. Only scores from Official competitions will go toward the High Point Scores



## 6. TACK AND ATTIRE

### 1. GENERAL

- a. All tack at all performance levels, regardless of tradition, must include a saddle with stirrups, and a bridle with reins securely attached. Bitted bridles and bitless bridles are allowed.
- b. Adult riders may choose not to ride with a helmet but should be prepared to provide personal Insurance evidence if required by the organising club. Some clubs may still require hard hats.
- c. Lead-Line, Introductory and riders under 18 must wear an approved ASA Safety Helmet.
- d. Natural or authentic bosal hackamores, consistent with the declared tack and attire, are allowed.
- e. Side-saddles, consistent with the declared tack and attire, are allowed.
- f. Riders must present themselves and their horses in a neat, clean, orderly manner appropriate for a horse show.
- g. Mixing of styles in tack (with the exception of bits) and attire is not encouraged, with a penalty of a low score for Rider in the Collectives.
- h. The rider may change the saddle for the Cattle Phase.
- i. Spurs, including rowels, must be blunt.
- j. Horse numbers must be worn at all times when a horse is being exercised or ridden. Horse numbers are the rider's WEDU number. If the rider has two or more horses, their numbers will have a, b or c etc added to the rider's WEDU number.
- k. Stallions must wear a green disc or a green bridle number holder.
- l. Jackets need not be worn in hot weather. However if a jacket is not worn, the rider must wear a shirt with a collar and sleeves (long or short).

### 1. BRIDLES AND BITS

The following bits are allowed in all levels unless exempted by tradition.

- a. Snaffles of all ring types. A snaffle is a bit without leverage action, shank or curb chain. It may be jointed or unjointed. Maximum of two joints on the mouth piece. If there are two joints, the centre section must be rounded and smooth and may have one roller, be barrel shaped, French link, lozenge shaped or rectangle with rounded corners.
- b. Hanging cheek, Baucher snaffle, Spanish snaffle, Kimblewick (Kimberwick), Bombers Happy Tongue snaffle, Pee Wee bit, Military Pelham and Pelhams (Note: these are not double bridle bits).

The following bits are not allowed:

- c. Gags, Dr Bristol, twisted wire, chain, elevator, and any other bit considered inhumane as determined by the judge.



Additionally...

- d. Unjointed mouth pieces may be straight, mullen shaped, curved, or with a low port of no more than 3cm measured from the outside edges of the bit.
- e. All parts of the mouth piece must be rounded and smooth i.e., not corrugated, ridged, twisted, angled or sharp.
- f. Ports may not measure more than 4cm from the outer edge of the top of the port to the underside of the adjoining mouth piece.
- g. Preparatory, Preliminary, Novice and Elementary are required to be ridden predominantly two handed, therefore Double bridles (with a bit and bridoon) and Western Style shank bits are not allowed at these levels.
- h. Western style shank bits may only be used from Medium Level upwards. Nosebands are not allowed with these bits.
- i. Double bridles are only allowed from Medium Level upward. If a noseband is used it may only be a Cavesson noseband.
- j. Any cavesson/noseband must be adjusted to allow room for the width of two fingers placed sideways on the nasal bone.
- k. All parts of the mouth piece must be rounded and smooth e.g. not corrugated, ridged, twisted, angled or sharp.

For a comprehensive list of approved bits, please see:

[http://www.equestrian.org.au/sites/default/files/Equestrian\\_Australia\\_Equipment\\_Annex\\_Version17.pdf](http://www.equestrian.org.au/sites/default/files/Equestrian_Australia_Equipment_Annex_Version17.pdf) The Equestrian Australia Equipment Annex

## 1.2 WHIPS

- a. At Preparatory through to Medium levels, a whip which does not exceed 1.2 metres in length, including lash, is allowed in Dressage, Ease of Handling and Speed, and may be used by the rider as an aid. Pony whips must not exceed 1 metre.
- b. Whips do not have to be carried in all phases. If carried in an early phase the whip does not have to be carried in subsequent phases.
- c. At Advanced and Masters Levels, riders may only carry a whip if it is consistent with the tradition of the tack and attire utilised and is maintained in an upright position in the free hand. The whip may not be used as an aid to instruct the horse.
- d. A rolled stockwhip may be carried in the free hand at the rider's waist level.

## 1.3 BOOTS AND LEG PROTECTION

- a. Hoof boots, when used in lieu of a horseshoe, are allowed
- b. Wraps (bandages), protective boots, and bell boots are not permitted in the Dressage phase.
- c. Protective boots and bell boots are permitted in Ease of Handling, Speed, and Cattle phases but not Wraps (bandages).





## **1.4 FLY HOODS**

- a. Fly Hoods (ear covers) are permitted in order to protect horses' ears from insects.
- b. The fly hoods should be discreet and should not cover the horse's eyes.
- c. After completion of the test, the rider or their representative is responsible for removing the fly hood to present it to the Gear Steward for inspection.

## **1.5 LOGOS**

- a. While present in the competition area and during prize giving ceremonies, the name and/or logo of a rider's sponsor(s) may appear on a surface area not exceeding 10cm x 10cm on each side of the saddle cloth.
- b. Breed logos (for horses registered with that breed), national flags (for citizens of that country), riding club/business/farm names or logos and WEDU names or logos (used with permission of WEDU) are also permitted and must have the same specifications as sponsor logos.
- c. No other advertisement is permitted on saddle cloths, horses, or riders.

## **2. LEAD REIN RIDER'S DRESS**

- a. Leaders attire to be tasteful and functional to compliment the overall picture and not to take away from the pony and rider.
- b. Clothing Close fitting, sensible and suitable for weather conditions
- c. Footwear Correctly fitting, covered in with no flimsy straps
- d. Jewellery No jewellery etc. that could get caught on pony's gear/mane etc.
- e. Hats Stable and suitable for weather conditions Gloves If used, should be soft enough to feel buckles and reins
- f. Whip/Cane -- Leader to carry the whip or cane, never the rider

## **3. DRESSAGE (AND A.S.H. ENGLISH)**

### **1. ATTIRE**

- a. Dressage-style jacket or vest with tie, rat-catcher, or stock tie.
- b. Sleeveless shirts or tank tops are not allowed.
- c. Breeches or jodhpurs. White or light-coloured are preferred.
- d. Black or brown boots with heels. Half chaps, gaiters, and/or leggings are allowed. If half chaps or gaiters are worn, they should match the colour of the boots.
- e. Dressage-style gloves are optional.
- f. Approved ASA Safety Helmet or English-style hat.



## **2. TACK**

- a. A fully-mounted dressage-type saddle with a straight flap.
- b. The horse number must be clearly visible from both sides.
- c. If the rider is in Club Attire the saddlecloth may be the Club Saddlecloth.
- d. Breastplate, neck strap, and/or crupper are optional.
- e. A noseband is permitted, but is not required. Acceptable nosebands include a cavesson, a dropped noseband, a flash noseband, a crossed noseband, or a crescent noseband. A padded cavesson/noseband and crownpiece is allowed
- f. Any cavesson/noseband must be adjusted to allow room for the width of two fingers placed sideways on the nasal bone.
- g. A browband is required.
- h. For bridles with curb bits, the curb “chain” can be made of metal, leather, or rubber. A lip strap and rubber or leather cover for the curb chain are encouraged.
- i. A hogged, pulled, or braided mane as consistent with the breed of horse tack/attire or ASH style is allowed. A braided, pulled, cut, or knotted tail is optional.

## **3. AUSTRALIAN STOCK HORSE**

### **1. ATTIRE**

- a. Australian style felt hat or approved ASA Safety Helmet. Competitors under 18 years must wear approved Safety Helmet.
- b. A light to medium coloured shirt – plain, striped or checked pattern.
- c. An ASH tie is preferred. A plain coloured or striped tie may be used.
- d. Plain coloured or tweed hacking jacket (not leather or suede) or ASH V-neck jumper or vest.
- e. Plain coloured, stockman cut trousers, jodhpurs or jeans are permitted.
- f. Black or tan, elastic sided, smooth soled riding boots worn inside trousers.

### **2. TACK**

- a. Australian style bridle, with single leather or webbed reins. Closed or split reins may be used.
- b. Australian style stock saddles are preferred (stirrups and leathers optional style).
- c. Fender saddles are permitted.
- d. Western saddles or saddles with a horn are not permitted.
- e. Square cut saddlecloth (ASH preferred).
- f. Plain snaffle bit. The bit may have loose rings, egg-butt style, D shaped or tom thumb. The mouthpiece may be straight, single or double jointed. Gag and twisted bits are not permitted.



## **4. WESTERN**

### **1. ATTIRE**

- a. Buttoned or snapped, collared, long-sleeved shirt of a Western style. Western style vest and/or jacket, necktie, bandana, bolo tie, scarf, or pin is optional.
- b. Denim, imitation-denim, or solid-coloured pants.
- c. Chaps, and chinks, are optional and recommended.
- d. Western boots with heels.
- e. Western hat or protective headgear. Protective headgear is not required to be of a Western-style.
- f. If a Western hat is used the rider may be required to provide evidence of personal insurance to the organisers.
- g. Western-style riding gloves are optional.

### **2. TACK**

- a. A Western style saddle with a Western cinch. Western style stirrups or safety stirrups appropriate for the style of the saddle.
- b. A coiled lariat and/or hobbles attached securely to the saddle, saddle bags of the Western style are optional.
- c. A Western-style saddle pad.
- d. Any Western-style bridle, bitless bridle, or bosal with reins and a headstall.
- e. A Western cavesson/noseband is optional for bitted bridles. Any cavesson or noseband must allow for the width of two fingers placed sideways.
- f. Natural unbraided manes and tails are allowed. A hogged or braided mane consistent with the breed of horse and/or tack/attire is optional. A braided, pulled, cut, mud-knotted tail consistent with the tack/attire or breed of horse is optional.

### **3. WESTERN BITS**

- a. A snaffle bit and the traditional hackamore (bosal) are both allowed
- b. A standard western bit includes 21.5 cm maximum length shank.  
Note: Shank bits are only allowed in Medium Level and above.
- c. Shanks may be fixed or loose.
- d. Concerning mouthpieces, bars must be round, oval or egg shaped, smooth and unwrapped metal of 0.8 cm to 1.9 cm diameter, measured 2.5cm from the cheek. They may be inlaid, but must be smooth or latex wrapped. Nothing may protrude below the bar, such as extensions, prongs or wire rings.
- e. The port must be no higher than 8.9cm maximum, with rollers and covers acceptable. Broken mouthpieces, half-breeds, and spades are standard.
- f. Slip or gag bits, donuts or flat polo mouthpieces are not acceptable.



- g. When a curb bit is used, a curb strap or curb chain is required. It must be at least 1.27 cm wide, lie flat against the jaw, be free of barbs, wire and/or twists.

## **5. CLUB ATTIRE**

- a. As per club rules – the attire must be identifiable as club attire, for example the club logo on the shirt.
- b. Long sleeved shirts are preferable for Official competitions.
- c. Rider attire and tack must be from the same tradition. Mixing of styles is not encouraged and will get a lower mark in the Rider Collectives.

## **6. OTHER ALLOWANCES FOR TACK AND ATTIRE:**

- a. Current and retired members of the Armed Services and police units may ride in the uniform of their service provided the tack is consistent with their attire.
- b. Masters Level riders from another country should compete in the tack and attire that is customary and documented for their country.

## **7. PROHIBITED EQUIPMENT**

The following equipment is prohibited in both warm-up and comp: Riders competing with prohibited equipment will be eliminated from competition

- a. Mechanical hackamores
- b. Tie downs
- c. Tongue ties
- d. Martingales of any kind
- e. Halter with lead rope
- f. Studded, chain, metal, or rope cavessons/nosebands
- g. Metal core nosebands or hackamores,
- h. Studded, spiked curb/chinstraps
- i. Serratas
- j. Bearing, side, draw, or balancing reins
- k. Blinkers
- l. Tail wraps
- m. Earmuffs or ear plugs
- n. Leg bandages.

Additionally ...

- a. Electronic communication devices
- b. Headphones
- c. Earphones

are prohibited in the competition arena. Such devices may be used in the warm up arena.

## **8. RIDERS COMPETING ON THE NATIONAL TEAM**

For horse and rider combinations competing at the Masters Level on the National



Team, tack and attire is required to be of the National Costume.

## **9. INSPECTION OF TACK AND ATTIRE**

- a. It is the responsibility of riders to ensure their tack and attire comply with these Rules.
- b. Riders should address any questions regarding acceptability of tack and attire to the show committee.
- c. If violations of tack or attire are observed in the warm up arena by an official before the start of a phase, the rider may be permitted to adjust their tack and attire before the start of the phase provided it does not interfere with their ride time.
- d. If violations of tack or attire are observed in the competition ring during a phase or upon inspection by the Gear Steward at the conclusion of a phase, these violations will result in disqualification from the phase.
- e. Gear Stewards appointed by competition management must check saddlery and inspect both sides of the horse at the beginning and conclusion of each phase.



## 7. COMPETITION OFFICIALS

It is preferable for all Competition Officials, Pencillers, Gear Checkers and Volunteers to have WEDU Accreditation, especially for Official Competitions.

### 1. SHOW MANAGER

The Show Manager is responsible for the management of the Working Equitation competition. They must be members of and abide by all WEDU requirements.

The Show Manager ensures that all necessary show personnel are in place and properly trained, and ensures the Dressage, Ease of Handling, Speed and Cattle courses are properly prepared.

#### 1.1 RIGHTS OF SHOW MANAGER

Show Managers have the right to manage and establish the specific terms of the organisation of a Working Equitation competition.

#### 1.2 RESPONSIBILITIES OF SHOW MANAGER

- a. The Show Manager will ensure good technical, sporting, and humane conditions, required for the smooth performance of the competition.
- b. A separate lunging area must be provided.
- c. A safe warm-up area must be provided.
- d. A safe warm up area should be provided with practice obstacles.

#### 1.3 THE WARM-UP ARENA

- a. The warm-up arena is an area designated as a warm-up zone in which riders prepare their horses before entering the arena.
- b. The main warm-up arena and use thereof is controlled by a Gear Steward.
- c. Each warm-up area should be controlled by an official
- d. All competitors are expected to be polite in dealing with the Gear Steward, whose directions they must respect, whenever requested.
- e. Only competitors who are on horseback and designated trainers and handlers are allowed in the warm-up arena. The presence of any people other than the competitors, trainers, or handlers of the horses being prepared is forbidden.
- f. The warm-up arena is a zone for warming-up exercises and concentration. Accordingly, competitors leaving the arena must respect those competitors who have not yet entered and refrain from any kind of behaviour which may prejudice the other competitors.
- g. The Gear Steward will immediately inform the Head Judge of any failure to comply with the above Rules.



## 2. JUDGES

- a. A collection of judges is referred to as a jury. One judge will be identified as Head Judge and will act as the chairperson of the jury. The remaining jury members are referred to as jury officers.
- b. Number of Judges: When more than one judge officiates at a competition, the scores are averaged to determine the official score for the phase.
- c. Judges are entitled to a comfortable and isolated position.
- d. Judges may be assisted by pencillers during the phases.
- e. WEDU may accept judges from other bodies to judge at individual competitions.
- f. All judges are entitled to respect from competitors, organisers, volunteers etc.

### 1. POSITIONS OF JUDGES

- a. Judges should be positioned as closely as possible to the courses.
- b. Where multiple judges comprise a jury, the following arrangements apply:
  - i. In the Dressage Phase, the judges' tables are positioned in such a way as for the Head Judge to be located at C.
  - ii. The jury will be seated as follows: the Head Judge at C (centre) and the other jury officers based on seniority: right of C (denoted H on the scorecard), left of C (denoted M on the scorecard), at E (centre right), and at B (centre left).
  - iii. In the Ease of Handling phase, the judges must be positioned over the whole of the course providing them with an overall view of the obstacles. The judges should position themselves clear of the path of travel over the course. The judges may move about the course at their discretion, though they should maintain similar positions for judging each competitor within the same class.

### 2. CONFLICTS OF INTEREST OF JUDGES

- a. Individuals who should not compete under a judge include:
  - i. A horse owned or leased by a judge.
  - ii. No person with whom the judge has a close personal relationship (e.g., no member of a judge's family, employee of a member of a judge's family, boyfriend/girlfriend, domestic partner, etc.).
  - iii. No employer or employee of a judge.
- b. A judge must notify the show committee of any conflict(s) of interest that may arise
- c. Exception: The Conflict of Interest rules will not apply if the rider applies to ride *Hors Concours (HC)*.
- d. The judge will score the rider; however, the rider will not be in the competition. As such, they will not be eligible for prizes if they are offered at the show.
- e. The rider will be given their score sheet, but their score will not be posted publicly.
- f. The show committee may deny the request to ride *Hors Concours* if the number of riders makes such a request a burden on the competition.



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### 3. DUTIES OF JUDGES

- a. All judges must ensure that these Rules are complied with in full.
- b. All judges must be aware of and abide by the duties of the Head Judge.
- c. The judges' decisions are final and may only be questioned by way of official complaint.

### 4. DUTIES OF THE HEAD JUDGE

The Head Judge is the competition's ultimate authority and is responsible for ensuring compliance with the legal, technical and sporting conditions required for the smooth performance of the phases.

The Head Judge has particular responsibilities:

- a. Duty to enforce the Rules
- b. Duty to maintain high standards for events and competitions
- c. Duty to protect participants: to ensure proper safety equipment is used, and that safety guidelines are followed.
- d. Duty to anticipate reasonably foreseeable dangers -- to determine that conditions are safe.
- e. Duty to control and supervise the event -- to detect and control the use of illegal and dangerous activities and to exercise reasonable care under the circumstances to prevent injury.

*Because of these serious responsibilities the Head Judge must be accorded due respect from every person involved with an event.*





### **3. GEAR STEWARD**

A Gear Steward is required at all competitions and should be accredited by WEDU.

#### **1. DUTIES AND OBLIGATIONS OF GEAR STEWARD**

- a. To inspect the tack and attire in accordance with the definitions set out in the Tack and Attire Rules. Competitors with inappropriate tack/attire may be permitted to adjust their tack/attire before the start of the phase provided it does not interfere with their ride time;
- b. To control the number of competitors in Warm-up areas;
- c. To ascertain the existence of any blood stains or recent wounds, before and after horse and rider combinations have started to compete;
- d. The Gear Steward must notify the Head Judge of any irregularity or failure to comply with the Rules and may only inform the competitor of the decision after the Head Judge has made a ruling.

### **4. COURSE DESIGNER**

- a. The Course Designer designs the Ease of Handling and Speed phases courses and should be accredited by WEDU.
- b. The Course designer will coordinate with the organizing committee regarding the available obstacles, the dimensions, shape, and demarcation of the course, and any other constraints or requirements that might be present.
- c. The Course Designer and/or the Head Judge will conduct the Course Walk
- d. The Head Judge has the right to approve and, if necessary, alter the course. The Course must be approved in writing at least 6 days prior to the event.

### **5. EMERGENCY MEDICAL PERSONNEL**

At least one First Aid officer with current certification must be present at competitions.



## 8. RIGHTS AND RESPONSIBILITIES OF RIDERS

Any person behaving inhumanely towards any horse or human may be disciplined, eliminated, may be asked to leave the grounds and may be banned from future competition.

### 1. RIGHTS OF RIDERS

- a. All Riders are entitled to enjoy good technical, humane, and sporting conditions in performing the discipline and competing at these phases.
- b. Up to Two horses may be entered into the one level by the one rider at discretion of competition Organiser. A rider may ride three horses at a competition, however competition organisers have the right to over-ride this rule if competition entries are too high and appropriate time slots would not be available.
- c. Only one or two horses may be entered into one level.
- d. A rider must declare their intention to ride either *Hors Concours* or left handed when entering the competition. These should be marked on the draw.
- e. A horse must be ridden only by the competitor whilst on the competition grounds.
- f. The exception to the above rule is the Cross Nations Cup (CNC), of which WEDU is a member nation. A horse may be ridden by one Australian and one international rider, or two international riders.
- g. All Riders have a right of protest and appeal on the issues covered by WEDU Rules with a fee of \$50.00. The protest is to be delivered to the Competition Secretary not later than 30 minutes after the publishing of the results of the relevant test.
- h. All Riders are entitled to receive a reply to their protest or appeal, in writing.
- i. Riders are entitled to have the Dressage and Ease of Handling scoresheets at the end of each phase, provided that the results have been posted.

### 2. RESPONSIBILITIES OF RIDERS

- a. Riders are obliged to register correctly and in time, under penalty of not being allowed to compete at the competition.
- b. A rider must present a letter from a doctor to be given exemptions.
- c. Riders must comply with the rules and accept all of the decisions of the Jury, Technical Delegate, Gear Steward Officers, WEDU, and the Disciplinary Committee.
- d. Riders under the age of 18 years must be represented by a parent, a legal guardian, or legal representative of the parent or legal guardian, as defined on the registration form (and only by the said representative).
- e. It is the rider's responsibility to ensure that all tack and gear are legal, as non-compliance when competing will result in elimination.
- f. It is the rider's responsibility to check the EoH course before saluting the judge, to make sure that all obstacles are set up correctly.
- g. Riders may not contact judges personally. Any queries or complaints are to be sent to the WEDU committee at [wedui@outlook.com.au](mailto:wedui@outlook.com.au).



### **3. TRAINERS, GROOMS AND HANDLERS**

- a. Trainers are defined as persons who give lessons or technical sporting advice to the competitor. Grooms are persons who assist in preparing the horse for competition.
- b. Each rider is entitled to have a groom and a trainer, but they may not, under any circumstances, speak to the judges or officers during the performance of the phases.

## **9. ENTRY ORDER**

- a. The Competition Secretary is responsible for posting the Entry Order.
- b. Any competitor who competes in a phase with two horses must have a minimum number of 5 competitors between each of their rides in the case of the Dressage phase and 7 competitors in the case of the Ease of Handling and Speed phases. If an insufficient number of competitors is entered in a phase to allow this by placement in the order, the competitor is entitled to a time between their rides equivalent to this interval.
- c. A rider who enters three horses waives the right to the minimum time between rides. However, the Show committee should endeavour to provide as much time as is feasible between such a rider's entries.
- d. The Draw, in the case of the Ease of Handling and Speed phases, may be in reverse to the placings at the time of the phase.
- e. The draw of the dressage phase may be used for the Ease of Handling phase if the two phases are held on the same day. The same is true if the Ease of Handling & Speed phases are held on the same day.
- f. The draw should be posted for public display at least 24 hours before the phase begins. Course maps of the Ease of Handling and Speed phases must be posted along with the Draw for those phases.
- g. Competitors have 60 seconds to enter the course after being called by the Gear Steward, after which they will be disqualified for failing to appear.
- h. Competitors have 60 seconds from the time the bell has been rung to begin the phase, after which time they will be disqualified for failing to begin.
- i. Unless otherwise noted, ride times are tentative. It is the rider's responsibility to know their Draw and monitor progress of the phase to ensure they are ready and at the gate when called.



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## 10. INQUIRIES AND PROTESTS

### 1. INQUIRIES:

The Rider, a parent, guardian, or legal representative of a Rider under 18 years old, the owner of the horse, or the owner's agent, may inquire about any perceived irregularity or error in scoring during the course of the competition.

### 2. PROTESTS:

- a. A Protests Committee will be designated for all competitions. The Protests Committee will consist of the Head Judge, jury and the Competition Manager.
- b. The Rider, a parent or guardian of a Rider under 18 years old, the owner of the horse, or the owner's agent authorized in writing, is entitled to lodge a protest. The protest must be in writing, signed, and accompanied by a fee of \$50, which will be refunded if protest (or subsequent appeal) is upheld.
- c. The protest is to be delivered to the Competition Secretary.
- d. Protests must be filed within the following time limits:
  - i. Concerning the eligibility of a horse or a competitor, not later than one hour before the start of the relevant competition.
  - ii. Concerning the condition of the Dressage arena, not later than one hour before the start of the relevant competition.
  - iii. Concerning an obstacle, the length of the course, the condition of the course, etc., for the Ease of Handling or Speed phase courses, not later than 15 minutes before the relevant phase.
  - iv. Concerning irregularities or incidents during the competition, or scoring, as soon as possible, and not later than 30 minutes after the publishing of the results of the relevant test.
- e. The Protests Committee must issue a ruling on the protest within two hours of the appeal being submitted.
- f. If the protest is upheld, the Protests Committee will post a statement to that effect and correct the posting of any scores and/or results affected by the ruling. The \$50 deposit will be refunded to the appellant.
- g. If the Protests Committee upholds part of the protest but denies other portions, the protest will be considered upheld to the extent stated in the ruling. The \$50 deposit will be refunded to the appellant.
- h. If the protest is denied, the appellant will forfeit the \$50 deposit.



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### **3. LIMITATIONS**

#### **1. LOSS OF SIGHT**

Horses that have lost sight in both eyes are permitted to compete in the Dressage, Ease of Handling, and Speed phases, but are prohibited from competing in the Cattle phase.

#### **2. UNSAFE HORSES**

In the event the Judge or organising committee deems a horse and rider combination unsafe to compete, they may eliminate that horse and rider combination, either before or during a competition.



## 11. MARKS AND SCORING

The scale of marks for both dressage and ease of handling as follows:

	Mark	Descriptor	Phase Criteria
" POSITIVE " MARKS "	10	Excellent	Correctly performs the movement/obstacle and fulfils the criteria with a high quality of execution.
	9	Very Good	
	8	Good	
	7	Reasonably Good	Correctly performs the movement/obstacle and fulfils the requirement of the movement and judging criteria with quality of execution.
	6	Satisfactory	
	5	Reasonable	No major problems but not a quality execution of the movement/obstacle and/or the judging criteria.
"NEGATIVE" MARKS	4	Insufficient	At least one major problem in the movement/obstacle or poor quality of execution.
	3	Poor	Serious and/or multiple problems with basics of the movement/obstacle and/or the judging criteria.
	2	Bad	
	1	Very Bad	
	0	Failure to perform	



## 1. SCORING FOR ALL PHASES

The principle behind the awarding of points for the completion of a phase is as follows.

- a. The number of competitors will be determined by the entries at the start of the competition (entries scratched prior to the first competitor entering the arena will not be included in the tally of the number of competitors).
- b. Each competitor receives 1 point for their participation plus another point for each rider placed below them in the phase, including disqualified, eliminated, and withdrawn competitors, and the winner of the phase is awarded an additional bonus point.
- c. X is the number of competitors in each category, so with 30 competitors the points would be as follows:

PLACING	POINTS CALC	POINTS
1ST PLACE	$X + 1$	31
2ND PLACE	$X - 1$	29
3RD PLACE	$X - 2$	28
4TH PLACE	$X - 3$	27
5TH PLACE	$X - 4$	26
6TH PLACE etc	$X - 5$	25

- d. In the event there is a tie in the phase, the competitors who are tied will be awarded the points associated with the higher place, and subsequent placings will "skip" the placings that would have gone to those who tied. (e.g., In the case of a two-way tie for 1st place, the next highest competitor would be awarded the 3rd place and point values).
- e. Any competitor disqualified or withdrawn from a phase will receive 0 (zero) points for that phase.
- f. Competition Placing: The placing of competitors in the competition is according to the following tiered calculation:
  - i. Number of phases in the competition completed without elimination or withdrawal, with those who completed more phases placing higher.
  - ii. Number of points earned in the competition phases.
- g. This process will result in all riders completing all three phases being ranked according to their points. Following this group in the placing would be the riders completing two phases, also then ranked according to their points. Finally, following that group in the placing would be any competitors completing only one phase, also then ranked according to their points.
- h. Entrants eliminated from a competition are not eligible for any award, and they will not receive any points for any completed phases.



- i. There will be no ties in the Final Placing of the competition. If tied in competition points, the tie will be broken by the average of their Dressage and Ease of Handling scores. If the tie still exists it will be broken by the higher Dressage Score, then the higher Score for Collectives.

## **2. HIGH POINT SCORE CRITERIA**

- a. Entrants must be WEDU Financial Members
- b. Up to 30<sup>th</sup> June 2020 – riders must have competed at a minimum of 3 WEDU affiliated club competitions. These can be within the same club.
- c. After 1<sup>st</sup> July 2020 scores will only be accepted from Official competitions.
- d. Horse and Rider Combination Champion and Reserve in each level.
- e. Each club to send their results to WEDU within 4 days of the competition. WEDU will not accept late results or results that have not been submitted.
- f. 2019-2020 Pointscore Presentation will be at CNC Down Under, October 2020.

## **1. POINTS**

Points are for overall places, not individual.

10th 1 Point

9th 2 Points

8th 3 Points

7th 4 Points

6th 5 Points

5th 6 Points

4th 7 Points

3rd 8 Points

2nd 9 Points (Reserve Champ)

1st 11 Points (Champion)

## **2. ENCOURAGEMENT AWARD**

As some Clubs do Encouragement and some don't

- a. If you compete in Encouragement class these points will go towards Encouragement pointscore.
- b. If you compete Open these points will go towards the open pointscore.
- c. If people ride in different divisions at different clubs they will have to choose either Encouragement or Open for pointscore.

## **3. SPORTSMANSHIP AWARD**





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## 12. SPEED PHASE

Placing for the Speed Phase is according to the length of time taken, plus penalties less bonuses, with lower times placing higher.

## 13. CATTLE PHASE

The Cattle phase is based on the length of time taken to separate and yard the Cattle selected by draw, plus any penalties, with lower times placing higher.

### 1. TEAM POINTS

- a. There may be two team awards. One for 3 Phase and one for 4 Phase (which includes cattle if applicable).
- b. Scoring for teams will be done in a separate spreadsheet from the individual competition calculations.
- c. The team's total score is determined by adding the best three results the team members earned in Dressage and EOH and where applicable, plus the Cattle phase.
- d. There will be no ties in the final placings for the teams competition. The tie-breaker will be determined by averaging the top three scores from each team. The team with the highest score will be awarded champion.



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## 2. AMENDMENTS TO JUDGES' SCORE SHEETS

- a. All amendments made by a judge on their score sheet must be properly initialled by the issuing judge. If this is not done, the secretary will not enter the score in doubt until it has been validated by the issuing judge.
- b. In the event of the non-award of a mark for a movement or exercise, the secretary will send the score sheet back to the Head Judge for the score sheet to be completed and all marks indicated.
- c. Judges must be unanimous when awarding a zero (0) point score or course error. If this is not the case, the secretary will not enter the referred to score and will inform the Head Judge, who will call a judges' meeting to clarify the situation or determine the validity of the zero score at the Head Judge's discretion.

## 3. PRIZES

- a. Prizes are awarded at the discretion of show organisers.
- b. Prizes must be awarded, at minimum, for the top three overall places for every class at all competitions. Awarding prizes for individual phases is encouraged.
- c. If there are fewer than three competitors in a class, the organisers may elect to award ribbons only.



## 14. GENERAL DISQUALIFICATIONS AND ELIMINATIONS

- a. Whenever the words “disqualify”, “disqualified”, or “disqualification” are used in these rules, they refer to disqualification from a phase. Entries disqualified from a phase are still eligible for awards.
- b. Whenever the words “eliminate”, “eliminated”, or “elimination” are used in these rules, they refer to elimination from the competition. Entries eliminated from a competition are not eligible for any awards.
- c. There will be no option for appeal in the case of disqualification or elimination for either blood or lameness.
- d. The Judge will ring the bell immediately to notify the competitor of the reason for disqualification or elimination of the competitor.

CAUSE FOR PENALTY	PENALTY
Taking more than 60 seconds to start the phase after the bell has been rung	DISQ
At the Advanced or Masters levels, having two hands on the reins for longer than necessary to make a momentary adjustment to the reins	DISQ
At the Advanced or Masters levels, touching the horse’s neck in front of the reins	DISQ
Touching the horse with the riding crop or using the riding crop to provide any form of assistance (Advanced and Masters levels only)	DISQ
Competing with faults in respect to tack and attire	ELIM
Fall of rider or horse	DISQ
Dismounting to lead a horse through any portion of the course. A rider may dismount to collect dropped parts of obstacles or to correct an obstacle which has been disturbed by the horse and/or rider so that they may complete the obstacle	DISQ
Inconsistent use of hand: 1. When operating obstacles (e.g., the pole, the gate, moving a cup) the rider must use the same hand consistently throughout the phase and may not switch hands or use different hands on different obstacles. 2. When riding with one hand, the rider must use the same hand on the reins consistently throughout the phase and may not switch hands.	DISQ



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## **1. DISQUALIFICATIONS FOR THE DRESSAGE PHASE**

- a. Overstepping any of the sides of the arena with four legs in the case of full arenas. If not a full arena (i.e. discontinuous uprights) the competitor may not be disqualified provided that the exit and re-entry are performed rapidly and within very close proximity to the line demarcating the arena.
- b. Refusal to move forward for a period of more than 15 seconds.
- c. Failure to comply with the sequence of movements or to correct a course error as advised by the judge.
- d. Three course errors.

## **2. DISQUALIFICATIONS FOR EOH & SPEED PHASES**

### **1. COURSE ERROR**

A course error is a fault and subject for disqualification in the manner of approaching/performing an obstacle or performing the obstacles out of sequence, i.e., when the competitor:

- a. Starts to perform an obstacle without having completed the previous-obstacle;
- b. Approaches one of the obstacle's components without passing between the start flags (if the obstacle has them) or without having completed a previous component;
- c. Does not perform the correct movements within the obstacle;
- d. Begins to perform the next obstacle without having first corrected their execution of the previous obstacle;
- e. Begins to perform the next obstacle without having corrected a course error before starting the next obstacle;
- f. Does not pass between the obstacle's exit flags (if the obstacle has them).
- g. Knocks down an obstacle, or a part thereof, which has not yet been performed.
- h. Faces the horse up to an obstacle before the start bell has been rung.
- i. Passes through the exit gate before all obstacles of the phase have been executed.
- j. Passes through the entry/exit gate in the direction opposite of that indicated on the course map.

### **1. AVOIDANCE OF COURSE ERROR**

- a. Failure to perform an obstacle may be remedied before passing through the entry approach flags of the next obstacle.
- b. The Judge will ring the bell to signal the disqualification when the error is made.



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## **2. THREE REFUSALS (EOH)**

- a. At Lead-Line to Preliminary, after three refusals the Judge will signal the rider to move to the next obstacle and the judge(s) will give a zero (0) mark for the obstacle.
- b. At Novice and above, three refusals to perform the same obstacle will result in disqualification.

## **3. THREE REFUSALS (SPEED)**

- a. At Preliminary level, three refusals to perform the same obstacle will result in a +30 second penalty and the judge will wave the competitor onto the next obstacle. Three instances of three refusals at an obstacle and/or refusal to advance for more than 15 seconds will result in disqualification.
- b. At Novice and above, three refusals to perform the same obstacle will result in disqualification.

## **4. REFUSAL TO ADVANCE (EOH)**

- a. At Lead-Line to Preliminary levels, refusal to advance for more than 15 seconds the judge will signal the rider to move to the next obstacle and the judge(s) will give a zero (0) mark for the obstacle.
- b. At Novice and above, refusal to advance for more than 15 seconds will result in disqualification.

## **5. REFUSAL TO ADVANCE (SPEED)**

- a. At Preliminary Level, refusal to advance for more than 15 seconds will result in a 30 second penalty and the judge will wave the competitor onto the next obstacle. Three instances of 3 refusals and/or 3 refusals to advance for more than 15 seconds will result in disqualification.
- b. At Novice and above, refusal to advance for more than 15 seconds will result in a disqualification.

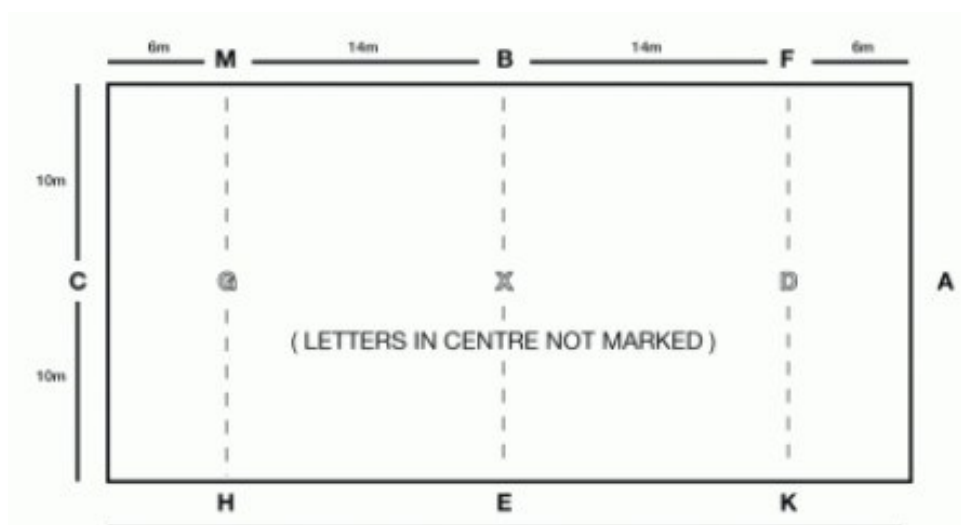


## 15. THE DRESSAGE PHASE

### 1. ARENA AND SURROUNDING AREA

- a. The surface of the arena in which the Dressage phase is held must be flat, free from stones, and preferably sandy and appropriate for equitation purposes. It may be of grass or compacted dirt, provided that it is not too hard or slippery.
- b. The size of the arena must be 20 metres x 40 metres. For all dressage levels, the arena must be lettered in accordance with FEI positions for Dressage arenas. Reference diagram below.

#### 1. NOTES:



- a. If a fence is not provided, corners of the arena must be marked at the actual corner and extending a minimum of two metres along each side.
- b. If the phase is held in an indoor riding arena, the side of the arena may coincide with the enclosure's side wall.
- c. The arena entrance will be approximately 2 metres wide and will be located at the centre of one of the shorter sides of the arena, facing the Judge located at position C.
- d. The letter A should be at least 5m from the entrance to the arena.
- e. The arena entrance does not need to be closed.
- f. The Judge rings a bell to authorize the start of the test, the occurrence of any error, and the end of the time period for completing the phase (if applicable).
- g. There must, whenever possible, be a minimum distance of 5 metres between spectators and the arena. If this is not possible, spectators should be positioned at the maximum distance possible.



### 3. PERFORMANCE OF DRESSAGE PHASE

- a. Permission to enter the arena will be given by the Judge, who will ring the bell, and may verbally instruct the rider to enter. The rider has 60 seconds to enter the arena.
- b. The dressage phase will begin and end with a salute to the judge:
  - i. Male riders doff their hat with the hand not holding the reins, and
  - ii. Women and riders wearing protective headgear will salute the judge with a slight nod of the head and a sweep of the arm not controlling the reins.
- c. The horse will remain immobile when saluting the judge.
- d. The order of performance of the exercises and location within the arena is mandatory as indicated on the dressage test, with the exception of the Masters level, which has no required locations.
- e. All level riders may have a caller during the dressage phase with the exception of state and national championships.  
For Novice and above a penalty of -5 points will be deducted from the score.  
The caller may be stationed at either position E or B on the outside of the arena, or near if judges are stationed at those locations.
- f. The caller announcing the test is limited to reading the movement as it is written once only. The caller may not give any information besides the directives on the test. If the caller gives additional information the rider may be disqualified.
- g. The use of the voice or clicking the tongue repeatedly as an aid by the rider is a serious fault, which should be considered by judges in the mark for the movement.
- h. At the Masters level, the phase may be performed to the sound of appropriate music, to be provided by riders on a thumb drive, which must be ready to play as soon as riders start their phase. The performance of the movements should be in tempo with the music.  
Riders, when outside the arena, should signal when they wish the music to start playing by raising their hand.
- i. In the event of any error in the Masters Level, the Judge will ring the bell, stop the time clock and notify the competitor of the error if the error requires a correction of the direction.  
The competitor must correct the error and continue with the test. The time clock will resume at the point where the horse and rider begin the correction.
- j. After this phase and after each judge has awarded their collective marks, the score sheet will be delivered to the competition's Secretary for the totalling of scores.
- k. The number of points obtained by each competitor must be displayed and may be announced over the public address system if available. The test sheets may be inspected by competitors after the phase has ended.



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#### **4. TIME LIMITS FOR DRESSAGE PHASE**

- a. There are no time limits for Preparatory through to the Advanced levels.
- b. The Masters level has a time limit of 7 minutes. The event is timed from when the rider has saluted the jury and re-takes the reins, and ends at the time of the final salute to the jury at the end of the test exercises.
  - i. The Judge will ring the bell to indicate the end of the test time, after which the judges will not evaluate any more exercises.
  - ii. The timing of the phase and respective signals will be the responsibility of the Judge, their penciller, but always at the indication of the Judge.
  - iii. If the time limit is exceeded, the competitor will be awarded marks only for those movements completed before exceeding the time limit. Any movements performed after the time limit will not be included in the scoring of the phase.

#### **5. PENALTIES**

- a. Two points will be subtracted for the first error, and 4 points for the second error. The third error will result in disqualification.
- b. In the event of any error, the Judge may ring the bell and notify the competitor of the error if the error requires a correction.
- c. The competitor must resume the test to correct the error and continue with the test. The time clock for the Masters phase will resume at the point where the horse and rider begin the correction.





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## 16. THE EASE OF HANDLING PHASE

- a. The objective of this phase is to demonstrate a rider's and horse's capacity to calmly, precisely, stylishly, and regularly deal with obstacles designed to simulate difficulties which could be encountered in the paddock.
- b. As the movements used for work in the paddock are walk and canter, the trot is not a preferred gait in this phase. It is allowed in the lower levels, but severely penalised in the upper levels. The following apply:
  1. **Lead-Line Level:** Walk or trot is required both between and in the obstacles.
  2. **Introductory Level:** Walk or trot is required both between and in the obstacles.
  3. **Preparatory Level:** Walk or trot is required both between and in the obstacles. Canter will be considered a break in gait and more than 3 strides of canter will be severely penalised.
  4. **Preliminary Level:** Trot is required for all obstacles and canter between obstacles. Canter between the obstacles will be considered a break in gait and will be penalised, with the exception of the Jump and Bank obstacles which may be cantered. Transitions from canter to walk may be through trot.
  5. **Novice Level:** Canter all obstacles and between, unless otherwise specified on course directives, with the exceptions of the Slaloms which are trotted, and the Stock Yard which may be walked and the bridge, which must be walked. Transitions in obstacles are made through walk or trot.
  6. **Elementary Level:** Canter all obstacles and between with the exception of the Stockyard and Bridge which may be walked. Transitions are made through walk.
  7. **Medium through to Masters Levels:** Trot is not allowed and will be severely penalised. Only canter flying changes are permitted in these levels.

### 1. COURSE AND SURROUNDING AREA

- a. The surface of the area in which the EOH phase is to be held should preferably be flat and sandy and should be free from stones. It may be of grass or compacted dirt provided that it is not too hard or slippery. Changes in elevation, slopes, etc. are allowed provided they are gradual and the surface flat and not irregular.
- b. There are no minimum dimensions for this phase, although the recommended dimensions are 70 metres x 40 metres, demarcated by a fence or bunting.
- c. If the phase is held in an indoor riding arena, the sides of the course may coincide with the arena's side wall.
- d. The entrance to the course should have a width of at least 2 metres and may be located at any side of the enclosure. The entrance to the course need not necessarily be closed.
- e. There must, whenever possible, be a minimum distance of 5 metres between spectators and the course.
- f. There must be a distance of at least 10m between obstacles in the line of travel between obstacles.



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## 2. PERFORMANCE OF EOH PHASE

- a. A caller may be used up to Preliminary. Novice and above will incur a penalty of -5 points.
- b. The course design must be approved by the head judge before the start of competition.
- c. Before the start, competitors walk the course on foot, in order to acquaint themselves with the obstacles and the difficulties involved. The course will be open to the riders and trainers for a minimum period of 30 minutes.
- d. The Course Walk should be led by the Head Judge or the Course Designer.
- e. The Head Judge, or Course Designer in accordance with the Head Judge's instructions, will signal the course's opening and closing times with a bell or by verbal instructions.
- f. Riders must wear their competition attire including headware on the course walk unless otherwise specified by the organising committee.
- g. After the closing signal for the course walk has been given, no competitor may remain on the course, no changes may be made to the course, and the phase should begin 30 minutes later.
- h. Competitors enter the arena, approach and salute the Head Judge. The horse will remain immobile when saluting. Male riders doff their hat with the hand not holding the reins. Riders wearing protective headgear will salute the jury with a slight nod of the head and a sweep of the arm not controlling the reins.
- i. The Judge will give their authorisation for the start of each phase by ringing the bell. After the bell has been rung, competitors have 60 seconds to start.
- j. Competitors must only go through start/finish line once in each direction unless otherwise specified in the Course Directives.
- k. On completion of the phase, competitors must pass through the exit flags in the correct direction, come to a halt facing the Head Judge and salute.
- l. The compulsory pace between obstacles is canter, except at Lead-Line, Introductory, Preparatory and Preliminary. Failure to comply with this rule will be penalised by the judges when awarding marks for Navigation.
- m. Failure to salute the judge(s), before and after the phase without having been excused from doing so, will incur a penalty of -5 points off the total score.
- n. Entry and exit markers and flags are considered part of the obstacle. If knocked over, a lower score will apply.



### 3. COURSE GUIDELINES

- a. The term “obstacle” signifies a difficulty to be dealt with by the horse and rider combination.
- b. The course is made up of a minimum of 8 obstacles, depending on the level as follows:

LEVEL	NUMBER OF OBSTACLES
Lead Line/Intro	8
Preparatory	8
Preliminary & Novice	10-12
Elementary through Advanced	12-14
Masters	Minimum 15

- c. An obstacle may be used twice in a phase, provided the direction of the second instance is opposite the direction of the first instance and there are at least 2 other obstacles required to be performed between the two instances.
- d. Any obstacle may be erected, adorned with, or be a part of another type of decoration/advertising, provided it conforms to the spirit of the phase.

### 3. GAITS OF THE OBSTACLES:

- a. The following table summarizes the gaits that are allowed at each level for each obstacle and is provided for convenience. This table is only a summary; the rules for each obstacle should be consulted.
- b. If transitional markers are present, then the competitor must observe them for down and up transitions.

Lead-Line	=	L-L
Introductory	=	Intro
Preparatory	=	Prep
Preliminary	=	Prelim
Novice	=	Nov
Elementary	=	Elem
Medium	=	Med
Advanced	=	Adv
Masters	=	Mast



#### 4. KEY CHART OF GAITS ALLOWED PER LEVEL

W=Walk, T=Trot, C=Canter, H=Halt, N/A = Obstacle Not Applicable in this level

Note: Halt is not a gait.

- a. Obstacles performed at an incorrect gait will score below 5.
- b. Gaits allowed between obstacles:
  - i. L-L, Intro, Prep: Walk or Trot
  - ii. Prelim-Masters: Canter

Obstacle Type	L-L/Intro	Prep	Prelim	Nov	Elem	Med	Adv	Mast
2 Barrels	W or T	W or T	T	C	C	C	C	C
3 Barrels	W or T	W or T	T	C	C	C	C	C
Aussie Pickup	W	W or T	W or T	W or C	C	C	C	C
Bank	N/A	N/A	T or C	W, T, or C	C	C	C	C
Bell Corridor	W	W	W or T	W or C	W or C	W or C	W or C	W or C
Billycan/Jug	W	W or T	W or T	W or C	W or C	W or C	W or C	W or C
Bridge	W	W	W	W	W	W/C	W/C	W/C
Double Slalom	W or T	T	T	T	C	C	C	C
Gate	W	W	W	W	W	W	W	W
Jump	W or T	W/T	T or C	C	C	C	C	C
Knock Ball	W	W or T	T	C	C	C	C	C
Pickup Pole	W	W or T	T	C	C	C	C	C
Replace Pole	W	W or T	T	C	C	C	C	C
Side-Stepping	N/A	N/A	W	W	W	W	W	W or C
Single Slalom	W or T	T	T	T	C	C	C	C
Spear Ring	W	W or T	T	C	C	C	C	C
Stockyard	W	W or T	W or T	W or C	W or C	W or C	W or C	W or C
Switch Cup	W	W	W or T	W or C	W or C	W or C	W or C	W or C
Water Ditch	N/A	N/A	W	W, T, or C	W or C	W or C	W or C	W or C



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## 5. COURSE INDICATORS

This section deals with Start and Finish lines, Transitions Markers and Entry Flags.

- a. The start and finish lines are denoted by red and white flags or other markers. There should also be a letter "S" (start line) or "F" (finish line). Where red and white flags are used, the rider must pass between the flags with the red flag to the right and white flag to the left and in the direction indicated on the course map.
- b. The existence of all obstacles may be indicated by markers or red and white flags (red on the right and white on the left) and may include yellow transitional markers.
- c. When present, the flags indicate the start and/or finish of the obstacle. Any required change of gait is to be performed at the yellow transitional markers.
- d. To successfully perform an obstacle, the rider must:
  - i. Pass between the two entrance flags (when erected) in the correct direction, perform the technical movement required to deal with the obstacle, and leave the obstacle zone between the exit flags (when erected).

Note: A specific obstacle's entrance and exit flags may be the same.

- ii. Perform the obstacles in the order indicated on the course map. The obstacles will be numbered in the order that matches the course map with the number on the right hand side of the entrance to the obstacle.



## 17. THE OBSTACLES

- a. All Lead-Line and Introductory riders must wear an approved ASA helmet.
- b. Obstacle descriptions are presented in approximate order of difficulty at Preparatory Level. The difficulty levels then increase in most obstacles.
- c. The technical difficulties however are secondary to the expectation of quality at each level. For example, at Masters the technical difficulties are similar to Medium and Advanced, but the quality must be first class. Similarly, at Preparatory level, the technical difficulties are minimal, but the quality expectations of that level are still dominant.

### 1. AUSSIE PICKUP



#### 1. CONSTRUCTION

- a. Two stands, tables or barrels approximately 1.6 metres high
- b. The distance between the stands must be at least 10 metres.
- c. The pickup item can comprise of an oilskin coat, saddle bag, hessian sack, stock whip, Akubra hat, blanket or soft toy etc.

#### 2. EXECUTION

GAIT REQUIRED	L-L/Intro	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	W	W or T	C	C	C	C	C	C
Pickup, Carry & Drop Off	W	W or T	W or T	W or C	W or C	W or C	W or C	W or C

- a. This obstacle may be ridden as one obstacle (eg. a, b) or as two individual obstacles.
- b. This obstacle may be ridden with halt or in motion as per the prescribed gaits.
- c. With Halt: If transitional markers are present the rider must transition down on the approach to the obstacle, halt beside the pickup stand then pick up the item while the horse remains immobile. At the appropriate gait, proceed to the drop off stand. If transitional markers are present the horse must transition down on the approach to the stand. When reaching the drop off stand the horse must halt beside the stand and the rider will place the item on the stand while the horse remains immobile.
- d. In Motion: If transitional markers are present the horse will transition down on approach to pickup and drop off stands. The competitor will pick up the item while the horse is in motion, continue to the drop off stand and place the item on the stand as the horse passes by at the appropriate gait.



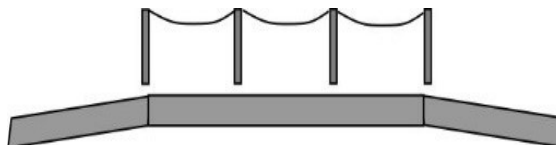
- e. If the rider drops the item before the drop off stand, they must dismount and retrieve it, remount and continue to the drop off point, with the exception of Lead-Line, Introductory and Preparatory riders. At these levels, a member of the ground crew will pick up and hold the item, the rider will retrieve the item then continue to execute the obstacle.
- f. For the obstacle to be deemed fully executed, the stand/barrel must be in an upright position with the item placed on top of it.
- g. If the item has not been replaced after the previous competitor, the current rider may stop while the item is replaced, and then continue with no penalty.
  - i. At Lead-Line and Introductory the obstacle is performed at walk, or halt then walk-halt.
  - ii. At Preparatory and Preliminary the obstacle is performed at walk, or halt then walk or trot then halt.
  - iii. At Novice to Masters the obstacle is performed at walk or canter, or halt then walk or canter then halt.

### **3. JUDGING CONSIDERATIONS**

- a. The judge will take into consideration the horse's confidence and balance throughout the execution.
- b. The continuity and fluidity of gait will also be considered.
- c. The horse will score lower for a break in gait.
- d. Circling the barrel at pick up or drop off will result in a lower score.
- e. The judge will award a lower mark if the halt is not balanced or maintained.
- f. Knocking down a barrel or stand at pickup or deposit will result in a score lower than five.
- g. If the horse steps back on approach or at the halt, a score of less than five will be awarded.



## 2. BRIDGE



### 1. CONSTRUCTION:

- The bridge should be made of wood and be of solid construction.
- Minimum width: 1.5 metres, minimum length: 4 metres.
- The bridge will rise from flush or near flush with the ground on either end to a minimum height at centre of 20 cm, with a 1 metre slope on either end.
- Rails or other barriers if used, will be affixed to or positioned next to both sides of the bridge. The rails or barriers will be a minimum of 90 cm (36 inches) and a maximum of 1.2 metres in height.
- For safety considerations, rails or barriers must be constructed such that they can be quickly and easily removed without the use of tools.
- The surface of the bridge must not be slippery.

### 2. EXECUTION:

GAIT REQUIRED	L-L/Intro	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	W or T	W or T	C	C	C	C	C	C
Bridge	W	W	W	W	W	W/C	W/C	W/C

- Horse and rider approach the bridge and transition to the walk before reaching the bridge, or at transitional markers when used.
- Horse and rider must cross the bridge at a walk for all levels, with the exception of Speed where Medium or above may canter.
  - This obstacle may be performed in both directions as separate obstacles on a course, as long as there are at least 2 obstacles between both instances.
  - At Lead-Line to Elementary levels the obstacle must be performed at walk
  - At Medium to Masters levels the obstacle may be performed at walk or canter

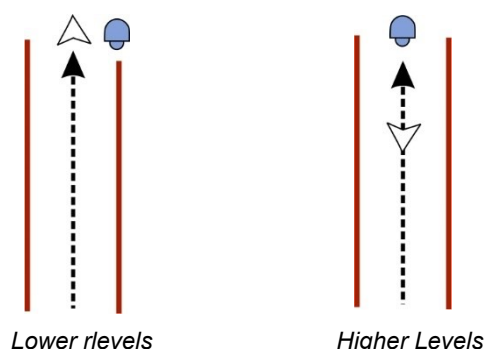
### 3. JUDGING CONSIDERATIONS:

- The judge(s) will consider the freedom and regularity of the walk, transitions, and confidence of rider and horse in dealing with the obstacle.
- The judge(s) will give a 5 or below if the horse shows awkwardness, hesitation, irregularity, or fails to calmly walk as required to perform the obstacle.





### 3. BELL CORRIDOR



#### 1. CONSTRUCTION:

- The corridor will consist of poles resting on supports, small fences, or walls at least 30cm in height. They will be placed parallel to one another and spaced a distance of 1.5 metres apart. The ends are open. The corridor will be about 3.5 metres long.
- A bell is centred at the end of the obstacle suspended at a height of about 2 metres with the exception of Lead-Line, Introductory and Preparatory where the bell will be positioned to the side.
- The corridor may be shaped in the configuration of an “L” with a single corner. The bend may be in either direction.

#### 2. EXECUTION:

GAIT REQUIRED	L-L/Intro	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	W or T	W or T	C	C	C	C	C	C
Bell Corridor	W	W	W or T	W or C	W or C	W or C	W or C	W or C

- If performing at the walk, the horse and rider approach and transition to the walk at the transitional markers denoting the point of entry, or before entering the corridor if there are no flags.
- The horse and rider will proceed to the end of the corridor and halt, and the rider will ring the bell.
- The horse and rider will then rein-back beyond the entry point to conclude the obstacle with the exception of Lead-Line, Introductory and Preparatory where the rider will proceed forwards after ringing the bell to exit the obstacle.
  - At Lead-Line, Intro and Preparatory the obstacle must be performed at walk.
  - At Preliminary the obstacle may be performed at walk or trot.
  - At Novice and above the obstacle may be performed at walk or canter.



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### **3. JUDGING CONSIDERATIONS: (BELL CORRIDOR)**

- a. The judge(s) will consider the horse's attitude; the rider's use of aids; and the fluidity, continuity, and perfection of the performance. A higher mark will be awarded for performing the obstacle well at canter rather than walk.
- b. The judge(s) will give a higher mark to the horse that picks up its feet during the rein-back than to one that drags its feet.
- c. The judge(s) will give a lower mark if the horse touches the posts/fences without displacing or knocking them down.
- d. The judge(s) will give a mark of less than 5 if the horse displaces or knocks down any of the posts/fences or if the horse steps over the posts/fences.
- e. Failure of the rider to ring the bell will result in a 0 score at Lead-Line up to and including Novice.
- f. Failure of the rider to ring the bell will result in disqualification at Elementary and above Levels.



## 4. SWITCH CUP

### 1. CONSTRUCTION:

- a. Two poles approx. 2 metres high. A cup is placed upside down on top of a post.
- b. The posts will be located adjacent to one another with 1.2 metres between them. Junior riders the posts can be placed closer.
- c. At the Masters level, the posts may be spaced with 3 metres between them.

### 2. EXECUTION:

GAIT REQUIRED	L-L/Intro	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	W or T	W or T	C	C	C	C	C	C
Switch Cup	H	H	H	H	H	H	H	H

- a. If transition markers are present, the horse will transition to the walk at the markers indicating the point of transition, then halt at the post with the cup placed on top of it. If there are no transitional markers the horse will transition to the walk approximately 2 metres before the entry.
- b. The rider will remove the cup and place it upside down on the other post while the horse remains immobile.
- c. At the Masters level and when the posts are spaced 3 metres (10 feet) apart, the rider will remove the cup, move laterally to the other post and place it on the second post.
- d. If the cup falls, the rider must dismount, retrieve and remount with the cup, and place it on the post before continuing the course. Failure to dismount and retrieve the cup will result in disqualification.
  - i. Exception: Riders at Lead Line, Introductory, Preparatory and Juniors level will not dismount. A member of the Ground Crew will pick up the cup and hand it to the competitor to take hold and continue the obstacle.
- e. If the cup has not been replaced after the previous competitor, the current rider may stop while the cup is replaced, or perform the movement with an imaginary cup, or take the cup with their correct hand and place it on the other pole.
- f. The horse and rider will exit the obstacle at the required gait for the level. The exit will be when the hindquarters have passed the exit markers or the poles.



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### **3. JUDGING CONSIDERATIONS:** (SWITCH CUP)

- a. The judge(s) will consider the horse's calmness and confidence in approaching the obstacle without the need for any major use of aids.
- b. The judge(s) will give a higher mark for the horse's immobility when switching the cup from one post to another and its immediate exit at a canter.
- c. The judge(s) will give a mark of less than 5 for the failure of the horse to remain at the halt during the removal and replacing of the cup.
- d. The judges will give a mark of less than 5 if the cup falls. If the rider fails to dismount, remount with the cup, then place the cup on top of the post, it will result in disqualification.



## 5. BILLYCAN OR JUG



### 1. CONSTRUCTION:

- One table, 1 metre or higher, not exceeding 1.6 metres.
- A manufactured table is not required if a table-like platform is constructed of common materials (e.g., hay bales, barrel, etc.)
- The Billycan must have a handle.

### 6. EXECUTION:

GAIT REQUIRED	L-L /Intro	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	W	W/T	C	C	C	C	C	C
Billycan or Jug	W	W/T	W/T	W or C	W or C	W or C	W or C	W or C

- Horse and rider may transition to the walk at the approach of the obstacle or may continue the canter to the obstacle. Horse and rider will halt alongside the table.
- The rider will raise the Billycan above their head, and then place it back on the table.
- The horse and rider will depart at the same gait as they approached the obstacle.
- The Billycan must remain upright. If the Billycan falls over on the table, the rider must return the Billycan to the upright position. If the Billycan falls off the table and/or the table is knocked over, the rider must dismount, return the table to an upright position, retrieve the Billycan remount with the Billycan, then place the Billycan on top of the table in an upright position. If the rider leaves the obstacle when the Billycan is not in an upright position on the table it will result in disqualification at Elementary Level and above.
- Exception: Riders at the Lead-Line, Introductory, Preparatory and Juniors will not dismount. A member of the Ground Crew will reset the table if necessary and pick up the Billycan and hold it upright for the competitor to take hold and continue.

### 7. JUDGING CONSIDERATIONS:

- The judge(s) will consider the manner in which the horse approaches and remains at a halt next to the table, without showing signs of fear, and trusting the rider's use of aids.
- The Billycan, when placed on the table, must remain upright. If the Billycan falls off the table, the judge(s) will award a mark lower than 5.
- The judge(s) will give a mark less than 5 if the horse moves the table.
- The judge(s) will give a higher score for approaching/departing the table well at a canter rather than at a walk at Elementary Level and above.



## 6. SINGLE SLALOM



Key to above diagram: Red and White circles = Poles, X = Change of Lead

### 1. CONSTRUCTION:

- An odd number of vertical posts, approximately 2 metres in height. A minimum of five is required.
- Posts will be spaced in a straight line 6 metres for Masters level and between 7-10 metres apart for lower levels.
- Posts will be set on a base, not sunk into the ground, to allow for give in the event a horse contacts the pole.
- Flags indicating entry should be placed on the appropriate side of the first post.

### 8. EXECUTION:

GAIT REQUIRED	L-L/Intro	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	W or T	W or T	C	C	C	C	C	C
Single Slalom	W or T	T	T	T	C	C	C	C

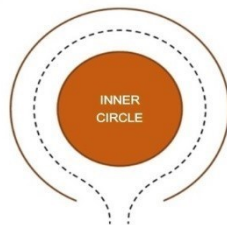
- The Single Slalom is to be ridden as a series of shallow loops.
- Each change of direction, with lead change, should be executed halfway between the posts. The horse's lead should be in conformity with the turn.
- If no exit markers are present the obstacle ends when the horse has broken the line between the two last posts.
- At Lead-Line and Introductory the obstacle may be performed at walk or trot.
- At Preparatory, Preliminary and Novice the obstacle must be performed at trot.
- At Elementary and above the obstacle must be performed at canter unless otherwise stated in course directives.

### 9. JUDGING CONSIDERATIONS

- The judge(s) will consider the ordered precision of the horse's action, its movement, which should be fluid and continuous, and the manner of performance of the obstacle, as well as the quality of the lead changes.
- The judge(s) will consider the precision with which the rider performs the pattern.
- The judge(s) will give a score of less than 5 if lead changes are not performed, are performed poorly, or the obstacle is performed in counter canter.
- The judge(s) will give a score less than 5 if one or more posts are knocked over.
- Novice and below -- If the rider canters the slalom it will be judged as an obstacle ridden at an incorrect gait and will score less than 5.



## 7. STOCKYARD



### 1. CONSTRUCTION:

- This obstacle will consist of a circular inner yard and a circular outer yard with an opening to allow entry and exit.
- For Lead-Line through to Novice, the outer yard should be a minimum of 8 metres.
- For Elementary and above the outer yard will have a minimum diameter of 6 metres.
- The inner yard will have a minimum diameter of 3 metres.
- The actual track to ride should be 1.5m.
- There will be an opening in the outer enclosure that is a minimum of 1.5 metres in width which will be the entry to the obstacle.
- The use of live animals in Australia is not practical, so life-size statuary representing such animals is recommended.

### 10. EXECUTION:

GAIT REQUIRED	L-L/Intro	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	W or T	W or T	C	C	C	C	C	C
Stockyard	W	W or T	W or T	<b>W or C</b>	W or C	W or C	W/C	W/C

- Competitors will make one circuit of the obstacle in one direction (Course Designer or Head Judge may indicate the initial direction or leave it to the rider's discretion), then exit the obstacle, change direction, and return to the obstacle to repeat the circuit in the opposite direction.
- When changing direction, the horse and rider will execute a volte (1/2 8m circle or less), turn on the haunches (small turn 1m or less), half-pirouette (hind feet stepping in place), and the horse will change lead if cantering. If trotting or cantering, Novice and Elementary riders may come back to walk for change of direction.
- At Lead-Line and Introductory the obstacle must be performed at walk  
At Preparatory and Preliminary the obstacle may be performed at walk or trot  
At Novice to Masters the obstacle must be performed at walk or canter



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## **11. JUDGING CONSIDERATIONS: (STOCKYARD)**

- a. The judge(s) will consider the horse's quality of gaits, bend, rhythm, and confidence, and the rider's confidence and use of aids in performing the obstacle.
- b. The turn outside the stockyard between circuits of the yard is considered a component of the obstacle and will be judged accordingly.
- c. If the horse knocks the fence a low mark is given.
- d. If the horse displaces the fence the mark is below 5.





## 8. KNOCK BALL



### 1. CONSTRUCTION:

- a. A support between 1 metre and 1.6 metres in height onto which a ball is placed.
- b. The support should not extend significantly beyond the ball placed on top of it.
- c. A larger ball may be used for Lead-Line up to Novice, e.g. a soccer ball.
- d. At Elementary and above, a ball no smaller than a tennis ball may be used.
- e. The ball must be made or filled in such a way that it will not bounce.

### 12. EXECUTION:

GAIT REQUIRED	L-L/Intro	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	W or T	W or T	C	C	C	C	C	C
Knock Ball	W	W or T	T	C	C	C	C	C

- a. The rider aims to knock the ball off the support with the tip of the pole.
- b. This obstacle may be used in conjunction with Pickup Pole and Deposit Pole and would be placed between those obstacles.
- c. Exception: Riders at Lead Line, Introductory, Preparatory and Juniors will not dismount. A member of the Ground Crew will pick up the pole and hold it upright, butt end down, for the competitor to take hold and continue the obstacle.
- d. If the ball has not been replaced after the previous competitor, the current rider may stop while the ball is replaced, and then continue with no penalty.
  - i. At Lead-Line and Introductory the obstacle must be performed at walk only.
  - ii. At Preparatory the obstacle may be performed at either walk or trot. The judge will consider the additional difficulty of the trot when awarding marks.
  - iii. At Preliminary the obstacle must be performed at trot.
  - iv. At Novice and above the obstacle must be performed at canter.



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### **13. JUDGING CONSIDERATIONS: (KNOCK BALL)**

- a. The judge(s) will consider the cadence, the evenness of the gait of the horse, and whether the horse maintains a natural and relaxed attitude while the rider knocks the ball with the tip of the pole.
- b. The judge(s) will give a lower mark for a break or loss of fluidity in the horse's movement.
- c. The judge(s) will give a slightly lower mark for failure to knock the ball down; however, the movement and confidence of the horse are considered more important criteria for this obstacle.
- d. The judge(s) will give a mark lower than 5 for hitting the obstacle support, whether or not the ball is knocked down.
- e. If the rider drops the pole and does not replace it, this will result in disqualification.
- f. If the rider drops the pole, replaces it and restarts the obstacle, the mark will be awarded for the first attempt but lower than 5.
- g. The judge(s) will give a mark lower than 5 if the rider knocks down the ball with the butt end of the pole.
- h. The judge(s) will give a mark lower than 5 if the rider knocks the ball with the side of the pole (not the tip). -



## 9. JUMP



### 1. CONSTRUCTION:

- Two wings, one at each end and at least two poles.
- Two wings, with one ground or two cross rails or one horizontal rail height as per level requirement.
- If the jump is used twice there must be at least 2 obstacles in between each jump.

### Jump Heights

Pole = Pole on Ground, must not be able to roll

CR = Cross Rail

SR = Straight Rail

Level	L-L/Intro	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Jump Height	Pole	CR	CR	SR 25	SR 30	SR 45	SR 50	SR 50-60

### 14. EXECUTION:

GAIT REQUIRED	L-L/Intro	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	W or T	W or T	T or C	C	C	C	C	C
Jump	W or T	W or T	T or C	C	C	C	C	C

- The horse should approach and perform this obstacle naturally and with confidence.
- This obstacle may be performed in both directions as separate obstacles on a course.
- At Lead-Line and Introductory this obstacle will be a split pole on the ground.
- If the rail has not been replaced after the previous competitor has knocked it down, the current rider may stop while the rail is replaced, and then continue with no penalty.
- At Lead-Line, Introductory and Preparatory the obstacle is performed at walk or trot  
At Preliminary the obstacle is performed at trot or canter  
At Novice and above the obstacle must be performed at canter



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## **15. JUDGING CONSIDERATIONS: (JUMP)**

- a. The judge(s) will consider the confidence, bascule and continuity in action of the horse, and the rider's use of aids in performing the obstacle.
- b. The judge(s) will give a score lower than 5 if the pole is knocked off, or if the jump wings are knocked over.



## 10. SIDE-STEP



### 1. CONSTRUCTION:

- One or more poles about 3.7 metres in length with a diameter of about 10 cm, supported 5 to 10 cm above the ground. In Lead-Line, Intro and Preparatory, a spilt pole will be placed on the ground.
- Poles may be arranged in the following configurations:
  - Single pole;
  - Two parallel poles separated by at least 3 metres (10 feet);
  - Two poles in an "L" configuration;
  - Three poles in a "Z" configuration.
- The configurations at each level are:

LEVEL	POLE CONFIGURATION
Lead-Line, Introductory, Preparatory	Single pole
Preliminary & Novice	Single or parallel poles
Elementary	Single or parallel poles or "L" configuration
Medium to Masters	Any configuration

### 16. EXECUTION:

GAIT REQUIRED	L-L /Intro	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	W or T	W or T	C	C	C	C	C	C
Side-stepping	Stand 5s, walk forward	Stand, 5s walk forward	W	W	W	W	W	W or C

- The horse will transition to the walk at the flags or transitional markers indicating the entrance to the obstacle.
- The course map should indicate which direction (right or left) the horse pass over the pole. When in a parallel configuration, the horse will pass over first in one direction (left or right) and the second in the opposite direction.
- The legs should cross in the lateral movement, and the pole(s) should remain between the horse's front and hind legs throughout the obstacle.
  - At Lead-Line, Introductory and Preparatory the horse walks to the centre of the pole, the horse stands over the pole for 5 seconds and then walks forward.
  - At Preliminary and above, the horse walks to the start end of the pole and is positioned perpendicular to the pole. The horse will demonstrate lateral movement along the whole length of the obstacle with the pole between the horse's front and hind legs.



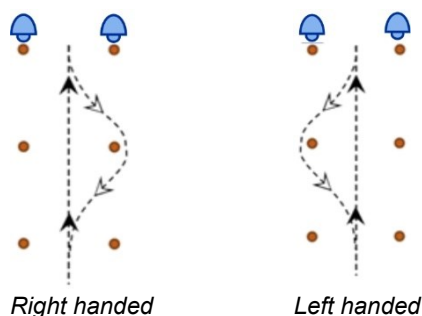
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## **17. JUDGING CONSIDERATIONS: (SIDE-STEP)**

- a. The judge(s) will consider the fluidity and continuity of the action, and its calmness throughout.
- b. The judge(s) will reward a half pass-like movement for more degree of difficulty.
- c. The judge(s) will give a mark lower than 5 for any leg stepping across the pole while negotiating the obstacle.
- d. The judge(s) will give a lower mark for touching the pole, and a mark lower than 5 for knocking the pole off the supports.
- e. The judge(s) will give a lower mark for a lack of crossing of the horse's legs in the lateral movement.
- f. The combination must side step the entire pole(s) to fully execute the obstacle.



## 11. REINBACK SLALOM



### 1. CONSTRUCTION:

- Two lines of posts, spaced 1.5 metres apart. Each line will have three posts spaced at least 2.5 metres apart.
- A cup is placed upside down on each post at the destination end of the line.

### 18. EXECUTION:

GAIT REQUIRED	L-L /Intro	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	N/A	N/A	C	C	C	C	C	C
Rein-back Poles	N/A	N/A	W	W	W	W	W	W

- This obstacle is not used at Lead-Line, Introductory or Preparatory levels.
- Novice to Masters: enter between the two lines at a canter and halt between the two posts with the cups.
- The rider removes a cup from either the left post or right post dependent on riding left or right handed.
- The cup must be held in a hand.
- Medium and below the rider may hold the reins and cup in 2 hands but will get a higher score if the reins are held in one hand.
- Preliminary: rein-back straight between the posts without performing the slalom.
- Elementary-Masters: rein-back in a reverse slalom around the posts on the side from which they took the cup.
- At the entry end, the horse and rider will halt and place the cup on the post at the entry of the obstacle on the same side of the line from which they retrieved the cup, and then proceed in rein-back beyond the entry to conclude the obstacle.
- If the rider knocks over the post on which they must place the cup, the rider must dismount, return the post to an upright position, remount, then place the cup on top of the pole. Failure to do so will result in disqualification.
- If the cup has not been replaced after the previous competitor, the current rider may either pretend to hold the cup or, if the judge permits, the rider may wait for the cup to be replaced. The Judge will give a lower score for any of these. *Note: The rider is responsible for ensuring that the obstacle is correct before starting the phase.*



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## **19. JUDGING CONSIDERATIONS: (REINBACK POLES)**

- a. The judge(s) will consider the quality of entry and the halt transition, the fluidity of the horse's movements in backing up, and its response to the use of aids.
- b. The judge(s) will give a higher mark to a horse that picks up its feet during the rein-back than to one that drags its feet.
- c. The judge(s) will give a mark no more than 5 for touching any of the posts of the obstacle.
- d. The judge(s) will give mark a lower than 5 for knocking over a post.
- e. The judge(s) will give lower mark if the cup is not in the correct place.
- f. Failure to place the cup on the designated post will result in disqualification.





## 12. WATER DITCH

### 1. CONSTRUCTION:

- a. Dimension in the direction of travel should be a minimum of 1.5 metres (5 feet). Dimension across the direction of travel should be a minimum of 2.4 metres (8 feet).
- b. The ditch will have a maximum depth of 45 cm (18 inches). The shape of the surface bottom of the ditch should be safe for horses to travel through.

### 20. EXECUTION:

GAIT REQUIRED	L-L/Intro	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	N/A	N/A	C	C	C	C	C	C
Riding through a Water-filled Ditch	N/A	N/A	WC	WC	C	C	C	C

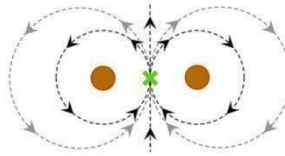
This obstacle is not used for Lead Line, Introductory or Preparatory.

### 21. JUDGING CONSIDERATIONS

- a. The judge(s) will consider the horse's confidence in approaching the ditch, how well the horse naturally encounters the obstacle without appearing to notice it, and demonstrates its familiarity with moving through without the need for major use of aids and exertion by its rider.
- b. The judge(s) will give a lower mark for hesitation.
- c. The judge(s) will give a mark lower than 5 if the horse steps backward before riding through the ditch.



## 13. TWO BARRELS



### 1. CONSTRUCTION:

Two barrels or similar equipment spaced 4-5 metres apart for Lead-Line to Elementary levels, and 3 metres apart for Medium through to Masters levels.

### 22. EXECUTION:

GAIT REQUIRED	L-L/Intro	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	W or T	W or T	C	C	C	C	C	C
Figure 8 between 2 Barrels	W or T	W or T	T	C	C	C	C	C

- To begin, the horse and rider will perform a circle around the first barrel as per course directives. If there are no course directives then it is rider's choice.
- Upon completing the circle, halfway between the barrels the horse will change bend and begin a circle of the same diameter around the second barrel.
- When the second barrel has been completed, the horse will pass between the barrels to exit the obstacle.
- As an option for the Advanced and Masters levels, the obstacle may also include performing the Figure 8 in reverse after the initial circuits in the forward direction. If this option is included, it must be indicated on the course map.
- At Lead Line, Introductory and Preparatory, the obstacle may be performed at the walk or trot. The judge will consider the additional difficulty of the trot when awarding marks.
- At Preliminary the obstacle must be performed at trot.
- At Novice the obstacle must be performed at canter, with trot-through transitions.
- At Elementary the obstacle must be performed at canter with walk-through transitions.
- At Medium and above, the obstacle must be performed at the canter with flying changes.



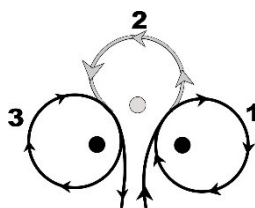
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### **23. JUDGING CONSIDERATIONS: (TWO BARRELS)**

- a. The judge(s) should consider correctness and attitude during the change of lead, the change of bend, the passage halfway between the barrels, the shape, symmetry, and precision of the circles, and the horse's response and action.
- b. If the change of lead does not coincide with the halfway point between the barrels even when it is performed with only a slight delay, the judge(s) may not give a mark of more than satisfactory (6). When the change is performed with more than a slight delay, the mark will be lower.
- c. The judge(s) will give a mark lower than 5 if the rider fails to perform the change of lead.
- d. The judge(s) will give a mark lower than 5 if a barrel is knocked over.



## 14. THREE BARRELS



### 1. CONSTRUCTION:

Three barrels or similar equipment arranged in the shape of an equilateral triangle with centre to centre spacing of 4 metres apart for Lead-Line to Elementary levels, and 3 metres apart for Medium through to Masters levels.

### 24. EXECUTION

GAIT REQUIRED	L-L/Intro	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	W or T	W or T	C	C	C	C	C	C
Figure 8 between 3 Barrels	W or T	W or T	T	C	C	C	C	C

- a. The barrels will be circled as per course directives and in the order in relation to the entry of the obstacle: If the barrel to the right is first, the barrel across from the entry will be second, and the barrel to the left of the entry will be third. If the barrel to the left is first, the barrel across from the entry will be second, and the barrel to the right of the entry will be third.
- b. The horse and rider enter between the barrels. They will perform a full circle around the first barrel of the entry. Upon completing a full circle around the first barrel, at the point halfway between the first and second barrels, the horse will change lead and perform a  $\frac{3}{4}$  circle of the same diameter around the second barrel.
- c. Upon completion of the  $\frac{3}{4}$  circle around the second barrel, at the point halfway between the second and third barrels, the horse will change lead and begin a full circle of the same diameter around the third and final barrel.
- d. Upon completing a full circle around the third barrel, the horse and rider will pass between the first and third barrel to exit the obstacle.
  - i. At Lead-line, Introductory and Preparatory the obstacle may be performed at walk or trot. The judge will consider the additional difficulty of the trot.
  - ii. At Preliminary the obstacle must be performed at trot
  - iii. At Novice the obstacle must be performed at canter with trot- or walk-through changes.
  - iv. At Elementary the obstacle must be performed at canter with simple (walk-through) changes.
  - v. At Medium and above the horse must perform Flying Changes.



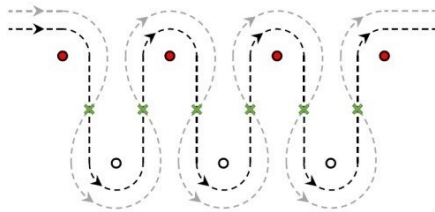
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## **25. JUDGING CONSIDERATIONS: (THREE BARRELS)**

- a. The judge(s) will consider correctness and attitude during the change of lead, the change of bend, the passage halfway between the barrels, the shape, symmetry, and precision of the circles, and the horse's response and action.
- b. If the change of lead does not coincide with the halfway point between the barrels even when it is performed with only a slight delay, the judge(s) may not give a mark higher than than satisfactory (6). When the change is performed with more than a slight delay, the mark should be lower.
- c. The judge(s) will give a mark lower than 5 if the rider fails to perform the change of lead or performs the lead poorly.
- d. The judge(s) will give a mark lower than 5 if a barrel is knocked over.



## 15. DOUBLE SLALOM



### 1. CONSTRUCTION:

- An odd number of vertical posts of 2 metres height. Minimum of 5 posts for Lead-Line to Elementary levels, and 7 posts for Advanced ~~and~~ **to** Masters levels.
- The posts will be arranged in two parallel lines. The lines will be staggered equally so that the first even-numbered post is set opposite the midpoint between the first and second odd-numbered posts.
- The distance between the lines and posts within a line will be 6 metres at Masters level and between 7–10 metres for lower levels.
- Posts will be set on a base, not sunk into the ground, to allow for 'give' in the event a horse contacts the post.
- Flags indicating side of entry are placed on the appropriate side of the first post. Flags indicating the exit are placed on the appropriate side of the last post.

### 26. EXECUTION:

GAIT REQUIRED	L-L/Intro	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	W or T	W or T	C	C	C	C	C	C
Double Slalom	W or T	T	T	T	C	C	C	C

- The horse will perform loops or half circles of consistent sizes around each post.
- Each change of direction, with lead change, should be done halfway between the two lines of posts. The horse's lead and bend should conform with the direction of the turn.
- At Lead-Line and Introductory the obstacle may be performed at walk or trot.
- At Preparatory and Preliminary the obstacle must be performed at trot.
- At Novice the obstacle must be performed at trot.
- At Elementary the obstacle must be performed at canter with walk-through changes.
- At Medium and above the obstacle is performed at canter with flying changes.



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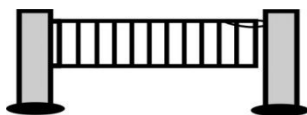
## **27. JUDGING CONSIDERATIONS: (DOUBLE SLALOM)**

- a. The judge(s) will consider the continuity of the action, harmony, and precision of the horse's movements; the rider's use of aids; precision of each part of the pattern; and the way in which the lead changes are performed.
- b. The judge(s) will give a mark lower than 5 if lead changes are not performed or the obstacle is performed in counter canter.
- c. The judge(s) will give a mark lower than 5 if one or more posts are knocked over.
- d. At Novice Level, if the rider canters instead of trotting, the judge(s) will give a mark lower than 5



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## 16. GATE



### 1. CONSTRUCTION:

- The gate is to be constructed such that the top of the gate and adjacent sides are a minimum of 1.3 metres above the ground and with minimum 2 metres between gate Poles. The gate should swing on hinges and have a latch that can be easily worked from horseback with one hand.
- The gate opens either to the left or right, in conformity to the layout of the course.
- The gate will be sturdy and provide a visual barrier.
- A constructed gate is required at Official competitions, but a rope with a loop on the opening end may be used in lieu of a solid constructed gate if a constructed gate is not available. The slack in the rope gate should not be excessive.

### 28. EXECUTION:

GAIT REQUIRED	L-L/Intro	Prep	Prelim	Nov	Elem	Med	Mast
Gait Between Obstacles	W or T	W or T	C	C	C	C	C
Gate	W	W	W	W	W	W	W

- The horse and rider will approach the gate at the prescribed gait, and transition to the walk at the approach.
- The horse will walk to the gate perpendicularly, and then move laterally to line up alongside the gate.
- With the horse at a square halt, the rider will lift up the latch of the gate, open the gate and walk through.
- The rider will close the gate.
- With the horse at a square halt, the rider will return the latch to the gate post.
- The rider should have control of the gate at all times.
- This obstacle may be performed in both directions as separate obstacles on a course.
- If the gate has not been closed after the previous competitor has left it open, the current rider may stop while the gate is closed, and then continue with a lower mark.





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## **29. JUDGING CONSIDERATIONS: (GATE)**

- a. The judge(s) should consider the horse's action, which should be fluid and without any hesitation. The horse should be aware of and participate in the opening and closing movements without showing any signs of insecurity or disobedience. The rider's action should be easy, precise, and free from hesitation.
- b. The rider should never lose control of the gate when performing the opening and closing movements. The judge(s) should penalize this fault with a mark of less than 5.
- c. The judge(s) should also penalize signs of insecurity evidenced by horse or rider or lack of continuity of the action with a mark of less than 5.



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## 17. PICKUP POLE



### 1. CONSTRUCTION:

- One open top, well-balanced, and lightly weighted barrel.
- Wooden, bamboo or metal pole, between approximately 2.4 and 3.5 metres in length. A wooden pole must have a diameter of 28mm. The 2.4 metre is suggested for Lead-Line, Introductory and Preparatory.
- The pole is placed in the barrel, butt end down. The tip end should be easily identified as such by a pronounced taper or distinctive colouring.
- The rider may request permission of the judge to adjust position of the pole. Adjusting the position of the pole without permission will be considered showing an obstacle to the horse and thus be grounds for disqualification from the phase.

### 30. EXECUTION:

GAIT REQUIRED	L-L /Intro	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	W or T	W or T	C	C	C	C	C	C
Pickup Pole	W	W or T	T	C	C	C	C	C

- This obstacle may be used in conjunction with Spear Ring and Deposit Pole and it is first in the sequence. When used in a connected series these obstacles may be scored as a single obstacle. If there are other obstacles encountered between them, then they are scored separately (e.g. if Pickup Pole and Spear Ring obstacles are performed in sequence, and another obstacle is performed before Deposit, then Pickup Pole and Spear Ring are scored as a single obstacle and Deposit Pole is scored as a separate obstacle).
- Horse and rider approach the barrel at the required pace for the level and retrieve the pole. The rider may circle the barrel while picking up the pole, though this is considered less difficult and will be judged accordingly.
- If the Pole is picked up butt end first then the Judge will give a lower score.
- If the pole is dropped before the Deposit barrel, the rider must dismount, retrieve the pole, and place the pole in the pickup barrel before remounting.
- If the pole bounces out of the Deposit barrel, the rider must dismount and place the pole into the Deposit barrel. Failure to dismount and retrieve the pole will result in disqualification.
- Exception: Riders at Lead Line, Introductory, Preparatory and Juniors will not dismount. A member of the Ground Crew will pick up the pole and hold it upright, butt end down, for the competitor to take hold and continue the obstacle.



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- g. If the pole has not been replaced after the previous competitor, the current rider may stop while the pole is replaced, and then continue with no penalty.
- h. At Lead-Line and Introductory the obstacle will be performed at walk only.
- i. At Preparatory the obstacle may be performed at either the walk or the trot. The judge will consider the additional difficulty of the trot when awarding marks.
- j. At Preliminary the obstacle must be performed at the trot.
- k. At Novice and above the obstacle must be performed at canter.
- l. To be awarded optimum score the horse must be travelling on the correct canter lead (right canter if rider is right handed, left canter lead if rider is left handed).

### **31. JUDGING CONSIDERATIONS: (PICKUP POLE)**

- a. The judge(s) will consider the way in which the horse approaches the obstacle, its reaction to the movement of the pole, and the relaxed manner in which the rider uses the pole.
- b. The judge(s) will give a lower mark for any alteration of the regularity of tempo or change of movement.
- c. The judge(s) will give a mark lower than 5 for knocking down the barrel or receptacle.
- d. If the rider drops the pole and does not dismount and replace the pole to continue the obstacle, it will result in disqualification. Exception at lower levels, where the rider remains mounted while the pole is given to them.
- e. If the rider is right-handed, the right canter lead will score higher than the left canter lead; if the rider is left-handed, the left canter lead will score higher than the right canter lead.



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## 18. SPEAR RING



### 1. CONSTRUCTION:

- One to three supports and rings with an inside diameter of 15 cm (6 inches). At the Masters level, a ring with an inside diameter of 10 cm (4 inches) may be used
- When multiple supports and rings are used, the supports will be of varying heights between 30cm and 1.5 metres. The supports should not extend significantly beyond the ring placed on them.
- Wooden, bamboo or metal pole, between approximately 2.4 and 3.5 metres in length with the tip end easily identified as such by a pronounced taper or distinctive colouring.

### 32. EXECUTION:

GAIT REQUIRED	L-L/Intro	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	W or T	W or T	C	C	C	C	C	C
Spear Ring	W	W or T	T	C	C	C	C	C

- The rider will spear the ring with the tip end of the pole at the required gait.
- This obstacle may also be used in conjunction with Pickup Pole and Deposit Pole and is placed between those obstacles.
- If the pole is dropped before the return barrel, the rider must dismount, retrieve the pole, replace it in the pickup barrel. The rider will remount and restart the obstacle. Failure to dismount and retrieve the pole will result in disqualification. Marks will be awarded for the first attempt at pole pickup and spear ring.
- Exception: Riders at Lead Line, Introductory, Preparatory and Juniors will not dismount. A member of the Ground Crew will pick up the pole and hold it upright, butt end down, for the competitor to take hold and continue the obstacle.
- If the ring has not been replaced after the previous competitor, the current rider may stop while the ring is replaced, and then continue with a lower mark.
- At Lead-Line and Introductory the obstacle will be performed at walk only.
- At Preparatory the obstacle may be performed at either the walk or trot. The judge will consider the additional difficulty of the trot when awarding marks.
- At Preliminary the obstacle must be performed at trot.
- At Novice and above the obstacle must be performed at Canter



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### **33. JUDGING CONSIDERATIONS: (SPEAR RING)**

- a. The judge(s) should consider the cadence, the evenness of the gait of the horse, and whether the horse maintains a natural and relaxed attitude while the rider spears the ring with the tip of the pole.
- b. The judge(s) will give a lower mark for a break or loss of fluidity in the horse's movement.
- c. The judge(s) will give a slightly lower mark for failure to spear the ring; however, the movement and confidence of the horse are considered more important criteria for this obstacle.
- d. The judge(s) will give a mark lower than 5 for hitting the obstacle base, whether or not the ring is speared.
- e. If the rider drops the pole and does not dismount and replace the pole in the barrel it will result in a disqualification. Exception for lower levels, who will be given the pole.
- f. The judge(s) will give a mark lower than 5 if the rider spears the ring with the butt end of the pole.
- g. If the deposit barrel is knocked over with the pole still in the barrel then the obstacle will be deemed fully executed but will result in a score lower than 5.



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## 19. DEPOSIT POLE



### 1. CONSTRUCTION:

- One open-top, well-balanced and lightly-weighted barrel.
- Wooden, bamboo or metal poles, between 2.4 and 3.5 metres in length. A wooden pole must have a minimum diameter of 28mm.
- The 2.4 metre pole is suggested for Lead-Line, Introductory and Preparatory.

### 34. EXECUTION:

GAIT REQUIRED	L-L /Intro	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	W	W or T	C	C	C	C	C	C
Replace Pole in Barrel	W	W or T	T	C	C	C	C	C

- Horse and rider approach the barrel at the required pace for the level and replace the pole, butt end down, in the barrel. The rider may circle the barrel while replacing the pole, though this is considered less difficult and will be judged accordingly.
- This obstacle is used in conjunction with Pick-up Pole and Spear Ring. See explanation on their relationship above in Pick-up Pole.
- If the pole is dropped or the pole bounces out of the barrel, or the barrel is knocked over before placing the pole in the barrel, or the barrel is knocked over and the pole comes out of the barrel, the rider must dismount, retrieve, and replace the barrel and pole into the correct position, then remount and continue the course. Failure to dismount and retrieve the pole will result in disqualification.
- Exception: Riders at Lead-Line, Introductory, Preparatory and Juniors will not dismount. A member of the Ground Crew will pick up the pole and hold it upright, butt end down, for the competitor to take hold and continue the obstacle.
- If the barrel falls over but the pole does not come fully out of the barrel, the rider is not required to dismount and reset the obstacle.
- At Lead-Line, and Introductory, the obstacle will be performed at walk.
- At Preparatory the obstacle may be performed at walk or trot. The judge will consider the additional difficulty of the trot when awarding marks.
- At Preliminary, the obstacle must be performed at trot.
- At Novice and above the obstacle must be performed at canter.



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### **35. JUDGING CONSIDERATIONS: (DEPOSIT POLE)**

- a. The judge(s) will consider the way in which the horse approaches the obstacle, its reaction to the movement of the pole, and the relaxed manner in which the rider places the pole.
- b. The judge(s) will give a score lower than 5 for knocking the barrel over.
- c. The judge(s) will give a mark lower than 5 if the pole bounces or falls out of the barrel after the rider has placed it there.
- d. If the pole does bounce or fall out and the rider does not dismount and place it in the barrel, the rider will be disqualified. Exception for lower levels who will be given the pole.
- e. The judge(s) will give mark lower than 5 if the rider places the pole in the barrel tip end down.



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## 20. THE BANK

### 1. CONSTRUCTION:

- a. The approach to the drop off may either be flat or an inclined ramp rising to about 30 to 60 cm. If an inclined ramp is used, the top of the ramp will be a level plateau and a minimum of 2 metres (6.5 feet) long in the direction of travel.
- b. A vertical drop of about 30 to 60 cm (1 to 2 feet). If an inclined ramp is used, the drop is located at the end of the plateau.

### 36. EXECUTION:

GAIT REQUIRED	L-L/Intro	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	N/A	N/A	T/C	C	C	C	C	C
Bank	N/A	N/A	<b>T/C</b>	T/C	C	C	C	C

- a. The horse will proceed through the obstacle at the prescribed gait and jump directly from the plateau to the ground in a fluid movement.
- b. The obstacle may also be used in reverse so that the horse jumps up.
- c. This obstacle is not used at Lead-Line, Introductory or Preparatory.
  - i. At Preliminary the obstacle may be performed at walk, trot or canter.
  - ii. At Novice the obstacle may be performed at trot or canter. A higher score will be awarded for canter.
  - iii. At Elementary and above the obstacle must be performed at canter.

### 37. JUDGING CONSIDERATIONS:

- a. The judge(s) will consider the horse's calmness, natural way of going, and confidence when entering the obstacle and its trust in the rider.
- b. The judge(s) will give a lower mark if the horse takes a long time to jump or appears unwilling to move forward (i.e. jump).
- c. The judge(s) will give a mark lower than 5 if the horse steps backward before descending or ascending the bank.





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## **18. THE SPEED PHASE**

The speed phase has been designed to demonstrate a rider's coordination and capacities of anticipation in addition to a horse's qualities of submission, speed, attention, and finesse. The obstacles should be performed as quickly as possible.

The scoring in this phase is based on the time taken to complete the course by the competitors, plus time penalties accrued through faults, less reductions for bonuses.

The phase is performed with all or several of the obstacles from the Ease of Handling phase, according to the course map. The order of the obstacles may be changed.

### **1. TIMERS**

- a. The event is timed from the moment the horse's nose passes between the start markers until the horse's nose crosses the finish markers. The start and finish markers may or may not be in the same place.
- b. The phase must be manually timed with a stopwatch by at least two people. In the event of a fault in the electronic system at any time, manual timing will be used.
- c. The fastest taken will be used as the official time. If one stop watch malfunctions, is not started properly, or is otherwise obviously inaccurate, the time recorded by the other stop watch will be the official time.

### **6. SPECIAL CHARACTERISTICS OF SOME OBSTACLES**

- a. The Stockyard is only to be performed in one direction.
- b. The Gate in the Speed phase will be a rope between two posts. The rope gate will conform to the dimensions outlined in the Ease of Handling description of the obstacle.
- c. Obstacles not included in the speed phase include the Billycan and the Solid Gate
- d. In Preparatory Bell Corridor the rider should halt momentarily to ring the bell, and then continue.
- e. In Preliminary the Jump obstacle may be done at trot or canter
- f. The same course with obstacles with special characteristics adjusted may be used for Preparatory.



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## 7. TIME PENALTIES AND BONUSES FOR THE SPEED PHASE

ERROR	DESCRIPTION	PENALTY
Knocking over or dislodging part of an obstacle		+5 sec
Uncorrected mistake	This includes failure to execute an obstacle	DQ
Exiting an obstacle at the non-exit end	This penalty relates to the Bell Corridor	DQ
Taking more than 15 seconds to begin an obstacle once approached.	This penalty applies to all obstacles.	DQ
Failure to salute the judge(s)	This applies to both before and after the phase.	+5 secs
Stockyard	Overstepping the side with all four feet	DQ
Gate	Failure to close gate	DQ
Side Stepping	Any leg stepping across the pole while negotiating the obstacle (each leg stepping over earns a penalty)	+5 sec
Pole obstacles (Pickup, Deposit)	Pole comes out of barrel, and is not retrieved	DQ
Knocking over the barrel after placing the pole	If pole stays in the barrel when knocked over, the rider does not need to dismount, and only the 5 second penalty applies.	+5 sec
	If the pole comes fully out of the barrel when it is knocked over, the rider must dismount, retrieve pole, reset barrel, place pole in barrel and remount, and the 5 second penalty applies. Failure to do so results in disqualification	+5sec/DQ
Knocking over barrel before pole is placed, without correction		DQ
Placing the pole tip end into the barrel		+5 sec
Spearing the ring and depositing it in the barrel with the pole		<b>-10sec. (bonus)</b>
Spearing the ring with the butt end of the pole (no bonus for spearing)		+5 sec
Water Ditch	Failure to ride through the ditch Jumping over the ditch without any of the horse's feet touching the water.	DQ
Bridge	At Elementary and below each trot or canter stride will result in time penalty of 30 seconds. At Medium and above competitors may canter the bridge.	+30 sec
At Preparatory 3 or more canter strides will incur a penalty of plus 20 seconds at each occurrence.	At 3 occurrences the combination will be disqualified	+20 sec first 2 times DQ 3rd time
At Preliminary three canter strides in an obstacle will incur penalty of +20 secs.	At 3 occurrences the combination will be disqualified	+20 sec first 2 times DQ 3rd time

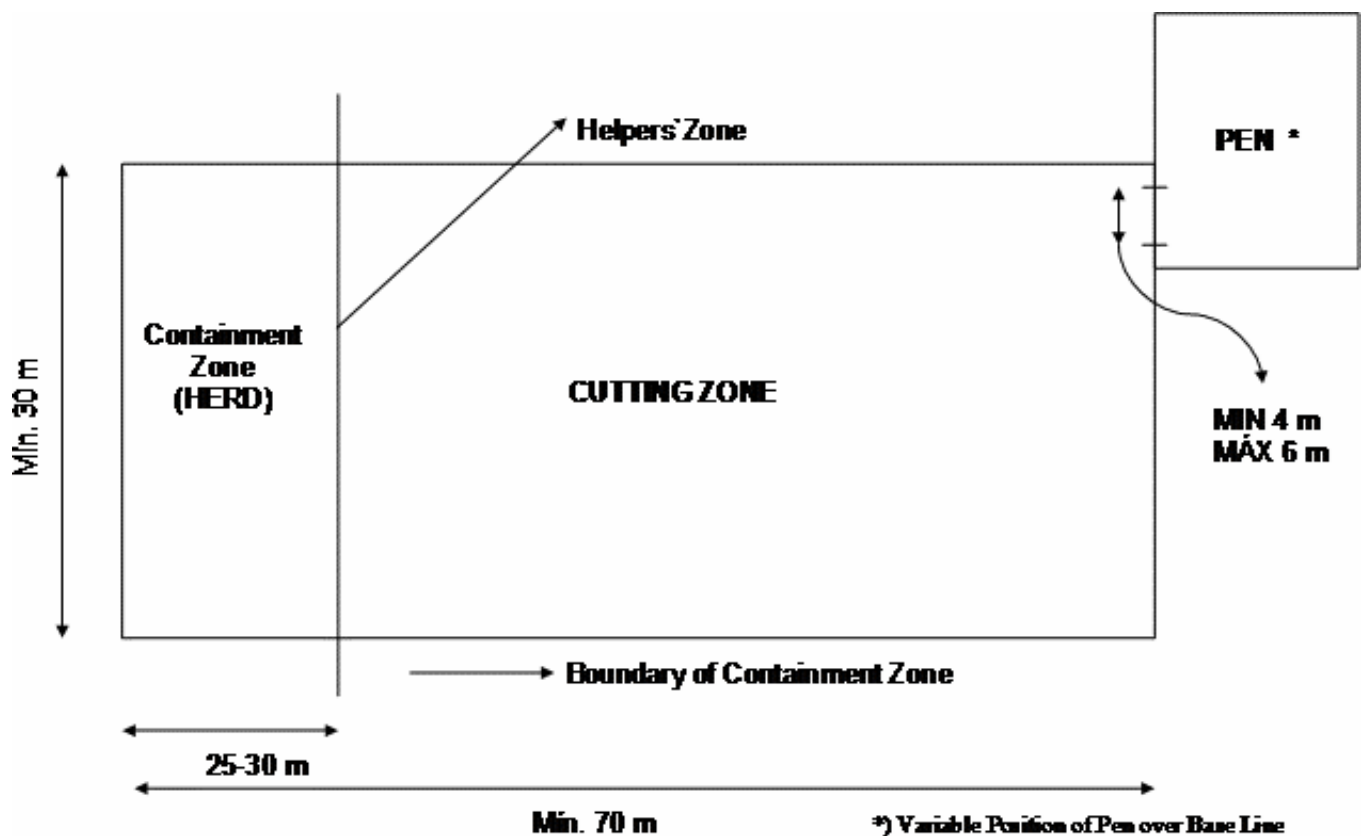


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## 19. THE CATTLE PHASE

### 1. COURSE AND SURROUNDING AREA

- The Cattle phase is conducted in a rectangle with a minimum size of 70m x 30m which must be flat and should be free from stones or objects which could endanger competitors or the animals involved.
- It is highly recommended that the surface be sandy. It may be of grass or compacted dirt provided that it is not too hard or slippery.
- All sides must be enclosed in order to ensure the safety of the animals and people. The use of containment pens for the cattle is recommended
- A diagram of a course is given below.





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## **2. THE PHASE DRAW**

- a. A draw for the teams will be done by the Event Manager prior to the beginning of the phase.
- b. The draw for the colour or number of animals to be separated will take place after all of the animals have been placed inside the containment zone in the presence of the Team Captains and Judge. Each member of the team is assigned a colour or number corresponding to a beast in the phase.
- c. A team consists of three or four riders. If there are four riders, the slowest time is not used.
- d. The time limit for separating and yarding a beast is 3 minutes. If this time is exceeded the competitor is disqualified and no points are awarded for that rider.

## **3. PERFORMANCE OF THE PHASE**

1. There are two options for the running of the phase.
  - a. The team enters the arena. The first allotted rider separates the beast in accordance with the order defined by the draw and herds them into a demarcated pen which is separate from the rest of the herd. The whole team then leaves the arena. Then the 2<sup>nd</sup> team enters and their first rider competes.  
  
After all teams have had their first rider compete, they start again with the second rider from each team. When the second rider from each team has competed, the third (and then 4<sup>th</sup> if present) member competes.

Or

- b. The team enters and each team member has their turn. Then the whole team leaves the arena.
2. As soon as the beast has been separated and herded outside the containment zone by the assigned rider, one or more of the other team riders may assist that rider to herd the animal to the demarcated pen at the other end of the arena from the containment zone.
3. The time limit for separating and yarding a beast is 3 minutes. If this time limit is exceeded, the competitor is disqualified and no points are awarded for that rider.
4. The time clock is activated when the nose of the horse of the rider performing the separation exercise crosses the line demarcating the herd containment zone.
5. The time clock is stopped as soon as the designated beast is fully herded into the pen and the rest of the herd is fully within the containment zone.
6. Competitors have 45 seconds to start after the bell has been rung by the Judge.
7. If a horse enters the pen with more than his head, neck and shoulders the rider will be disqualified.



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#### **4. RANKING**

- a. Riders are ranked on the basis of the time taken to perform the phase plus any penalty time added for committing faults. They are awarded points in accordance with their ranking.
- b. Because the Cattle phase is also a team event, teams are ranked for the phase based upon their performances in the phase. The ranking is determined by the sum total of the points accumulated by the top three riders of the team. The winning team will be the team with the highest number of points.

#### **5. PENALTIES**

The following penalties are added to the elapsed time for the individual rider's phase.

- a. A beast not being cut leaves the containment zone: +10 sec each occurrence (A beast that leaves the herd before its turn must be moved back to the containment zone).
- b. Rider other than the one responsible for cutting the beast crosses line into the containment zone: +10 sec each occurrence.
- c. If the elapsed time exceeds 2 minutes 30 seconds, the rider is disqualified.
- d. If a horse enters the pen with more than his head, neck and shoulders the rider will be disqualified.

#### **6. SAFETY OF HORSES AND CATTLE**

- a. A rider who behaves in such a manner as to endanger the safety of their mount or the cattle, will be eliminated from the competition.
- b. Any signs of injury or traces of blood caused by the rider will result in the competitor's elimination from the competition.

\*\*\*\*\* END OF DOCUMENTATION \*\*\*\*\*