

WEDU RULEBOOK V2©

2nd EDITION JULY 19, 2018



PLEASE NOTE: The logo depicted in this document is for example purposes only. It does not reflect the logo that will be developed for WEDU under the guidance of the member elected Committee.

This is an evolving document which is subject to change, and will be governed by version control.

All positive comments and suggestions are most welcome.

VERSION CONTROL: The following versions have been published and the 2nd Edition is current:

1 st Edition 26th June 2018	Addition to rules regarding horse's age per level
2 nd Edition 19th July 2018	Addition to rules: 3.8 Approved Bits in Levels Clarification of One Horse/One Rider rule see 5.1 (C)

INTRODUCTION

Working Equitation was originally developed to demonstrate in competition, the equestrian skills of the working horseman. The sport is governed internationally by the World Association for Working Equitation (WAVE). The sport was initially developed upon the southern European cattle traditions and as such, it is rooted in the equestrian techniques of the cultures of that region but has also developed as a global sport to embrace the various traditions unique to other countries, especially in tack and attire.

WEDU's goal is to preserve and promote classical training and horsemanship practices together with Australian working cattle traditions.

Working Equitation at the highest levels principally uses two gaits: the walk and the canter. Allowance is made at the lower levels for the trot as a training gait to condition horse and rider to ultimately progress to a well-balanced, collected canter. Riders at the upper levels are required to use a single hand while riding. At the lower levels allowance is made for two hands. The sport's ideals of walk/canter and one-handed riding, as well as the horse/rider in a good frame with balance and collection, are always to be kept in mind when considering these Rules.

The following regulations define the rules governing Working Equitation in Australia. No deviations from these published Rules shall be permitted in WEDU competitions.

In the event a situation arises that is not specifically addressed in these Rules, such as conflict resolution, Equestrian Australia (EA) General Rules shall govern how the matter is to be resolved.

These rules have been developed from many sources, both domestic and international.

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1.0 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 included for team competitions and is encouraged when facilities allow. The four phases are further described as:

1.1 DRESSAGE

Dressage tests are ridden at each level and test forms are available in Appendix A or at www.wedui.com.au. Each movement is given a numerical score from 0-10, and collective marks are given for paces, impulsion, submission and rider aids. The dressage tests are designed to evaluate the horse and rider and to be an assistance in training. The movements at each successive level build upon movements of the previous level(s) and coincide with the type and difficulty of movements expected in the Ease of Handling and Speed phases at the corresponding levels.

1.2 EASE OF HANDLING

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

1.3 SPEED

The obstacles used in the Ease of Handling phase are ridden at speed with no evaluation of style or movement. Individual scores are based on elapsed time through the obstacles with time penalties added for mishandled obstacles. 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.

1.4 CATTLE

This phase tests the ability of the horse and rider to work, individually and as a team, with cattle. The test is performed with a team of 3 or 4 riders. 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. As this is a timed event, there are time penalties for course errors.

2.0 PERFORMANCE LEVELS

The following levels have been designed to take horse and rider combinations through set tests which WEDU believes will provide a clear training scale, to help combinations move through the levels. The tests start at Lead Line and progress steadily all the way to Masters.

All levels consist of a Dressage, Ease of Handling (EOH) and Speed Phase which are compulsory, with the exception of Lead-Line which has two phases only – Dressage and EOH. A Cattle phase (when offered) is optional, and is for team events only.

2.1 LEVEL 1 – LEAD LINE



This level is to introduce the working equitation sport to children and beginner riders in a safe environment.

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.

This level is ridden at walk and trot only. All Lead-Line riders must wear an approved ASA helmet. There is no speed phase for this level.

The horse must be at least four years of age.

2.2 LEVEL 2 – PREPARATORY



The Preparatory level is designed to introduce the sport of Working Equitation to riders and horses. The Preparatory Dressage phase tests the horse and rider combination's competence at performing basic dressage figures, and while the horse is not required to be necessarily on the bit, correct geometry while maintaining a steady contact and rhythm must be shown. Walk and trot are required in the Dressage phase. Halts may be performed through walk.

In the Ease of Handling phase, obstacles are performed at walk and trot. Canter will be considered a break in gait and will be penalised.

Two hands must be used predominately on the reins during the Dressage and Ease of Handling phases, and trot may be performed sitting or rising, with no preference in scores.

The speed phase is to be ridden at walk or trot only. More than 3 canter strides will incur a penalty of plus 20 seconds at each occurrence. 3 occurrences and the combination will be eliminated

The cattle phase is offered to Preparatory riders provided the rider supplies a certificate of competence for the combination of horse and rider from their working equitation club, or other cattle disciplines that they may have competed in, such as team penning, cutting, reining, and may be performed at the walk, trot or canter.

The horse must be at least three years of age.

2.3 LEVEL 3 – PRELIMINARY



The Preliminary Dressage phase tests a competitor's ability to demonstrate correct basics and geometry. The horse should be showing roundness and acceptance of the bit and aids. Canter is required in the Dressage phase.

In the Ease of Handling phase obstacles will be performed at trot, with canter between each obstacle. The horse should be supple and move freely forward in a clear, balanced rhythm in all three gaits of walk, trot and canter, with an even tempo and accepting steady contact with the bit. Lead changes in the Ease of Handling phase are expected to be canter/trot/canter.

Two hands must be used predominately on the reins during all phases.

The horse must be at least four years of age.

2.4 LEVEL 4 – NOVICE



The Novice level lateral movements are introduced in the dressage test such as leg yield. Canter is required both between the obstacles and in the obstacles. Lead changes in the Ease of Handling phase may be simple changes i.e., canter/trot/canter or canter/walk/canter.

Ridden predominately with two hands.

The horse must be at least four years of age.

2.5 LEVEL 5 – ELEMENTARY



The Elementary level is designed to prepare competitors to compete at the upper levels. The Elementary level consists of the Dressage, Ease of Handling, Speed, and (when offered) Cattle phases.

The Dressage phase introduces more advanced movements which may include turn on the haunches, walk pirouette, half pass, and simple changes of lead in canter. Canter is required in the Dressage and Ease of Handling phases. The horse should be reliably on the bit and demonstrate a higher degree of bending, straightness, engagement, and balance than at Novice level. Lead changes in both the Dressage and Ease of Handling phases are expected to be simple changes (canter/walk/canter).

Ridden predominately 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.

2.6 LEVEL 6 – MEDIUM



This level is designed to prepare horses and riders to compete at the higher level. The Medium level consists of the Dressage, Ease of Handling, Speed, and (when offered) Cattle phases.

Canter is required in the Dressage and Ease of Handling phases. The horse should remain reliably on the bit, showing a clear uphill balance and lightness as a result of improved engagement and collection. Changes of lead at canter must be flying changes.

Riders may choose to execute an obstacle one-handed in preparation for higher levels.

The horse must be at least 5 years of age.

2.7 LEVEL 7 – ADVANCED



This upper level is designed to prepare horses and riders to compete at the international standard. The Advanced level consists of the Dressage, Ease of Handling, Speed, and (when offered) Cattle phases.

Canter is required in the Dressage and Ease of Handling phases. The horse should remain reliably on the bit, showing a clear uphill balance and lightness as a result of improved engagement and a higher level of collection. Changes of lead at canter must be flying changes.

One hand must be used on the reins during all phases.

The horse must be at least 5 years of age.

2.8 LEVEL 8 – MASTERS



Masters is the highest level and equals the WAVE international standard. The horse and rider should demonstrate harmony and coherence as a pair. The Masters level consists of the Dressage, Ease of Handling, Speed, and (when offered) Cattle phase.

Canter is required in Dressage and Ease of Handling phases. The horse should remain reliably on the bit, demonstrating a high degree of collection and engagement and the ability to stylishly and regularly manoeuvre with rhythm and precision. Changes of lead at canter must be flying changes and one hand must be used on the reins at all times during all phases.

In order to ride at the Masters level, competitors must qualify by one of the two criteria listed below:

- Horse and rider combination must have competed in at least club level competitions under different judges at the Advanced level, and:
- Satisfactorily completed all three phases at the qualifying competitions;
- Scored a minimum of 62% in each of the Dressage and Ease of Handling phases at the qualifying competitions.

The horse must be at least six years of age.

2.9 LEVEL ADVANCEMENT REQUIREMENTS & CONDITIONS

A rider will initially select the level they believe is most appropriate for the horse and rider combination when they enter their first competition. A rider may select any level from Preparatory 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 as this establishes the horse and rider combination performance level.

A 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 62% at the higher level in three competitions under at least two different judges, they are established and registered in this level effective immediately upon earning the third qualifying percentage.
- Until earning the three qualifying scores, a horse and rider combination may elect to move back to the previous lower level.

Once a horse and rider combination is registered as established at a given level, that horse and rider combination may not compete at any level lower than that level, except in *Hors Concours*.

3.0 TACK AND ATTIRE

3.1 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. Natural or authentic bosal hackamores, consistent with the declared tack and attire, are allowed. Side-saddles, consistent with the declared tack and attire, are allowed.
- C. Riders must present themselves and their horses in a neat, clean, orderly manner appropriate for a horse show.
- D. Mixing of styles in tack and attire is not allowed, with the exception of bits.

3.2 GENERAL ALLOWANCES AND PROHIBITIONS FOR TACK AND ATTIRE

- A. Entries must use the same tack or and attire throughout the 3 phase competition in all phases and in the warm up arena. Changes in clothing are allowed provided the attire remains of the same tradition and style throughout the competition. Saddle may be changed for the cattle phase.
- B. There is no penalty for the use of protective headgear or a protective safety vest for the rider in any class. All competitors under the age of 18 must wear an Equestrian Australia approved safety helmet with chin strap fastened when mounted.
- C. The EA safety helmet standards must conform with one of the current approved safety standards:
 - Current Australian standard AS/NZS 3838 (2006 onwards) provided they are SAI Global marked.
 - New Australian standard ARB HS 2012 provided they are SAI Global marked.
 - Current Australian standard ASTM F1163 (2004a or 04a onwards) provided they are SEI marked.
 - Current Australian standard SNELL E2001.
 - Current British standard PAS 015 (1998 or 2011) provided they are BSI Kitemarked.
 - Interim European Standard VG1 (01.040: 2014-12) with or without BSI Kitemark.

Please see <http://www.equestrian.org.au/news/ea-statement-helmet-standard> for information.

- D. Spurs, if worn, must be blunt.
- E. EA bridle numbers must be worn at all times when a horse is being exercised or ridden. Please enquire with EA for your bridle number.
- F. Stallions must wear a green disc or a green bridle number holder as per EA rules.

3.3 REGULATIONS RELATED TO BRIDLES AND BITS

- A. Any cavesson/noseband must be adjusted to allow room for the width of two fingers placed sideways.
- B. Western bits please refer to the EA/FEI reining rules <http://www.equestrian.org.au/reining>.
- C. Please refer to 3.8 – Approved Bits in Levels for clarification of bits allowed in all levels.
- D. The following bits are not allowed:
 - Gags, twisted wire, chain, elevator, western shank bits with a shank longer than 21.5cms and with a port 8.9cms, and any other bit considered inhumane as determined by the judge.

3.4 HOOF BOOTS, WHEN USED IN LIEU OF A HORSESHOE, ARE ALLOWED

- A. The use of leg protection for horses is regulated as follows:
 - Wraps (bandages), protective boots, and bell boots are not permitted in the Dressage phase.
- B. Protective boots and bell boots are permitted in Ease of Handling, Speed, and Cattle phases but not Wraps (bandages).

3.5 FLY HOODS

- A. Fly Hoods (ear covers) are permitted for competitions in order to protect horses 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.

3.6 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 200 cm² 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 (used with permission of riding club/farm/business owner), 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 or publicity is permitted on saddle cloths, horses, or riders.

3.7 CROPS/WHIPS

- A. At the Preparatory through to Medium levels, a crop or whip which does not exceed 1.2 metres in length, including any lash, is allowed in both dressage and Ease of Handling, and may be used by the rider as an aid. Pony whip must not exceed 1 metre.
- B. 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.

3.8 APPROVED BITS IN LEVELS

- A. Preparatory, Preliminary, Novice and Elementary are required to be ridden predominately two handed, and therefore are only allowed to use bits and bridles deemed legal by EA or WEDU rules. Double bridles are not allowed at these levels.
- B. Shank bits (without nosebands) and Double bridles may only be used from Medium Level upwards
- C. For a comprehensive list of approved bits, please see Equestrian Australia/Dressage Australia link:

http://www.equestrian.org.au/sites/default/files/Equestrian_Australia_Equipment_Annex_Version17.pdf

The Equestrian Australia Equipment Annex

And the BitBank link:

<https://www.bitbankaustralia.com.au/allabouthorsebits/new-ea-dressage-approved-bits/>

- D. In addition to the general rulings above, the following bits are allowed:
 - A snaffle is a bit without leverage action, a shank or curb chain. It may be jointed or unjointed. Maximum of two joints on the mouth piece.
 - Ring shapes allowed; loose ring, eggbutt, dee, western dee, tom thumb, FM cheeks, eggbutt cheeks.
 - 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.
 - 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.
 - All parts of the mouth piece must be rounded and smooth i.e., not corrugated, ridged, twisted, angled or sharp.

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- Hanging cheek or Baucher rings are allowed with mouth pieces as per snaffles. Please note these bits do NOT have leverage action.
 - Other bits allowed with mouth pieces as per snaffles described above. Spanish snaffle with or without curb chain, Kimblewick (Kimberwick) with or without curb chain, Military Pelham and Pelhams. (Note: these are not a double bridle bit). The mouth piece of these bits must not slide up and down. These bits may only be used with a Cavesson noseband or no noseband.
 - Pee wee bits are allowed.
 - Double bridles including the bit (curb) and bridoon (snaffle) as per EA Dressage Rule.

3.9 PROHIBITED EQUIPMENT

- A. The following equipment is prohibited: Mechanical hackamores; tie downs; tongue ties; martingales of any kind; halter with lead rope; studded, chain, metal, or rope cavessons/nosebands; metal core nosebands or hackamores, studded, spiked curb/chinstraps; serrates; bearing, side, draw, or balancing reins; blinkers; tail wraps; earmuffs or ear plugs and leg bandages.
- B. Electronic communication devices, headphones, earphones, electronic entertainment devices, etc. are prohibited in the competition arena. Such devices may be used in the warm up arena.

3.10 ENGLISH TACK AND ATTIRE

ENGLISH ATTIRE

- A. English-style coat of tweed or a conservative colour with tie, choker, or stock tie. A pin is optional. Contrast colouring and piping is allowed on the coat.
- B. Breeches or jodhpurs. White or light-coloured are encouraged.
- C. Black, brown, or natural-coloured riding 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.
- D. English hat or protective headgear.
- E. English-style riding gloves of a conservative colour are optional.

ENGLISH TACK

- A. An English type saddle with English style stirrups or safety stirrups and English girth. An English type saddle may be constructed with or without a tree but cannot have a horn.
- B. English style saddle pads are optional, but should be white or of a single conservative colour. Contrast piping of a conservative colour is allowed on the pad.
- C. Breastplate, neck strap, and/or crupper in the English- style are optional.
- D. English style snaffle, double, or bitless bridle or side-pull made of leather or leather like material with reins and a headstall is required. A cavesson/noseband is permitted, not required. Acceptable cavessons/nosebands include a regular cavesson, a dropped noseband, a flash noseband, a crossed noseband, or a crescent noseband. A padded cavesson/noseband and crownpiece are allowed. Any cavesson/noseband must be adjusted to allow room for the width of two fingers placed sideways. A browband is required, and except for the parts that attach to the headpiece, is not required to be made of leather or leather like material. 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 curb chain are encouraged.
- E. Please see 3.8 - Approved Bits in Levels.
- F. A hogged, pulled, or braided mane as consistent with the breed of horse and/or tack/attire is recommended. A braided, pulled, cut, or knotted tail is optional.

3.11 STOCK HORSE TACK AND ATTIRE

STOCK HORSE ATTIRE

As per ASHS rules. Please refer to www.ashs.com.au for correct attire and tack.

3.12 CLUB ATTIRE

As per club rules – please refer to your club for correct attire.

3.13 WESTERN TACK AND ATTIRE

WESTERN ATTIRE

- A. Buttoned or snapped, collared, long-sleeved shirt of a Western style. A Western style vest and/or jacket, necktie, bandana, bolo tie, scarf, or pin are optional.
- B. Denim, imitation-denim, or solid-coloured pants.
- C. Chaps, and chinks, or 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. Western-style riding gloves are optional.

WESTERN TACK

- A. A Western style saddle with a Western cinch. Saddles may be with or without a tree. Western style stirrups or safety stirrups appropriate for the style of the saddle are required. A coiled lariat and/or hobbles attached securely to the saddle, saddle bags of the Western style are optional.
- B. A Western-style saddle pad.
- C. Any Western-style bridle, bitless bridle, or bosal with reins and a headstall may be used. A Western cavesson/noseband is optional for bitted bridles. Any cavesson/noseband must be adjusted to allow room for the width of two fingers placed sideways.
- D. If a bitted bridle is used, a snaffle or other common bit not prohibited in these rules is acceptable. Flexible rubber or synthetic mouthpieces are permitted.
- E. Please see 3.8 - Approved Bits in Levels.
- F. Natural unbraided manes and tails are allowed. A hogged or braided mane as consistent with the breed of horse and/or tack/attire is optional. A braided, pulled, cut, mud-knotted, as consistent with the tack/attire or breed of horse is optional.

3.14 OTHER ALLOWANCES FOR TACK AND ATTIRE ARE AS FOLLOWS:

- 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. Preparatory through advanced levels: For Horse/Rider combinations at the Preparatory through Advanced levels, riders may compete in the functional working turnout of either Club attire, Western tack/attire, English tack/attire, or attire specific to a traditional and documented tack/attire of a country or breed of horse.
- C. Masters level riders from another country may compete in the tack and attire that is customary and documented for their country.

3.15 MASTERS LEVEL RIDERS AND RIDERS COMPETING FOR OR ON THE NATIONAL TEAM

- A. For horse and rider combinations competing at the Masters level or on the National Team, tack and attire is required to be of the National Costume. The National Costume is designed to reflect and honour the Australian cattle working traditions, as is consistent with the sport on an international level.
- B. The national uniform will be decided once the official WEDU committee is voted in.

3.16 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. If violations of tack or attire are observed in the warm up arena by a show 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. 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.
- C. Gear Stewards appointed by competition management must check saddlery and inspect bits and spurs on both sides of the horse at the beginning and conclusion of each phase (if possible).

4.0 OFFICIAL COMPETITION BODIES AND TECHNICAL OFFICERS

4.1 SHOW MANAGER

The Show Manager is responsible for the management of the Working Equitation competition. The Show Manager ensures that all necessary show personnel are in place and properly trained and ensures the Ease of Handling and Speed courses are designed.

RIGHTS of Show Manager

Show Managers have the right to manage and establish the specific terms of the organisation of a Working Equitation competition, provided they are members of and abide by all WEDU requirements.

DUTIES AND OBLIGATIONS of Show Manager

- A. All competition committees have the duty to arrange good technical, sporting, and humane conditions, required for the smooth performance of the competition.
- B. A separate lunging area must be provided.
- C. All competitions must provide a safe warm up area which could contain practice obstacles.

WARMUP ARENA

- A. The warmup arena is an area designated as a warm-up zone in which riders prepare their horses before entering the arena and in which riders who have competed in a phase can cool down and/or relax their horses.
- B. The warmup arena and use thereof is controlled by a gear Steward.
- C. All competitors must be polite in dealing with the gear Steward, whose summons they must respect, whenever requested.
- D. Only competitors who are on horseback and designated trainers and handlers who have signed liability releases are allowed in the warmup arena. The presence of any people other than the competitors, trainers, or handlers of the horses being prepared is forbidden.
- E. The warmup 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 any kind of exuberance or horseplay which may prejudice the competitors is prohibited.
- F. The gear Steward shall immediately inform the Head Judge of any failure to comply with the above Rules.

4.2 JUDGE

- A. All persons appointed and accredited by WEDU are considered to be judges. WEDU may also accept judges from other bodies to judge at individual competitions.
- B. 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 simply as jury officers.
- C. Number of Judges: When more than one judge officiates at a competition, the scores are averaged to determine the official score for the phase.
- D. Judges are entitled to a comfortable and isolated position from which to perform their function.
- E. Judges can be assisted by one or two pencillors during the phases.

DUTIES AND OBLIGATIONS of Judge

- A. All judges, and particularly the Head Judge, must ensure that these Rules are complied with in full.
- B. The Head Judge is the competition's maximum authority and is responsible for ensuring compliance with the technical and sporting conditions required for the smooth performance of the phases.

POSITION of Judge

- A. Judges, during their assessment of the phases, should be positioned as closely as possible to the courses.
- B. Where multiple judges comprise a jury, the following arrangements apply:
 - 1) In the Dressage Phase, the judges' tables are positioned in such a way as for the Head Judge to be located at C.
 - 2) Taking into account the letters of the rectangle for the Dressage Event established by FEI, the jury shall be seated as follows: the Head Judge at C (centre) and the other jury officers based on seniority at the end of the short side right of C (denoted H on the scorecard), at the end of the short side left of C (denoted M on the scorecard), at E (centre right), and at B (centre left).

- 3) In the Ease of Handling phase, the judges must be spread out over the whole of the course providing them with an overall view of the exercises. 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.
- 4) In the Speed Phase, the Head Judge may be seated at the Jury Table and the other jury officers spread out over the whole of the course.
- 5) In the Cattle Phase, the Head Judge may be seated at the Jury Table with the other jury officers being positioned on the lines demarcating the paddock.

CONFLICTS OF INTEREST of Judge

- A. Individuals who may not compete under a judge include:
 - 1) A horse owned or leased by a judge.
 - 2) 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.).
 - 3) No employer or employee of a judge.
 - 4) Exception: The Conflict of Interest rules shall not apply if the rider applies to ride *Hors Concours*. Such rides will be for schooling purposes. The judge shall 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. The rider shall be given their score sheet, but their score shall not be posted publicly. Show committee may deny the request to ride *Hors Concours* if the number of riders makes such a request a burden on the competition.
- B. A judge must notify show committee of any conflict(s) of interest that may arise.

4.3 GEAR STEWARD

A Gear Steward is required at all competitions.

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 competitors' entry numbers.
- 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.

4.4 COURSE DESIGNER

The Course Designer is engaged by the Show Manager to design the Ease of Handling and Speed phase courses.

DUTIES AND OBLIGATIONS of Course Designer

- A. The Course designer shall 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.
- B. The Head Judge has the right to alter the course.
- C. The course designer is not constrained from serving in another official capacity during the competition.

4.5 EMERGENCY MEDICAL PERSONNEL

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

5.0 RULES REGARDING THE PHASES

5.1 RIDERS

Competitors taking part in any Working Equitation competition shall be considered Riders.

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. A horse must be ridden only by the competitor whilst on the competition grounds.
- C. Only one horse and one rider combination may enter one level in a competition, with the exception of:
 - Lead-Line, whereby the horse can be ridden twice, e.g., Lead-Line plus Preparatory or above
 - In the Cross Nations Cup (CNC) which WEDU is a member nation. The reason for this exception is that there may not be enough loan horses for overseas competitors hence, the horse may be ridden by one Australian and one international rider, or two international riders.
- D. 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 low and appropriate time slots would not be available. Only two horses may be entered into one level.
- E. A rider must declare their intention to ride either *Hors Concours* or left handed when entering the competition.
- F. All Riders have a right of protest and appeal on the issues covered by WEDU Rules with a fee of \$50.00.
- G. All Riders are entitled to receive a reply to their protest or appeal, in writing, under WEDU Rules.
- H. Riders are entitled to request the Dressage and Ease of Handling scoresheets at the end of each phase, provided that the results have been posted.
- I. 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).
- J. We welcome para-equestrians.
- K. A rider must present a letter from a doctor to be given exemptions.

DUTIES AND OBLIGATIONS of Riders

- A. Riders are obliged to register correctly, under penalty of not being allowed to compete at the competition.
- B. 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.

5.2 TRAINERS AND HANDLERS

Trainers are defined as persons who give lessons or technical sporting advice to the competitor and/or instruct the horse or rider/horse in question. Grooms are defined as persons who assist in caring for and preparing the horse at a competition.

- A. Each rider is entitled to bring a groom and a trainer who may be present in the zones adjacent to the arena (Stable Area and warm up).
- B. Trainers and handlers may not, under any circumstances, speak to the judges or officers during the performance of the phases.

5.3 ENTRY ORDER

- A. The competition secretary is responsible for posting the Entry.
- 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. 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 reverse to the placings at the time of the phase.
- E. The Draw of the Dressage phase may be maintained 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 and 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 are 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 are 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.

5.4 INQUIRIES, PROTESTS, AND APPEALS

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.

PROTESTS: 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, are 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. The protest shall be delivered to the Competition Secretary.

- A. A Protests Committee shall be designated for all competitions. The Protests Committee shall consist of the Head Judge, jury and the Competition Manager.
- B. Time limits for protests. Protests shall be filed within the following time limits:
 - 1) Concerning the eligibility of a horse or a competitor, not later than one hour before the start of the relevant competition.
 - 2) Concerning the condition of the Dressage arena, not later than one hour before the start of the relevant competition.
 - 3) 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.
 - 4) Concerning irregularities or incidents during the competition, or scoring (except errors as noted below), as soon as possible, and not later than 30 minutes after the publishing of the results of the relevant test.
 - 5) Concerning mathematical or transcription errors, not later than one hour after the posting of results.
- C. The Protests Committee must issue a ruling on the protest within two hours of the appeal being submitted. If the protest is upheld, the Protests Committee shall post a statement to that effect and correct the posting of any scores and/or results affected by the ruling. 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 shall be refunded to the appellant.
- D. If the protest is denied, the appellant shall forfeit the \$50 deposit.

5.5 LIMITATIONS

A. 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.

B. 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.

6.0 MARKS AND SCORING SYSTEMS / POINTS

6.1 MARKS FOR DRESSAGE AND EASE OF HANDLING

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	

6.2 SCORING FOR DRESSAGE, EASE OF HANDLING, SPEED AND CATTLE PHASES

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

- A. The number of competitors shall be determined by the entries at the start of the competition (entries scratched prior to the first competitor entering the arena shall 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	So with 30 competitors the points would be as follows:
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 shall 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 in or withdrawn from a phase shall receive 0 (zero) points for that phase.
- F. Competition Placing: The placing of competitors in the competition is according to the following tiered calculation:
 - 1) Number of phases in the competition completed without disqualification, elimination, or withdrawal, with those who completed more phases placing higher.
 - 2) Number of points earned in the competition phases.

- 3) 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.
- 4) Entries eliminated from a competition are not eligible for any award, and they will not receive any points for any completed phases.
- 5) There shall be no ties in the Final Placing of the competition. If tied in competition points, the tie shall be broken as follows:
 - The higher score in the Dressage phase places higher; if still tied, then,
 - The higher score in the Ease of Handling phase places higher; if still tied, then,
 - The fastest final Speed phase time (total time plus penalties minus bonuses) places higher,

until a Champion is awarded.

G. **SPEED PHASE**

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

H. **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.

I. **TEAM POINTS**

There may be two team awards. One for 3 phase and one for 4 phase (which includes cattle if applicable).

- 1) Scoring for teams will be done in a separate spreadsheet from the individual competition calculations.
- 2) The team's total score is determined by adding the best three results the team members earned in the individual phases and where applicable plus the Cattle phase.
- 3) There shall 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.

6.3 AMENDMENTS TO JUDGES' SCORE SHEETS AND NON AWARD OF POINTS

- A. All amendments or erasures made by a judge on their score sheet must be properly initialled by the issuing judge. If this is not done, the secretary shall 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 shall send the scorecard back to the Head Judge for the scorecard 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 shall not enter the referred to score and shall inform the Head Judge, who shall call a judges' meeting to clarify the situation or determine the validity of the zero score at the Head Judge's discretion.

6.4 PRIZES

Prizes are awarded at the discretion of show organisers.

Prizes in the form of ribbons must be awarded, at minimum, for the top three overall places for every class at all competitions. Awarding prizes for individual phases is encouraged.

7.0 GENERAL DISQUALIFICATIONS AND ELIMINATIONS

7.1 ALL INDIVIDUAL PHASES

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.

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.

There shall be no option for appeal in the case of disqualification or elimination for either blood or lameness.

The Judge shall ring the bell immediately to notify the competitor of the reason for disqualification or elimination of the competitor.

The following table lists the causes for general disqualifications (DISQ) and eliminations (ELIM).

	CAUSE FOR PENALTY	PENALTY
1.	Entering the dressage arena before the bell rings, or beginning the phase before the bell rings	DISQ
2.	Taking more than 60 seconds to start the phase after the bell has been rung	DISQ
3.	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
4.	At the Advanced or Masters levels, touching the horse's neck in front of the reins	DISQ
5.	At the Advanced or Masters levels, touching or brushing the reins with the free hand in front of the hand holding the reins or using the free hand to provide any form of assistance	DISQ
6.	Touching the horse with the riding crop or using the riding crop to provide any form of assistance (Advanced and Masters levels only)	DISQ
7.	All faults in respect to tack and attire If the rider corrects the tack/attire for later phases they may compete in those phases	DISQ
8.	Fall of rider	DISQ
9.	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
10.	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

	CAUSE FOR PENALTY	PENALTY
11.	Use of substances to camouflage open wounds	DISC
12.	Blood on a horse that is the result of existing wounds opening, insect bites, or fresh wounds not apparently from abuse or mistreatment	DISC
13.	Blood on any part of a horse's body caused by the bridle, spurs, crop/whip, or other wounds apparently from abuse or mistreatment	ELIM
14.	<p>Horse exhibits signs of lameness</p> <ol style="list-style-type: none"> 1. The rider shall be disqualified from the phase for which they are presented or competed if the lameness was discovered and from subsequent phases. 2. If the competitor has previously completed in phases before the phase for which the lameness was discovered, the previous scores will stand and the horse is not eliminated from the competition 	DISQ
15.	Rider mistreats the horse	ELIM
16.	Abusive behaviour towards other competitors, ground staff, show committee, judges etc.	ELIM

7.2 DISQUALIFICATIONS FOR THE DRESSAGE PHASE

- A. Overstepping any of the sides of the rectangle with four legs in the case of full rectangles. If not a full rectangle (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 rectangle.
- B. Refusal to move forward for a period of more than 15 seconds.
- C. Failure to comply with the sequence of movements or correct a course error.
- D. Three course errors.

7.3 DISQUALIFICATIONS FOR THE EASE OF HANDLING AND SPEED PHASES

- A. A course error is an error in the manner of approaching an obstacle or performing the obstacles out of sequence, i.e., when the competitor:
- 1) Starts to perform obstacle (x + 1) without having completed obstacle x;
 - 2) 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;
 - 3) Does not perform the correct movements within the obstacle;
 - 4) Does not pass between the obstacle's exit flags (if the obstacle has them).
- B. An error is considered made and subject for disqualification when a competitor begins to perform the next obstacle without:
- 1) Having first corrected their execution of the previous obstacle;
 - 2) Having performed the previous obstacle.
- C. Failure to perform obstacles, including passing through the flags at the entry and exit points, may be remedied before passing through the entry approach flags of the next obstacle.
- D. Knocking down an obstacle, or a part thereof, which has not yet been performed shall result in the rider's immediate disqualification.
- E. The judge shall ring the bell to signal the disqualification when the error is made as defined in these rules.
- F. Failure to correct a course error before starting the next obstacle.
- G. Failure to execute or complete an obstacle at Elementary and above.

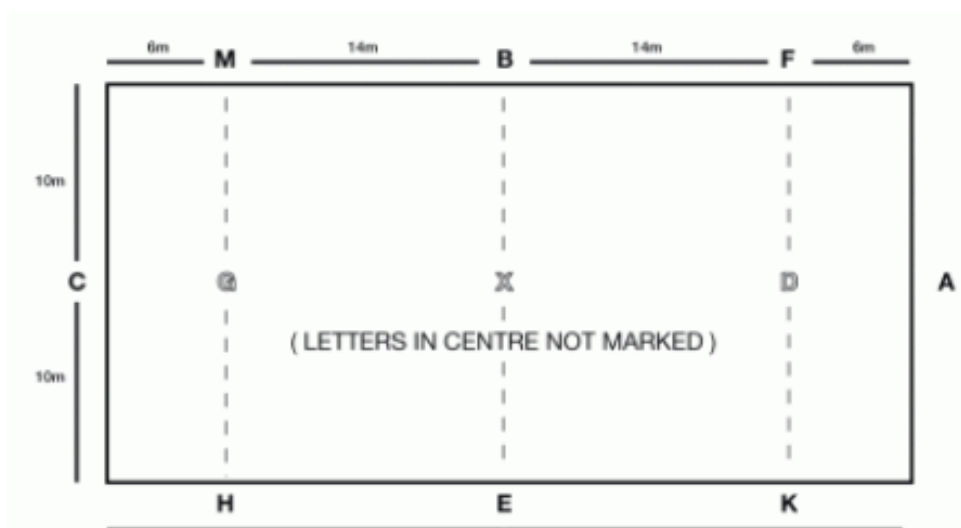
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- H. Three refusals to perform the same obstacle at the elementary and above levels in the Ease of Handling phase. At the Preparatory and Preliminary levels in the Ease of Handling phase, after three refusals the Judge shall signal the rider to move to the next obstacle and the judge(s) shall give a zero (0) mark for the obstacle.
- 1) In the Speed Phase at the Novice, Elementary, Medium, Advanced, and Masters Levels, three refusals to perform the same obstacle will result in a disqualification.
 - 2) In the Speed phase at the Preparatory and Preliminary Level, three refusals to perform the same obstacle will result in a +30 second penalty and the judge shall 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.
- I. Refusal to advance for more than 15 seconds in the Ease of Handling phase at the Novice, Elementary, Advanced, and Masters levels. At the Preparatory and Preliminary levels, the judge shall signal the rider to move to the next obstacle and the judge(s) shall give a zero (0) mark for the obstacle.
- 1) In the Speed Phase at the Novice, Elementary, Advanced, and Masters Levels, refusal to advance for more than 15 seconds will result in a disqualification.
 - 2) In the Speed phase at the Preparatory, Preliminary and Novice Levels, refusal to advance for more than 15 seconds will result in a 30 second penalty and the judge shall 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.
- J. Facing your horse up to an obstacle before the start bell has rung.
- K. Knocking down an obstacle, or a part thereof, this has not yet been performed.
- L. Passing through the entry/exit gate(s) after the rider has passed through the entry gate to begin the phase but before all obstacles of the phase have been executed.
- M. Passing through the entry/exit gate(s) in the direction opposite of that indicated on the course map.
- N. The Judge shall ring the bell to signal the disqualification when the error is made as defined in these rules.

8.0 THE DRESSAGE PHASE

8.1 ARENA AND SURROUNDING AREA

The surface of the rectangle 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.

The size of the rectangle must be 20 metres x 40 metres. For all dressage levels, the rectangle must be lettered in accordance with FEI positions for Dressage arenas. Reference diagram below.



NOTES:

- 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.
- If the phase is held in an indoor riding arena, the side of the arena may coincide with the enclosure's side wall.
- The arena entrance shall be approximately 2 metres wide and shall be located at the centre of one of the shorter sides of the rectangle, facing the Judge located at position "C".
- The arena entrance does not need to be closed.
- 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).
- There must, whenever possible, be a minimum distance of 5 metres between spectators and the rectangle. If this is not possible, spectators should be positioned at the maximum distance possible

8.2 PERFORMANCE OF DRESSAGE PHASE

- A. The dressage test, comprising a set number of exercises, must be performed according to the published dressage tests.
- B. Permission to enter the phase arena shall be given by the Judge, who shall ring the bell, and may verbally instruct the rider to enter. The rider has 60 seconds to enter the arena once given the signal to enter.
- C. The dressage phase shall begin and end with a salute to the judge:
 - 1) Male riders doff their hat with the hand not holding the reins, and
 - 2) Women (and riders) wearing protective headgear shall salute the judge with a slight nod of the head and a sweep of the arm not controlling the reins.
- D. The horse shall remain immobile when saluting the judge.
- E. 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.
- F. All level riders may have a caller during the dressage phase with the exception of state and national championships. 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.
- G. The caller announcing the test is limited to reading the movement as it is written once only. The caller may give no information besides the directives on the test.
- H. The use of the voice or clicking the tongue as an aid by the rider repeatedly is a serious fault, which should be considered by judges in the mark for the movement.

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- I. At the Masters level, the phase shall be performed to the sound of appropriate music for the performance of the exercises, to be provided by riders either on CD or MP3, which must be ready to play as soon as riders start their phase. The music should be in harmony with the performance of the movements and the tempo. Riders, when outside the rectangle, should signal when they wish the music to start playing by raising their hand.
 - J. 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 resume the phase to correct the error and continue with the test. The time clock shall resume at the point where the horse and rider begin the correction.
 - K. After this phase and after each judge has awarded their collective marks, the score card shall be delivered to the competition's Secretary for the application of the coefficients and the totalling of scores.
 - L. 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 can be inspected by competitors after the phase has ended.

8.3 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 halts to salute the jury:
 - 1) when replacing their caps in the case of male riders, or when raising their heads, or
 - 2) in the case of female riders and riders wearing protective headgear,and ends at the time of the final salute to the jury at the end of the test exercises.
- C. The Judge shall ring the bell twice to indicate the end of the phase time, after which the judges shall not evaluate any more exercises.
- D. The timing of the phase and respective signals shall be the responsibility of the Judge, their pencillor, but always at the indication of the Judge.
- E. If the time limit is exceeded, the competitor shall be awarded marks only for those exercises completed before exceeding the time limit. Any exercises performed after the time limit will not be included in the scoring of the phase.

8.4 PENALTIES

- A. Two (2) points shall be subtracted for each error, and 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 of the direction.
- C. The competitor must resume the phase to correct the error and continue with the test. The time clock for the Masters phase shall resume at the point where the horse and rider begin the correction.

9.0 EASE OF HANDLING PHASE

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.

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. Between obstacles and where the description of the obstacle calls for the canter, the following apply.

- A. **Lead-Line:** Walk or trot is required both between and in the execution of the obstacles.
- B. **Preparatory Level:** Walk or trot is required both between and in the execution of the obstacles. Canter will be considered a break in gait and more than 3 strides of canter will be severely penalised.
- C. **Preliminary Level** – Trot is required for all obstacles and canter between obstacles. Canter on the obstacles will be considered a break in gait and will be penalised.
- D. **Novice Level** - canter all obstacles and between, unless otherwise specified on course directives. Transitions on obstacles should be made through walk or trot.
- E. **Elementary Level** – canter all obstacles and between Transitions on obstacles should be made through walk.
- F. **Medium through to Masters Levels**, trot is not allowed and should be severely penalised. Only canter flying changes are permitted in these levels.

9.1 COURSE AND SURROUNDING AREA

- A. The surface of the area in which the Ease of Handling phase is to be held, must be flat and should be free from stones, preferably sandy and appropriate for equitation purposes. 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.
- 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 warm up arena as close and as similar as possible to the phase course (particularly in terms of its surface).

9.2 EXERCISES AND PERFORMANCE OF EASE OF HANDLING PHASE

- A. Before the start of the phase, competitors walk the course on foot, in order to acquaint themselves with the difficulties involved and the obstacles. The course shall be open to the riders and trainers for a minimum period of 30 minutes. The Judge or Course Designer in accordance with the Judge's instructions shall signal the course's opening and closing times with a bell or by verbal instructions.
- B. 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 no sooner than 30 minutes later.
- C. Competitors enter the course in accordance with the defined draw and perform the phase.
- D. Competitors enter the arena, approach and salute the head Judge. The horse shall remain immobile when saluting the head Judge. Male riders doff their hat with the hand not holding the reins, or their right hand if riding with two hands, and riders wearing protective headgear shall salute the jury with a slight nod of the head and a sweep of the arm not controlling the reins, or right arm if riding with two hands. The Judge shall 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 their phase.
- E. On completion of the phase, competitors should pass through finishing flags, come to a halt facing the head Judge and salute.
- F. The compulsory pace between obstacles is canter, except at Preparatory and Preliminary. Failure to comply with this rule is penalised by the judges when awarding their Collective Marks.
- G. All level riders may have a caller during the Ease of Handling phase with the exception of state and national championships.

9.3 PENALTIES

- A. Failure to salute the judge(s), before and after the phase without having been excused from doing so, will incur a penalty of -5 off the total score.

This collection of ten motor skill activities is designed for children's development. The activities include:

- Top Left:** A tracing exercise featuring two orange circles with dashed lines and arrows showing a path that starts at a central green dot, moves to each circle, and then returns.
- Top Center:** A cutting exercise showing a series of vertical lines to be cut out from a grey base.
- Top Right:** A cutting exercise showing a single vertical line to be cut out from a grey base.
- Middle Left:** A dot-marker exercise featuring a drum and a stick, with a dashed line and arrows showing a path that starts at a central green dot, moves to each circle, and then returns.
- Middle Center:** A tracing exercise featuring a wavy dashed line with arrows, with red dots and green crosses marking specific points along the path.
- Middle Right:** A tracing exercise featuring a large orange circle with the text "INNER CIRCLE" inside, surrounded by a dashed line and arrows showing a path that starts at a central green dot, moves to each circle, and then returns.
- Bottom Left:** A dot-marker exercise featuring a dashed line with arrows, with red dots and green crosses marking specific points along the path.
- Bottom Center:** A cutting exercise showing a series of vertical lines to be cut out from a grey base.
- Bottom Right:** A tracing exercise featuring three overlapping circles labeled 1, 2, and 3, with dashed lines and arrows showing a path that starts at a central green dot, moves to each circle, and then returns.

The phase course shall be made up of a minimum of 8 obstacles, and dependant on the level as follows:

LEVEL	NUMBER OF OBSTACLES
Lead Line	8
Preparatory level	8
Preliminary & Novice	11
Elementary through Advanced	12
Masters	15

In the instance of the obstacle being knocked down whilst being performed the first time, the ground crew will re-erect the obstacle so it may be performed from the opposite direction.

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.

10.1 START AND FINISH LINES

- A. The start and finish lines are denoted by red and white flags or other markers. There may 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.

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.

- C. To successfully perform an obstacle, a rider must:
- 1) 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).
 - 2) Note: A specific obstacle's entrance and exit flags may be the same.
 - 3) Perform the obstacles in the order indicated on the course map. The obstacles shall be numbered in the order that matches the course map with the number on the right hand side of the entrance to the obstacle.

10.2 GAITS OF THE OBSTACLES:

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 should be consulted for each obstacle.

If transitional markers are present, then the competitor must transition down.

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

KEY CHART OF GAIT ALLOWED PER LEVEL

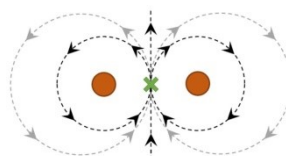
W=Walk, T=Trot, C=Canter, H=Halt, N/A = Obstacle Not Applicable in this level

Obstacle Type	LL	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
Figure 8 between 3 Barrels	W or T	W or T	T	C	C	C	C	C
Bridge	W	W	W	W	W	W	W	W
Slalom between Parallel Poles	T	T	T	C	C	C	C	C
Jump (Pole on ground LL or Prep)	W or T	T	T or C	C	C	C	C	C
Stockyard	W or T	W or T	W or T	W or C	W or C	W or C	W or C	W or C
Single Slalom between Poles	T	T	T	C	C	C	C	C
Gate	W	W	W	W	W	W	W	W
Bell Corridor	W	W	W or T	W or C	W or C	W or C	W or C	W or C
Billycan	W	W	W	W or C	W or C	W or C	W or C	W or C
Backing up in an "L" Corridor	N/A	N/A	N/A	W	W or C	W or C	W or C	W or C
Rounding Several Poles in Rein-back	N/A	N/A	T	C	C	C	C	C
Side-stepping over a Log(s)	N/A	N/A	W	W	W	W	W	W or C
Removal of a Pole from a Barrel	W or T	W or T	T	C	C	C	C	C
Placing a Pole in a Barrel	W or T	W or T	T	C	C	C	C	C
Skewering a Ring with a Pole	W or T	W or T	T	C	C	C	C	C
Riding through a Water-filled Ditch	N/A	N/A	W	W, T, or C	W or C	W or C	W or C	W or C
Bank	N/A	N/A	W or T	W, T, or C	C	C	C	C
Switching a Cup between Poles	H	H	H	H	H	H	H	H

10.3 DESCRIPTION OF OBSTACLES:

The following describes each obstacle's construction, execution and judging considerations.

TWO BARRELS



CONSTRUCTION:

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

Execution:

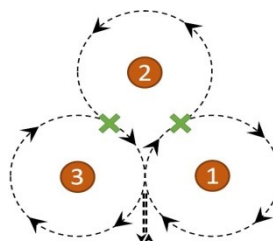
GAIT REQUIRED	LL	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	W or T	W or T	C	C	C	C	C	C
Figure 8 between 2 Barrels	W or T	W or T	T	C	C	C	C	C

- A. Horse and rider shall approach the obstacle at the gait as required as per the above table.
 - i) Lead Line and Preparatory level, the obstacle may be performed at the walk or trot. The judge shall consider the additional difficulty of the trot when awarding marks.
 - ii) Preliminary the gait is trot.
 - iii) At Novice level the gait is canter with walk or trot through transitions.
 - iv) Elementary level the gait is canter with walk through transitions.
 - v) Medium and above, the obstacle must be performed at the canter with flying changes.
- B. To begin, the horse and rider shall perform a circle around the right hand barrel.
- C. Upon completing the circle, halfway between the barrels, the horse shall change bend and begin a circle of the same diameter around the left hand barrel.
- D. When completing the second circle, the horse and rider shall pass between the barrels to exit the obstacle.
- E. 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. The first circuit in reverse shall circle the barrel on the right. If this option is included, it must be indicated on the course map.

JUDGING CONSIDERATIONS:

- A. The judge(s) should consider correctness and attitude during the change of lead, 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 should be lower.
- C. The judge(s) shall award a mark lower than 5 if the rider fails to perform the change of lead.
- D. The judge(s) shall give a mark lower than 5 if a barrel is knocked over.

THREE BARRELS



CONSTRUCTION:

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

EXECUTION

GAIT REQUIRED	LL	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

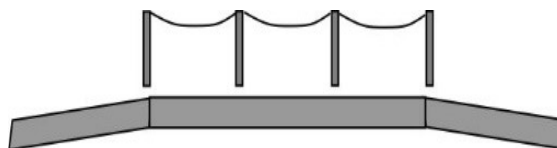
- A. Horse and rider shall perform the obstacle at the required gait.
- B. Lead-line walk or trot
 - i) At the Preparatory level, the obstacle shall be performed at the walk or trot. The judge shall consider the additional difficulty of the trot when awarding marks.
 - ii) At Preliminary level the obstacle shall be performed at trot
 - iii) At the Novice and above levels, the obstacle must be performed at the canter.
- C. The barrels shall 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 shall be second, and the barrel to the left of the entry shall be third.
- D. If the barrel to the left is first, the barrel across from the entry shall be second, and the barrel to the right of the entry shall be third.
- E. The horse and rider enter between the barrels. They shall perform a full circle around the first barrel of the entry.
- F. Upon completing a full circle around the first barrel, at the point of crossing an imaginary line between the first barrel and the second barrel and at the point halfway between the barrels, the horse shall change lead.
- G. Upon completion of a $\frac{3}{4}$ circle around the second barrel, at the point of crossing an imaginary line between the second barrel and the remaining barrel and at the point halfway between the barrels, the horse shall change lead and begin a full circle of the same diameter around the third and final barrel.
- H. Upon completing a full circle around the third barrel, the horse and rider shall pass between the first and third barrel to exit the obstacle.

JUDGING CONSIDERATIONS:

The judge(s) should consider the horse's attitude, the rider's use of aids (properness, subtlety, and effect), tempo, continuity of action, fluidity of performance, correctness and attitude during the change of lead. Also to be considered is the accuracy of the passage halfway between the barrels, and the shape, symmetry, and precision of the circles.

- A. If the changes of lead do not coincide with the halfway point between the barrels yet they are performed with only a slight delay, the judge(s) may not give a score of more than satisfactory (6). When the changes are performed with more than a slight delay, the mark should be lower.
- B. The judge(s) shall give score lower than 5 if the horse fails to perform the change of lead or performs the change of lead poorly.
- C. The judge(s) shall give a mark lower than 5 if a barrel is knocked over.

WOODEN BRIDGE



CONSTRUCTION:

- A. The bridge should be made of wood and be of solid construction.
- B. Minimum width: 1.5 metres, minimum length: 4 metres.
- C. The bridge shall 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.
- D. Rails or other barriers if used, shall be affixed to or positioned next to both sides of the bridge. The rails or barriers shall 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.

EXECUTION:

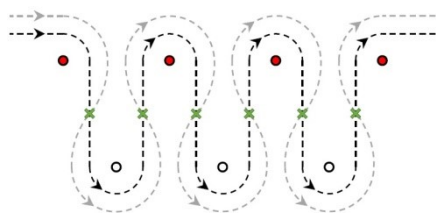
GAIT REQUIRED	LL	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	W or T	W or T	C	C	C	C	C	C
Bridge	W	W	W	W	W	W	W	W

- A. Horse and rider approach the bridge and transition to the walk before touching the bridge or at transitional markers when used.
- B. Horse and rider must cross the bridge at a walk for all levels, with the exception of speed where Medium or above may canter.
- C. This obstacle may be performed in both directions as separate obstacles on a course.

JUDGING CONSIDERATIONS:

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

DOUBLE SLALOM BETWEEN PARALLEL POLES



CONSTRUCTION:

- A. An odd number of vertical Poles of 2 metres height. Minimum of 5 for Preparatory, Preliminary, Novice and Elementary levels, and 7 for Advanced and Masters levels.
- B. The Poles shall be arranged in two parallel lines. The lines shall be staggered equally so that the first even-numbered post is set opposite the midpoint between the first and second odd-numbered post. The distance between the lines and Poles within a line shall be 6 metres at Masters level and between 7 – 10 metres for lower levels.
- C. Poles shall be set on a base, not sunk into the ground, to allow for give in the event a horse contacts the post.
- D. Flags indicating side of entry may be placed on the appropriate side of the first post. Flags indicating the exit may be placed on the appropriate side of the last post.

EXECUTION:

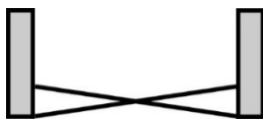
GAIT REQUIRED	LL	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	W or T	W or T	C	C	C	C	C	C
Double Slalom	W or T	W or T	T	C	C	C	C	C

- A. Horse and rider shall approach the obstacle and perform the obstacle at the required gait.
 - i) The horse shall perform loops or half circles of consistent size around each post. Each change of direction, with lead change, should be done halfway between the two lines of Poles. The horse's lead should conform with the direction of the turn.
 - ii) At the Preparatory level, the obstacle shall be performed at the trot.
 - iii) At Preliminary the obstacle will be ridden at Trot
 - iv) Novice level, the obstacle will be performed at canter with trot through or walk through changes, unless otherwise stated in course directives.
 - v) At Elementary the obstacle will performed at canter with walk through changes.
 - vi) At Medium and above the obstacle will performed at canter with flying changes.

JUDGING CONSIDERATIONS

- A. The judge(s) should 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) shall give a mark lower than 5 if lead changes are not performed or the obstacle is performed in counter canter.
- C. The judge(s) shall give a mark lower than 5 if one or more Poles are knocked over.

JUMP



CONSTRUCTION:

- A. Two wings, one at each end with two poles as placed as cross rails.
- B. Two wings, with one ground and two cross rails or one horizontal rail height as per level.

Jump Heights

Pole = Pole on Ground

CR = Cross Rail

SR = Straight Rail

	LL	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Jump Height	Pole	CR 15cm	CR 20	CR 25	SR 30	SR 45	SR 50	SR 50-60

EXECUTION:

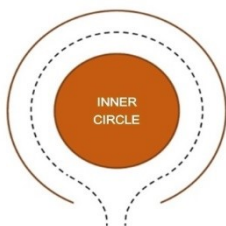
GAIT REQUIRED	LL	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	W or T	W or T	T or C	C	C	C	C	C
Jump	W or T	W or T	T or C	C	C	C	C	C

- A. The horse should approach and jump over this obstacle naturally and with assurance.
- B. This obstacle may be performed in both directions as separate obstacles on a course.
- C. This obstacle shall be a split pole on the ground at the Lead-Line and Preparatory level.

JUDGING CONSIDERATIONS

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

STOCKYARD



CONSTRUCTION:

- A. This obstacle shall consist of a circular inner yard and an outer circular yard with an opening to allow entry and exit.
- B. The inner yard shall have a diameter of 3 metres.
- C. The outer yard shall have a diameter of no less than 6 metres and encircle the inner yard. There shall be an opening in the outer enclosure that is at least 1.5 metres in width to enable competitors to enter the obstacle.
- D. For Lead-Line through to Novice, the yard may be no less than 8 metres.
- E. The use of live animals in Australia is not practical, so life-size statuary representing such animals is recommended.

EXECUTION:

GAIT REQUIRED	LL	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	W or T	W or C	W or C	W or C	C	C

- A. Competitors shall make one circuit of the obstacle in one direction (course designer or 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.
- B. When changing direction, the horse and rider shall execute a volte, half- pirouette, or turn on the haunches, and the horse shall change lead if cantering.

JUDGING CONSIDERATIONS

- A. The judge(s) should 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.

SINGLE SLALOM BETWEEN POLES



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

CONSTRUCTION:

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

Execution:

GAIT REQUIRED	LL	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	W or T	T	C	C	C	C	C

- A. Horse and rider approach and perform the obstacle at the required gait at specified in the above table.
 - i) At the Lead-Line level, walk or trot only.
 - ii) Preparatory and Preliminary level, the obstacle shall be performed at the trot.
 - iii) Novice and above performed at canter unless otherwise stated in course directives.
- B. Each change of direction, with lead change, should be executed halfway between the poles. The horse's lead should be in conformity with the turn.

JUDGING CONSIDERATIONS

- A. The judge(s) should 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.
- B. The precision with which the rider performs the pattern shall also be assessed.
- C. The judge(s) shall give a score of lower than 5 if lead changes are not performed, are performed poorly, or the obstacle is performed in counter canter.
- D. The judge(s) shall give a score of lower than 5 if one or more Poles are knocked over.

GATE



CONSTRUCTION:

- A. 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.
- B. The gate may open either to the left or right, in conformity to the layout of the course.
- C. The gate shall be sturdy and provide a visual barrier.
- D. A constructed gate is required at Championship 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 shall not be excessive.

EXECUTION:

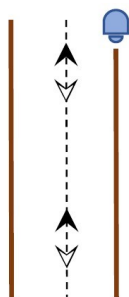
GAIT REQUIRED	LL	Prep	Prelim	Nov	Elem	Med	Mast
Gait Between Obstacles	W or T	W or T	C	C	C	C	C
Gate	W	W	W	W	W	W	W

- A. The horse and rider shall approach the gate at the prescribed gait, and transition to the walk at the approach.
- B. The horse and rider shall walk to the gate perpendicularly, and then move laterally to line up alongside the gate.
- C. With the horse at a square halt, the rider shall lift up the latch of the gate, and horse and rider shall walk through, opening the gate. The horse and rider may back up to open the gate.
- D. The rider shall position the horse alongside the gate and close the gate. The horse and rider may back up to close the gate.
- E. With the horse at a square halt, the rider shall return the latch to the gate post.
- F. The rider should have control of the gate at all times.
- G. This obstacle may be performed in both directions as separate obstacles on a course.

JUDGING CONSIDERATIONS:

- 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 exercises. 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.

BELL CORRIDOR



CONSTRUCTION:

- A. The corridor shall consist of poles resting on supports, small fences, or walls at least 30cm in height. They shall be placed parallel to one another and spaced a distance of 1.5 metres apart. The ends shall be open. The corridor shall be about 3.7 metres (12 feet) long and contain no bends.
- B. A bell should be centred at the end of the obstacle suspended at a height of about 2 metres with the exception of Preparatory where the bell shall be positioned to the side.

EXECUTION:

GAIT REQUIRED	LL	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

- A. This obstacle must be performed as per the gait execution in the table above.
 - i) 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.
 - ii) Preparatory must perform the obstacle at walk.
 - iii) Preliminary levels may perform the obstacle at the walk or trot.
 - iv) Novice and above is walk or canter.
- B. The horse and rider shall proceed to the end of the corridor and halt, and the rider shall ring the bell.
- C. The horse and rider shall then rein-back beyond the entry point to conclude the obstacle with the exception of Preparatory or Lead-Line where the rider will proceed forwards after ringing the bell to exit the obstacle.

JUDGING CONSIDERATIONS:

- A. The judge(s) should consider the horse's attitude and collection; the rider's use of aids; and the fluidity, continuity, and perfection of the performance. A higher mark should be awarded for performing the obstacle well at canter rather than walk.
- B. The judge(s) shall 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) shall give a lower mark if a horse touches the poles/fences without displacing or knocking them down.
- D. The judge(s) shall give a mark of less than 5 if the horse displaces or knocks down any of the poles/fences or if the horse steps over the poles/fences.
- E. Failure of the rider to ring the bell shall result in a 0 score at Lead-Line up to and including Novice.
- F. Failure of the rider to ring the bell shall result in disqualification at Elementary and above Levels.

BILLYCAN



CONSTRUCTION:

- A. One table, about 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.)
- B. Billycan with handle.

EXECUTION:

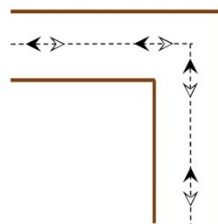
GAIT REQUIRED	LL	Prep	Prelim	Nov	Elem	Med	Mast
Gait Between Obstacles	W or T	W or T	C	C	C	C	C
Billycan	W	W	W	W or C	W or C	W or C	W or C

- A. 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 shall halt alongside the table.
 - i) Preparatory and Preliminary levels must perform this obstacle at the walk.
- B. The rider shall raise the Billycan above their head, and then place it back on the table.
- C. The horse and rider shall depart at the same gait as they approached the obstacle.
- D. 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 shall result in disqualification at Elementary Level and above.
 - i) Exception: Riders at the Preparatory level shall not dismount. A member of the Ground Crew shall reset the table if necessary and pick up the Billycan and hold it upright for the competitor to take hold and continue the obstacle.

JUDGING CONSIDERATIONS

- A. The judge(s) should 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.
- B. The Billycan, when placed on the table, must remain upright. If the Billycan falls off the table, the judge(s) should award a mark lower than 5.
- C. The judge(s) shall give a mark less than 5 if the horse crashes into the table.
- D. The judge(s) shall give a higher score for approaching/departing the table well at a canter rather than at a walk at Elementary Level and above.

BACKING UP IN AN “L” CORRIDOR



CONSTRUCTION:

- A. The corridor shall consist of poles resting on supports, small fences, or walls at least 30 cm (12 inches) in height. They shall be placed parallel to one another and spaced a distance of 1.5 metres (5 feet) apart for the Novice to elementary levels, and 1.2 metres (4 feet) apart for the Advanced and Masters levels. The ends shall be open.
- B. The corridor shall be shaped in the configuration of an “L” with a single corner. The bend may be in either direction.
- C. At the end of the obstacle, one of two sets of components shall be placed.
 - i) At the destination end of the corridor, on either side shall be located 2 meter (6.5 feet) high poles with cup placed upside down on top of one. At the entry end, 2 meter (6.5 feet) high Poles shall be located on either side, OR;
 - ii) A bell should be placed at the destination end of the corridor suspended at a height of about 2 metres (6.5 feet).
- D. This obstacle should not be used at the Preparatory and preliminary level.

EXECUTION:

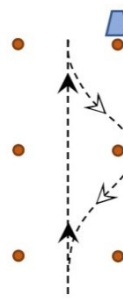
GAIT REQUIRED	LL	Prep	Prelim	Nov	Elem	Med	Mast
Gait Between Obstacles	W or T	W or T	T or C	C	C	C	C
Back up in an L	N/A	N/A	N/A	W	W	W	W

- A. This obstacle may be performed at either the walk or the canter.
- B. If performed at the walk, the horse and rider approach and transition to the walk at the flags denoting the point of entry or before entering the corridor if there are no flags.
 - i) The horse and rider shall proceed to the end of the corridor and halt, and the rider shall ring the bell or pick up a cup, depending upon the configuration of the obstacle.
 - ii) The horse and rider shall then rein-back.
- C. If the obstacle includes the cup, the horse and rider shall halt at the entry and place the cup on the post at the entry of the obstacle on the same side of the L from which they retrieved the cup, then proceed in the rein-back beyond the entry approach point to conclude the obstacle.
- D. If the obstacle includes the bell, the horse and rider shall rein-back without stopping beyond the entry markers to conclude the obstacle.

JUDGING CONSIDERATIONS:

- A. The judge(s) should consider the horse's attitude and collection, the rider's use of aids, and the fluidity, continuity, and perfection of the performance. A higher mark should be awarded for performing the obstacle well at canter rather than walk.
- B. The judge(s) should evaluate the way in which the horse enters and backs up, the fluidity of its movements, and response to the use of aids.
- C. The judge(s) shall give a higher mark to a horse that picks up its feet during the rein-back than to one that drags its feet.
- D. The judge(s) shall give a lower mark if a horse touches the poles/fences without displacing or knocking them down.
- E. The judge(s) shall give a mark less than 5 if the horse knocks over an elevated pole/fence or steps over an elevated pole/fence.
- F. Failure to move the cup, place the cup on the post at the entry, or ring the bell shall result in disqualification.

ROUNDING SEVERAL POLES OR OBSTACLES



CONSTRUCTION:

- A. Two lines of poles, spaced 1.5 metres apart. Each line shall have three Poles spaced at least 2.5 metres apart.
- B. A cup is placed upside down on the top of a pole at the destination end of the line.

EXECUTION:

GAIT REQUIRED	LL	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	W or T	W or T	T	C	C	C	C	C
Rein-back through Poles or Obstacles	N/A	N/A	T	C	C	C	C	C

- A. Horse and rider enter between the two lines at a canter and halt between the two Poles with the cups.
- B. The rider removes a cup from either the left pole or right pole dependent on riding left or right handed.
- C. The horse and rider then rein-back in a reverse slalom around the Poles on the side from which they took the cup.
 - i) At the Preliminary level, the horse and rider rein-back straight between the Poles without performing the slalom.
- D. At the entry end of the lines, the horse and rider shall 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 the rein-back beyond the entry to conclude the obstacle.
- E. 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 results in disqualification.
- F. This obstacle not allowed at the Preparatory level.

JUDGING CONSIDERATIONS:

- A. The judge(s) should 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, enabling the obstacle to be performed as perfectly as possible.
- B. The judge(s) shall 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) shall give a mark no more than 5 for touching any of the Poles of the obstacle. The judge(s) shall give a lower than 5 for knocking over a post.
- D. Failure to place the cup on the designated post shall result in disqualification.

SIDESTEPPING OVER A POLE



CONSTRUCTION:

- A. 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 Preparatory, a spilt pole will be placed on the ground. Poles may be arranged in the following configuration and performed as described below.
- i) Single pole;
 - ii) Two parallel poles separated by at least 3 metres (10 feet);
 - iii) Two poles in an “L” configuration where there is no gap between the perpendicular poles;
 - iv) Three poles in a “Z” configuration where there is no gap between the perpendicular poles;
- B. This obstacle may be used at the Preparatory level, however at Preparatory the horse approaches the centre of the pole and halts over the pole for 5 seconds and proceeds forward.
- C. For other levels, the configurations allowed at each level are depicted in the table below:

LEVEL	POLE CONFIGURATION
Lead-Line	Single pole
Preparatory	Single pole
Preliminary & Novice	Single or parallel poles
Elementary	Single or parallel poles or “L” configuration
Advanced	Any configuration
Masters	Any configuration

EXECUTION:

GAIT REQUIRED	LL	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	W or T	W or T	C	C	C	C	C	C
Side-stepping over a Pole	Stand and walk forward	Stand and walk forward	W	W	W	W	W	W or C

- A. The horse shall transition to the walk at the flags or transitional markers indicating the entrance to the obstacle.
- B. At LL and Prep the rider shall walk to the centre of the pole, stand over the pole for 5 seconds and walk forward.
- C. At Preliminary and above, the horse and rider shall walk to the start end of the pole and position the horse perpendicular to the pole. The course map may indicate which direction (right or left) the horse and rider must pass over the pole. When in a parallel configuration, the horse shall pass over first in one direction (left or right) and the second in the opposite direction.
- D. The horse shall demonstrate lateral movement along the length of the obstacle with the pole between the horse's front and hind legs. The legs should cross in the lateral movement, and the pole(s) shall remain between the horse's front and hind legs throughout the obstacle.

JUDGING CONSIDERATIONS:

- A. The judge(s) should consider the fluidity and continuity of the action, and its calmness throughout.
- B. The judge(s) should reward a half pass-like movement for more degree of difficulty.
- C. The judge(s) shall give a mark lower than 5 for any leg stepping across the pole while negotiating the obstacle.
- D. The judge(s) shall 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) shall 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.

REMOVAL OF A POLE FROM A BARREL



CONSTRUCTION:

- A) One open top, well balanced, and lightly weighted barrel.
- B) Wooden, bamboo or metal pole, between approximately 2.4 and 3.5 metres in length. A wooden pole must have a diameter of 28mm diameter. The 2.4 metre is suggested for Lead Line, Preparatory and Youth. 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 grounds crew, at the direction of the judge, will place the pole in the same position for all riders. A rider may request permission of the judge to adjust position of the pole, but may only do so if the judge grants permission. 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.

EXECUTION:

GAIT REQUIRED	LL	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	W or T	W or T	C	C	C	C	C	C
Removal of a Pole from a Barrel	W	W or T	T	C	C	C	C	C

- A. 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.
 - i) At Lead-Line the obstacle will be performed at walk only.
 - ii) At the Preparatory level, the obstacle may be performed at either the walk or the trot. The judge shall consider the additional difficulty of the trot when awarding marks.
 - iii) At the Preliminary level, the obstacle must be performed at the trot.
 - iv) At Novice and above the obstacle must be performed at canter.
- B. The horse should advance at a steady, cadenced pace and should not react to the appearance of the barrel or the rider's removal of the pole.
- C. This obstacle is used in conjunction with the Skewering a Ring with a Pole and Placing a Pole in a Barrel. It is first in the sequence. When included, Placing a Pole in a Barrel must also be included; however, Skewering a Ring with a Pole is not required. 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 the Removal of a Pole from a Barrel and the Skewering the Ring obstacles are performed in sequence, and another obstacle is performed before the Placing the Pole in a Barrel, then Removal of a Pole from a Barrel and Skewering the Ring are scored as a single obstacle and Placing the Pole in the Barrel is scored as a separate obstacle).

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- D. If the pole is dropped before the return 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 drop off barrel, the rider must dismount and place the pole into the drop off barrel. Failure to dismount and retrieve the pole will result in disqualification.
- i) Exception: Riders at the Lead Line and Preparatory level shall not dismount. A member of the Ground Crew shall pick up the pole and hold it upright, butt end down, for the competitor to take hold and continue the obstacle.

JUDGING CONSIDERATIONS:

- A. The judge(s) should 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) shall give a lower mark for any alteration of the cadence or change of movement.
- C. The judge(s) shall 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 shall result in disqualification.

PLACING A POLE IN A BARREL



CONSTRUCTION:

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

EXECUTION:

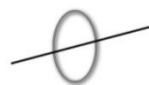
GAIT REQUIRED	LL	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	W or T	W or T	C	C	C	C	C	C
Placing a Pole in a Barrel	W	W or T	T	C	C	C	C	C

- A. Horse and rider approach the barrel at the required pace for the level and deposit the pole, butt end down, in the barrel. The rider may circle the barrel while depositing the pole, though this is considered less difficult and will be judged accordingly.
 - i) At the Preparatory level, the obstacle may be performed at either the walk or the trot. The judge shall consider the additional difficulty of the trot when awarding marks.
 - ii) At the Preliminary level, the obstacle is to be performed at trot. At Novice and above the obstacle must be performed at the canter.
- B. This obstacle is used in conjunction with the Remove a Pole from a Barrel and Skewer a Ring with a Pole. See explanation on their relationship above in Retrieve a Pole from a Barrel.
- C. If the pole is dropped or the pole bounces out of the barrel, 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. 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.
 - i) Exception: Riders at the Preparatory level shall not dismount. A member of the Ground Crew shall pick up the pole and hold it upright, butt end down, for the competitor to take hold and continue the obstacle.

JUDGING CONSIDERATIONS:

- A. The judge(s) should 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) shall give a score lower than 5 for knocking the barrel over.
- C. The judge(s) shall give mark lower than 5 if the pole bounces or falls out of the barrel after the rider has placed it there. If the pole does bounce or fall out and the rider does not dismount, remount with the pole, then place it in the barrel, it shall result in disqualification.
- D. The judge(s) shall give mark lower than 5 if the rider places the pole in the barrel tip end down.

SKEWERING A RING WITH A POLE



CONSTRUCTION:

- A. One to three supports and rings with an inside diameter of 15 cm (6 inches).
 - i) When multiple supports/rings are used, the supports shall be of varying heights between 30 cm and 1.5 metres. The supports should not extend significantly beyond the ring placed on them.
 - ii) At the Masters level, a ring with an inside diameter of 10 cm may be used.
- B. 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.

EXECUTION:

GAIT REQUIRED	LL	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	W or T	W or T	C	C	C	C	C	C
Skewering a Ring with a Pole	W	W or T	T	C	C	C	C	C

- A. Rider shall skewer rings with the tip end of the pole at the required gait for the level.
 - i) At the Lead-Line the obstacle will be performed at walk only.
 - ii) At Preparatory Level the obstacle may be performed at either the walk or trot. The judge shall consider the additional difficulty of the trot when awarding marks.
 - iii) At the Preliminary Level the obstacle must be performed at trot.
 - iv) At Novice and above the obstacle must be performed at Canter.
- B. This obstacle is used in conjunction with Remove a Pole from a Barrel and Placing a Pole in a Barrel and is placed between those obstacles. See explanation on their relationship above in Retrieve a Pole from a Barrel.
- C. 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.
 - i) Exception: Riders at the Lead Line, Junior and Preparatory level shall not dismount. A member of the Ground Crew shall pick up the pole and hold it upright, butt end down, for the competitor to take hold and continue the obstacle.

JUDGING CONSIDERATIONS:

- 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 skewers the ring with the tip of the pole.
- B. The judge(s) shall give a lower mark for a break or loss of fluidity in the horse's movement.
- C. The judge(s) shall give a slightly lower mark for failure to skewer the ring; however, the movement and confidence of the horse are considered more important criteria for this obstacle.
- D. The judge(s) shall give a mark lower than 5 for hitting the obstacle base, whether or not the ring is skewered.
- E. If the rider drops the pole and does not dismount replace the pole in the barrel it shall result in a disqualification.
- F. The judge(s) shall give a mark lower than 5 if the rider skewers 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.

RIDING THROUGH A WATER FILLED DITCH

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 shall have a maximum depth of 45 cm (18 inches). The shape of the surface bottom of the ditch is not required except that it should be safe for horses to travel across and through.
- C. This obstacle shall not be used for the Lead Line and Preparatory level.

EXECUTION:

GAIT REQUIRED	LL	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	W	W, T, or C	C	C	C	C

- A. Horse and rider shall approach and ride through the ditch at either a walk, trot or canter as required at the level.

JUDGING CONSIDERATIONS

- A. The judge(s) should 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) shall give a lower mark for hesitation.
- C. The judge(s) shall give a mark lower than 5 if the horse steps backward before riding through the ditch.
- D. The judge(s) shall give a mark lower than 5 if the horse jumps the ditch without going through the water.

BANK**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 shall be a level plateau and a minimum of 2 metres (6.5 feet) long in the direction of travel.
- i) At Preliminary the horse must walk
 - ii) At Novice the horse may walk trot or Canter. But a higher score awarded for canter.
 - iii) At Elementary and above levels must canter.
- 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.

EXECUTION:

GAIT REQUIRED	LL	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	N/A	N/A	T or C	C	C	C	C	C
Bank	N/A	N/A	N/A	C	C	C	C	C

- A. The horse shall 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 30 to 60 cm.
- C. This obstacle shall not be used at the Preparatory level.

JUDGING CONSIDERATIONS:

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

SWITCHING A CUP FROM ONE POLE TO ANOTHER

CONSTRUCTION:

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

EXECUTION:

GAIT REQUIRED	LL	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 transitional markers are present, the Horse and rider shall 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.
- B. The rider shall 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 Poles are spaced 3 metres (10 feet) apart, the rider shall remove the cup, move laterally to the other post and place it on top of 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 the Lead Line, Preparatory and juniors level shall not dismount. A member of the Ground Crew shall pick up the cup and hand it to the competitor to take hold and continue the obstacle.
- E. The horse and rider shall exit the obstacle at the required gait for the level. The exit shall be at the poles.
 - i) At the Preparatory level, the horse and rider shall exit the obstacle at the walk or trot. Preliminary shall exit the obstacle at trot. Novice and above, the horse and rider will exit the obstacle at canter.

JUDGING CONSIDERATIONS:

- A. The judge(s) should consider the horse's calmness and confidence in approaching the obstacle without the need for any major use of aids.
- B. The judge(s) should 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) shall 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 shall 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 pole, it shall result in disqualification.

BALL KNOCK DOWN



CONSTRUCTION:

- A. A support between 1 metre and 1.6 metres in height onto which a ball is placed.
 - i) The support should not extend significantly beyond the ball placed on top of it.
 - ii) A larger ball may be used for Lead-Line, Preparatory, Preliminary and Novice Levels, e.g. a soccer ball.
 - iii) At Elementary and above levels, a ball no smaller than a tennis ball may be used.
 - iv) The ball must be made or filled in such a way that it will not bounce.
- B. Wooden pole (with 28mm diameter) 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.

EXECUTION:

GAIT REQUIRED	LL	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	W or T	W or T	C	C	C	C	C	C
Ball Knock Down	W	W or T	T	C	C	C	C	C

- A. A rider travelling at the required gait shall knock the ball off the support with the tip of the pole.
 - v) At the Lead-Line the obstacle will be performed at walk only.
 - vi) At Preparatory Level the obstacle may be performed at either the walk or trot. The judge shall consider the additional difficulty of the trot when awarding marks.
 - vii) At the Preliminary Level the obstacle must be performed at trot.
 - viii) At Novice and above the obstacle must be performed at Canter.
- B. This obstacle is used in conjunction with Remove a Pole from a Barrel and Placing a Pole in a Barrel and is placed between those obstacles. See explanation on their relationship above in Retrieve a Pole from a Barrel.
- C. If the pole is dropped before the return barrel, the rider must dismount, retrieve the pole, and 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.
 - i) Exception: Riders at the Lead Line, Junior and Preparatory level shall not dismount. A member of the Ground Crew shall pick up the pole and hold it upright, butt end down, for the competitor to take hold and continue the obstacle.

JUDGING CONSIDERATIONS:

- 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 knocks the ball with the tip of the pole.
- B. The judge(s) shall give a lower mark for a break or loss of fluidity in the horse's movement.
- C. The judge(s) shall 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) shall give a mark lower than 5 for hitting the obstacle base, whether or not the ball is knocked down.
- E. If the rider drops the pole and does not dismount, it shall result in disqualification.
- F. The judge(s) shall give a mark lower than 5 if the rider knocks down the ball with the butt end of the pole.
- G. Riders knocking the pole with the side of the pole (not the tip) will receive a score lower than five

AUSSIE PICKUP/DROPOFF



CONSTRUCTION

- A. A stand, table or barrel approximately 1.6 metres high
- B. This obstacle can comprise of an oilskin coat, saddle bag, hessian sack, stock whip, Akubra hat, blanket or soft toy etc.

EXECUTION

GAIT REQUIRED	LL	Prep	Prelim	Nov	Elem	Med	Adv	Mast
Gait Between Obstacles	W	W or T	C	C	C	C	C	C
Pickup, Carry and Drop Off	H	H/W/T	H/W/T	H/W/C	H/W/C	H/W/C	H/W/C	H/W/C

- A. This obstacle may be ridden at halt or in motion as per the prescribed gaits.
- B. The obstacle may be ridden as one obstacle (eg. a, b) or as two individual obstacles.
- C. **AT HALT:** If transitional markers are present the rider must transition down on the approach to the obstacle, halt beside pick up stand (upon which the item is resting), then pick up item whilst horse remains immobile. At the appropriate gate, proceed to the drop off stand. If transitional markers are present the horse must transition down on approaching stand. When reaching the drop off stand the horse must halt beside the stand and the rider will place the item (oilskin, saddle bag etc) on the stand while the horse remains immobile.
- D. **IN MOTION:** The horse will transition down if transitional markers are present on approach to pick up and drop off stands. The competitor will pick up the item (oilskin etc) whilst 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 point, they must dismount and retrieve it, remount and continue to the drop off point, with the exemption of Lead-Line and Preparatory riders. At Lead-Line and Preparatory levels, a member of the ground crew shall pick up and hold the item, the rider will retrieve the item from the ground crew 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.

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 pick up or drop off 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.

11.0 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.

- A. 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.
- B. The phase is performed on all or several of the obstacles from the Ease of Handling phase, according to the design of the course map for the Speed phase. The order of the obstacles may be adjusted.
- C. 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.
- D. **TIMERS:**
 - i) The phase must be manually timed with a stopwatch by at least two persons under the authority of the Secretary. In the event of a fault on the electronic system at any time, the manual timing performed by the person(s) under the authority of the Secretary shall be used.
 - ii) The average of the times taken shall be used as the official time. If, when only two timers are used, one stop watch malfunctions, is not started properly, or is otherwise obviously inaccurate, the time recorded by the other stop watch shall be the official time.

11.1 SPECIAL CHARACTERISTICS OF SOME OBSTACLES DURING THE SPEED PHASE

- A. The Stockyard may only be performed in one direction.
- B. The Gate in the speed phase shall be a rope between two Poles. The rope gate shall 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

11.2 TIME PENALTIES AND BONUSES FOR SPEED PHASE

OBSTACLE/ERROR	DESCRIPTION	PENALTY
Knocking over or dislodging part of an obstacle		+ 5 sec
Uncorrected mistake in execution/route of obstacle	<p>This penalty includes course errors of all types</p> <p>This includes failure to execute an obstacle in the manner specified in the obstacle description (does not include gait prescription or halts).</p> <p>This penalty includes failure to move the cup/cup and place it at the proper post in the Backing up in an "L", Rounding Several Poles or obstacles, or Switching a Cup from One Pole to another. The cup must be in the proper position and pole/post upright upon leaving the obstacle. If placed in the proper position but cup or post with cup fall, rider must dismount, collect cup/cup and reset post upright, remount, then place the cup/cup in the proper position or be disqualified.</p>	Disqualification
Fully exiting an obstacle at the non-exit end	This penalty pertains to the Bell at End of Corridor, Backing up in an "L", and Rounding Several Poles obstacles where the horse and rider overrun the destination end of the obstacle only. Disqualification is effective upon the incorrect exit, and no opportunity to correct the error is allowed.	Disqualification
Taking more than 15 seconds to begin an obstacle once approached	<p>This penalty applies to all obstacles.</p> <p>The Jump, Bank, and Riding Through a Water Filled Ditch obstacles must be completed within the 20 second limit.</p>	Disqualification
Failure to salute the judge(s), before and after the speed phase without having been excused from doing so		+ 5 secs

11.3 PENALTIES SPECIFIC TO CERTAIN OBSTACLES IN SPEED

OBSTACLE/ERROR	DESCRIPTION	PENALTY
Stockyard	Overstepping one of the sides with all four hooves	Disqualification
Gate	Failure to latch the gate to the proper portion of the obstacle	+20 sec
	Failure to close gate	Disqualification
Side passing over a pole	Any leg stepping across the pole while negotiating the obstacle (each leg stepping over earns a penalty)	+ 5 sec
Pole obstacles (removal, placing, skewering)	Pole is dropped or bounces out of barrel, and is not retrieved	Disqualification
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 and pole in barrel and remount, and the 5 second penalty applies. Failure to do so results in disqualification	Disqualification
Knocking over barrel before pole is placed, without correction		Disqualification
Placing the pole tip end into the barrel		+5 sec
Skewering the ring w/ the butt end of the pole (no bonus for skewering)		+5 sec
Skewering the ring and depositing it in the barrel with the pole		- 10 sec. (bonus)
Riding through a Water Filled Ditch	Failure to ride through the ditch This penalty includes jumping over the ditch without any of the horse's hooves touching the water.	Disqualification
Bridge	At Medium and above competitors may canter the bridge. At Elementary and below each trot or canter stride will result in time penalty.	+20 sec

12.0 CATTLE PHASE

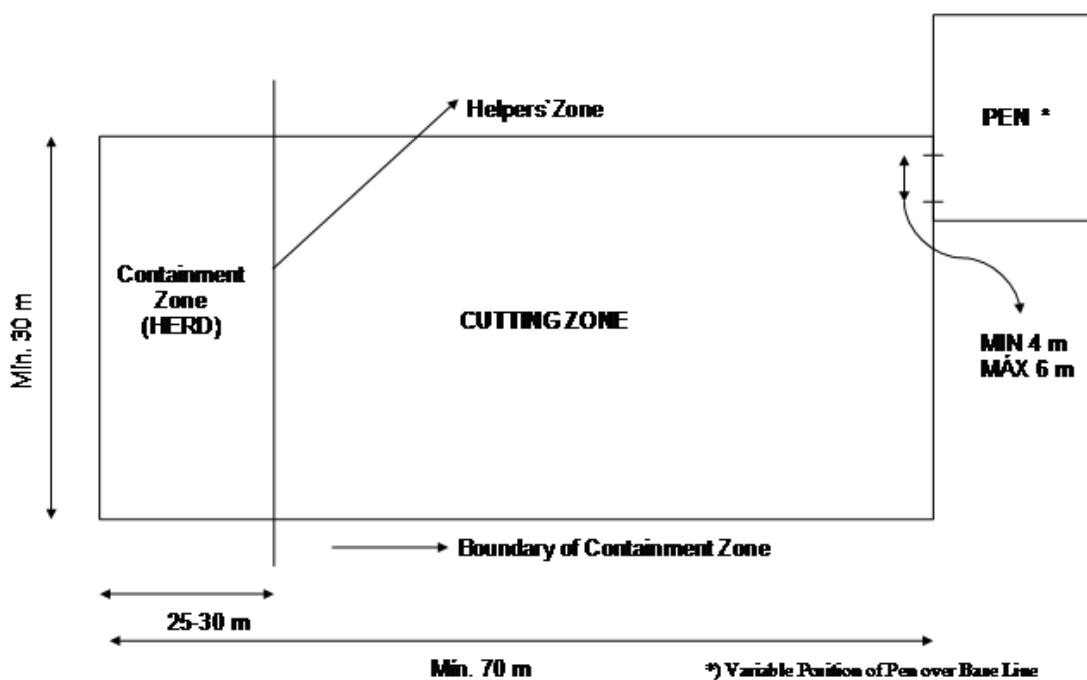
12.1 COURSE AND SURROUNDING AREA

The Cattle phase is conducted in a rectangle with a minimum size of 70 metres x 30 metres which must be flat and should be free from stones or objects which could endanger competitors.

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 should 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 the course is given below.



12.2 PHASE DRAW

The draw for the colour or number of animals to be separated shall take place after all of the animals have been placed inside the containment zone in the presence of the Team Captains.

A draw for the team's Draw shall then be done, with each member of the team assigned a colour or number corresponding to a Cattle in the phase.

12.3 PERFORMANCE OF PHASE

- A. A team consisting of three or four riders works together to separate pre-selected Cattle from a herd, one at a time, in accordance with the order defined by the draw (one per rider) and herd them into a demarcated zone which is separate from the rest of the herd. Each team's Cattle are duly identified with a view to avoiding any confusion about which animals are to be worked.
- B. Each of the team members individually performs the task of separating the Cattle from the herd. The other three members of the team may assist by maintaining the herd within the containment zone but may not cross the line demarcating the containment zone.
- C. 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 the rider responsible for separating the Cattle to herd the animal to the demarcated yard at the other end of the arena from the containment zone.
- D. The time limit for separating and yarding a beast is 2 minutes 30 seconds. If this time limit is exceeded, the competitor is disqualified and no points are awarded for that rider.
- E. 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.
- F. The time clock is stopped as soon as the designated beast is fully herded into the yard and the rest of the herd is fully within the containment zone.
- G. A competitor has 45 seconds to start the phase after the bell has been rung by the Judge.

12.4 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 shall be the team with the highest number of points.

12.5 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.

12.6 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 disqualified from the competition for mishandling of stock.
- 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*****