

# Swiftwind Equine Center's Working Equitation Events

## COMPETITION RULES



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# PREFACE

This document, Swiftwind Equine Center - COMPETITION RULES, is the sole rulebook approved for use in any and all Swiftwind Equine Center events.

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# PART I. COMPETITION RULES SECTION 1.

## GENERAL RULES AND INFORMATION

### 1.1 Introduction

The discipline of Working Equitation (WE) recognizes and promotes the equestrian techniques that originated and are employed in countries such as Portugal, Spain, France and Italy. It is the techniques used with the horse to work in the field. The aim is to preserve and perpetuate the type of equitation in each country, the various traditions, riding attire, and tack that constitute part of the intrinsic cultural tradition of each country.

The sport is gaining popularity in many countries around the world. Currently, The World Association for Working Equitation (WAWE) and the Federation Internationale de Tourisme Equestre (FITE) both maintain a set of rules for international competition. Each country, however, has its own rules for domestic competitions. Swiftwind Equine Center follows the WECAN (Working Equitation Canada) and FITE rules. WECAN has aligned its rules to follow WAWE standards. Equestrian Canada is aligned with FITE.

### 1.2 Working Equitation Trials

There are four trials that make up a Working Equitation competition. The first three (Dressage, Ease of Handling, and Speed) are the mandatory trials required to compete in licensed Working Equitation competitions. For non-licensed competitions, Dressage and Ease of Handling are mandatory. The fourth trial, Cattle, is included when location and facilities allow for team competition. If the Cattle Trial is included, it is scored and placed as a separate Team event.

The trials are conducted in the order as below.

- a. **Dressage Trial**. The style of dressage is classical dressage. Prescribed dressage tests are ridden at each level. Each movement is given a numerical score, and collective marks are given for gaits, impulsion, submission, rider's position, effectiveness of the aids, and overall presentation. Movements in the dressage test coincide with the type and difficulty of movements required in the Ease of Handling and Speed trials at each level. Requirements for the Dressage Trial are presented in Section 5. Dressage tests are contained in Appendix C.
- b. **Ease of Handling (EOH) Trial**. Obstacles are set up to simulate the difficulties encountered by a horse and rider in the field. Each obstacle is given a numerical score, and collective marks are given for transitions/navigation, gaits, impulsion, submission, rider, and presentation. Obstacles are ridden in the numeric order. The goal of this trial is to negotiate the obstacles with accuracy, ease, and smoothness. Requirements for the Ease of Handling trial are presented in Section 6. The obstacles are described in Appendix A.
- c. **Speed Trial**. Obstacles are ridden at speed. The objective is to negotiate the course with no errors, in the correct order, as quickly and efficiently as possible. There are no gait restrictions unless enacted by show management for safety reasons due to weather conditions or footing. Individual scores are based on elapsed time through the obstacles plus time penalties and minus time bonuses as described in Section 7.

d. **Cattle Trial.** This trial tests the ability of a horse and rider to work with cattle individually as part of a team. The trial is performed with a team of 3 or 4 riders. The objective is for each rider to individually sort, cut, and herd a pre-selected animal from the herd and then as a team put it in a designated pen. This is a timed event, with time penalties for course errors. Requirements for the Cattle trial are presented in Section 8.

**Note:** Show Management and organizers has the right to cap the number of entries it accepts for trials, classes and divisions.

### 1.3 Rider Divisions

Show management may opt to offer classes in any of the following divisions for riders:

- a. **Youth** – Open to riders 7 to 17 years of age, as of January 1 of the calendar year. Youth division riders may compete in any level up through Level 6. This division may be further categorized as follows:
  - (1) **Children** – Riders 7 to 10. Riders in this subdivision may be the rider in Lead Line class.
  - (2) **Junior** – Riders 11 to 17.

Note: A rider eligible for this division may also compete in the Open Division.

- b. **Open** – All riders.
- c. **Beginner** – Riders first or second competition or qualifies youth age group. Adult Beginner riders can only attend 2 competitions in this division. Riders may enter the Children/Beginner's level but cannot compete at another level in the same competition.
- d. **Adult** – Riders 18 and up. Riders in this division cannot enter in the Children/Beginner's level unless he/she qualifies as a Beginner or is the Handler in the Lead Line class.

Note: Unless defined elsewhere in the registration/prize list, a class is by default an Open division class.

### 1.4 Horse Requirements

- a. The term "horse" as used in these Rules refers to any member of the Equid family. Any horse, with the exception of miniature horses (equines under 34" / 86.4 cm), is eligible to compete.
- b. All horses entered must be serviceably sound; show no signs of lameness, discomfort, or pain; and be in good condition.
- c. A horse must be at least 2 years old at the beginning of competition year to participate in the Lead In-Hand level.
- d. A horse must be at least 5 years old at the beginning of the competition year to participate in the Lead Line, Children/Beginner, Introductory (L1), Novice A (L2) level, Novice B (L3) and Intermediate A/B (L4/L5) levels.
- e. A horse must be at least 6 years old at the beginning of the competition year to participate in the Advanced (L6) and Masters (L7) levels.

Note: A horse will be considered 1 year old on the first day of January following the actual date of foaling. The Judge or Show Manager may disqualify any horse, either before or during a competition, which they deem to be unsafe for competition.

### 1.5 Performance Levels

Show management may offer classes in any of the following levels/divisions:

- a. **Lead In-Hand**. This level is designed to introduce horses not familiar with Working Equitation and to introduce obstacles in a safe environment. This level involves a Handler (person walking with the horse) and horse. The Handler needs to be between the horse's eye and ears with the exception of negotiating an obstacle. There is only the EOH trial for this level. Walk and/or trot only. There is no Speed, Dressage and Cattle trials at this level.
- b. **Lead Line**. This level is to introduce children to Working Equitation in a safe environment with correct equitation and training. This level entails a Handler, Rider, and Horse. Riders are ages 5 years to 10 years old. Handler must be 14 years old and up. Handler must have two hands holding the lead rope at all times during the trial. The Handler needs to be between the horse's eye and ears with the exception of negotiating an obstacle. The horse must at least 5 years of age. Walk gait only. There is no Dressage, Cattle and Speed Trials. No whip allowed. No spurs allowed. Any Rider competing in Lead Line Level cannot compete in any other level in the competition. Handler may give assistance if needed. The lead rope must be attached to the horse at all times when participating the trial. All Riders are required to wear a current ASTM/SEI-approved safety helmet.
- c. **Children/Beginner**. This level is limited to riders 7 to 17 years of age or Adult Beginner status. There is a separate Dressage trial and EOH trial for this level. Walk and trot only. Rising or sitting trot is allowed. There is no Speed and Cattle trials at this level.
- d. **Level 1 – Intro**. This is an introductory level designed for horse-rider pairs who passed the Children/Beginner level. There is no Speed and Cattle trial at this level. Walk and trot are required in the Dressage and EOH trials (canter is not allowed). Rising or sitting trot is allowed. Trot is required between obstacles in EOH. Two hands may be used on the reins.
- e. **Level 2 – Novice A**. This level is designed for horse-rider pairs who are beginning their development in Working Equitation. Trot or Canter is required in the Dressage trial and between obstacles in EOH. Changes of lead are through the trot. Obstacles must be trotted, unless required or allowed to be walked or cantered. Rising or sitting trot is allowed. Two hands may be used on the reins.
- f. **Level 3 – Novice B**. Rising or sitting trot is required in the Dressage Trial. Canter is required on and between obstacles. Changes of lead through the trot are required. Two hands may be used on the reins.
- g. **Level 4 – Intermediate A**. This level is designed for horse-rider pairs progressing in their development. Sitting trot is required in the Dressage trial. Simple changes of lead through the walk are required. Two hands may be used on the reins.
- h. **Level 5 – Intermediate B**. Sitting trot is required in the Dressage trial. Flying changes are required. Two hands may be used on the reins.
- i. **Level 6 – Advanced**. Sitting trot is required in the Dressage trial. Flying changes are required. One hand must be used on the reins.
- j. **Level 7 – Masters** (International Level). Sitting trot is required in the Dressage trial. Changes at canter must be flying changes. One hand must be used on the reins.

### Summary of Performance Level Requirements

| Level             | Trot              | Canter/Lead Change | Hands            | Speed Trial | Dressage Trial |
|-------------------|-------------------|--------------------|------------------|-------------|----------------|
| Lead In-Hand      | Walk or Trot      | No                 | 2 (on lead rope) | No          | No             |
| Lead Line         | Walk only         | No                 | 2                | No          | No             |
| Children/Beginner | Sitting or rising | No                 | 1 or 2           | No          | Yes            |
| L1 – Intro        | Sitting or rising | No                 | 1 or 2           | No          | Yes            |
| L2 – Novice A     | Sitting or rising | Yes/thru trot      | 1 or 2           | Yes         | Yes            |
| L3 – Novice B     | Sitting or rising | Yes/thru trot      | 1 or 2           | Yes         | Yes            |
| L4 – Inter A      | Sitting           | Yes/thru walk      | 1 or 2           | Yes         | Yes            |
| L5 – Inter B      | Sitting           | Yes/flying         | 1 or 2           | Yes         | Yes            |
| L6 – Advanced     | Sitting           | Yes/flying         | 1                | Yes         | Yes            |
| L7 – Masters      | Sitting           | Yes/flying         | 1                | Yes         | Yes            |

## 1.6 Entry Requirements

- A horse-rider pair is considered an entry. Exception is Lead Line which has a Handler, Rider and Horse and Lead In-Hand which has Handler and Horse.
- A horse-rider entry can compete in only one level/division per show.
- A horse may be entered twice in a competition if ridden by two different riders and in different levels. Exception: Two youths or one youth and one adult can share the same horse if competing in Lead In-Hand, Lead Line, Children/Beginner and Introductory-L1 levels.

## 1.7 Performance Level Selection and Advancement

- A rider will select the level he/she believes is the most appropriate for the horse/rider combination upon entering their competition of the season. This is done on the registration form. No changes to the level, class and/or division selection once form is submitted.
- A horse/rider combination may choose to self-advance to the next higher level. Once they have earned an Average combined Dressage/EOH score percentage of 62% at the higher level in three competitions, it is encouraged for the rider and horse pair to advance to the next level.

## 1.8 Tack, Attire, and Equipment Allowances

### 1.8.1 Tack and Attire

The responsibility for correct tack, attire, and equipment rests with the competitor. However, the following requirements must be met:

- All competitors **MUST** wear a current ASTM/SEI-approved safety helmet. There is no penalty for use of protective headgear or a protective safety vest for a rider in any trial.
- Tack must include a saddle, stirrups, and a bridle or bosal. Exception: Lead In-Hand requires a lead rope and halter, bridle or bosal. Saddles are not allowed in Lead In-Hand level.
- Bitted bridles, bitless bridles, and side-pulls are allowed. Natural or authentic bosal hackamores are allowed. Halters are allowed in the Lead In-Hand competition only.

- d. Any cavesson/noseband must be adjusted to allow room for two fingers placed flat on the bridge of the nose.
- e. Curb chains and leather chin straps may be used but must be at least ½ inch in width and lie flat against the jaws of the horse. Two fingers, placed flat, must fit between the chain/strap and jaw of horse.
- f. Any allowed bit can be used regardless of tradition or discipline. **The following bits are not allowed:**
  - Mechanical hackamores
  - Gag bits
  - Twisted or wire bits
  - Elevator bits
  - Combination bits
  - Shank bits that exceed 8.5 inches in shank length as measured from the top of the shank where it attaches to the headstall to the bottom where it attaches to the rein. Any bit with a port higher than 3.5 inches, including Spade bits. Any bit considered inhumane by the Judge.
- g. Riders must wear long pants, breeches, or riding skirt; a long or short-sleeved shirt with collar; and a helmet. Sleeveless shirts or tank tops are not allowed. Additional attire such as jackets, vests, gloves, chinks, armitas, half chaps, full chaps and scarves are permissible.
- h. Riders must use footwear appropriate for showing in the tradition in which they are dressed. Heeled boots are required with at least a ½ inch heel.
- i. Spurs are not allowed in Lead In-Hand and Lead Line classes.
- j. Tack and attire must be neat and orderly. Entries must use the same style of tack and attire in **ALL** trials. It should be of consistent tradition and will be reflected accordingly in the Presentation portion of collective marks. Embellishments (silver, sequins, gems, etc.) will not count over a good working outfit.
- k. Bridle, saddlery and equipment rules apply in the Paddock area as well as the competition arena.
- l. Braiding is optional. However, mane and tail need to be tidy.
- m. Numbers, if provided by show management, must be worn at all times when a horse is being exercised or ridden.

Note: In the event of a tack malfunction while the rider is in the competition arena, the rider may request a 4-minute timeout to remedy the issue. Someone from outside the arena may enter to assist the rider, but the rider and horse must remain in the arena. If there is a safety concern with the malfunction or remedy, the Judge may, at his/her discretion, dismiss the rider from the trial or allow a re-ride at a later time.

### 1.8.2 Equipment Allowances

- a. Hoof boots (i.e., boots used in lieu of shoes) are allowed.
- b. Bell boots and protective boots are allowed for EOH, Speed, and Cattle trials.
- c. Use of a whip (crop) is allowed in Children/Beginner, Introductory (L1), Novice (L2/L3), and Intermediate (L4/L5) levels. The whip must not exceed 120 cm (47.2 in.) in length, including any lash. The whip does not have to be carried in all trials. **No whips allowed in Lead In-Hand and Lead Line levels.** The following is for Advanced (L6) and Masters (L7) levels only: Riders may carry a whip only if it is consistent with the tradition of the tack and attire utilized. The whip must be maintained in an upright position in the free hand, and not used as an aid to instruct the horse.
- d. Fly hoods (ear covers) are permitted for competition in order to protect horses from insects. The fly hoods should be discreet and should not cover the horse's eyes. After completion of the trial, the rider



or his/her representative is responsible for removing the fly hood to present it to the Gate Steward for inspection. The Gate Steward will also visually inspect for earplugs.

- e. A nose net may be used if a veterinarian has diagnosed the horse with head shaking syndrome. A letter from the veterinarian must be included with the entry form.
- f. A tail corset is allowed.
- g. The following equipment is not allowed:
  - Tie downs
  - Tongue ties
  - Martingales of any kind
  - Serretas
  - Bearing, side, draw, or balancing reins
  - Blinkers
  - Ear plugs/muffs/noise cancelling fly hoods
  - Metal-core nosebands or hackamores
  - Studded or spiked curb/chin straps
  - Tail wraps
- h. Electronic communications devices, headphones, earphones, electronic entertainment devices, etc. are prohibited in the competition arena. Use of such or similar equipment will result in elimination. Such devices may be used in the paddock.

## **1.9 Outside Assistance**

Competitors may not receive any outside assistance during a trial. Outside assistance/coaching will be severely penalized at the Judge's discretion, which could include disqualification. Penalties may include 10-point penalties in Dressage and EOH, or 10-second penalties for Speed for each occurrence. Any outside assistance at the Advanced (L6) or Masters (L7) levels will result in disqualification.

The outside assistance restriction begins when the rider enters the arena and ends after the final salute. Competitors are allowed to receive clarifications or guidance from officials before the bell or after the trial has been completed.

Exception:

- Children/Beginner, Introductory (L1), and Novice (L2/L3) competitors in the dressage trial may have a person positioned outside the arena to read the test aloud.
- Children/Beginner level competitors in EOH trial may have a person positioned outside the arena to read the order of obstacles.
- A Handler is allowed for Lead Line competition but must remain silent during trial. It's a 2-point penalty if the Handler speaks.

## 1.10 Use of Hands

Horses may be ridden with one hand or two in all levels up through Intermediate B (L5). All trials in Advanced (L6) and Masters (L7) levels must be performed with the reins in one hand. Exception: Lead Line horses must be ridden with two hands unless negotiating an obstacle.

Competitors may use either the right or left hand when negotiating obstacles in EOH and Speed trials; however, the same hand must be used consistently for every obstacle or receive a penalty of disqualification.

L1 through L5 competitors riding one handed are allowed to use two hands to adjust the reins or correct the horse, or switch to riding with two hands without penalty. L6 and L7 competitors will be disqualified if they have two hands on the reins for longer than necessary to adjust the reins. An adjustment to the reins must be a momentary action, with the free hand touching behind the rein hand.

During competition, Lead In-Hand, Lead Line, Children/Beginner, L1 through L5 competitors may briefly stroke/touch the horse in front of the rein hand. Excessive stroking or touching of the horse may be penalized in the Rider score. L6 and L7 Competitors will be penalized if their free hand brushes the rein or touches the horse in front of the rein hand or provides any form of assistance for up to two occurrences (5-point penalty in Dressage and EOH, 5-second penalty in Speed). L6 and L7 Competitors will be disqualified for stroking/touching the horse in front of the rein hand three times.

Holding the excess rein in the free hand during the trial is not allowed. Exception: Western riders using a romal rein or knotted/connected split reins may hold the excess rein with the free hand, maintaining an obvious loop of rein between the hands.

In Lead In-Hand, the Handler has two hands holding the lead rope at all times unless momentarily negotiating an obstacle.

## 1.11 General Grounds for Disqualification/Elimination

### 1.11.1 Definitions

- a. **Disqualification** (disqualify, disqualified) = disqualification from the trial. Entries disqualified from a trial can compete in other trials and are still eligible for awards.
- b. **Elimination** (eliminate, eliminated) = elimination from the competition. Entries eliminated from the competition are not eligible for any awards.

### 1.11.2 Disqualification

- a. Entering the trial arena before the bell has rung or as directed by a Gate Steward.
- b. Taking more than 60 seconds to start the trial after the bell has rung.
- c. Horse shows signs of blood on any part of its body caused by an existing unhealed wound or an injury in the arena.
- d. Horse shows signs of lameness, pain, or severe distress.
- e. Rider mistreats the horse.
- f. Horse is unsafe.
- g. L6, L7: Having two hands on the reins for longer than for a brief adjustment.
- h. L6, L7: Three instances of touching or brushing the horse's neck or the reins with the free hand in front of the rein hand, and/or using the free hand to provide any form of assistance. First two instances are penalized.

- i. L6, L7: Touching the horse with a whip or using the whip to provide any form of assistance.
- j. Excessive use of the whip and/or spurs.
- k. Outside assistance (L6, L7): May result in penalties or disqualification at Children/Beginner's Level and L1 thru L5, depending on severity.
- l. Use of illegal tack, attire, or equipment.
- m. Fall of horse or rider during a trial.
- n. Switching hands. When using one hand on the reins, the same hand must be used throughout. Children/Beginners get a 0 for this infraction.
- o. Dismounting for any reason other than to pick up an obstacle.
- p. Failure to advance for more than 15 seconds.
- q. Gross disrespect or misconduct by an exhibitor.

### **1.11.3 Elimination**

- a. Horse shows signs of blood on any of its body caused by bridle, spurs, or whip, or any wounds apparently from abuse or mistreatment.
- b. Use/application of any foreign or caustic substance to or into any horse that would alter or influence a horse's natural carriage, movement, or behavior.

#### Note:

- 1. Either the Judge or Show Manager can disqualify an entry; may be subject to Elimination depending on severity.
- 2. Only the Judge and/or Show Manager can disqualify for evidence of blood.
- 3. There is no option for appeal in the case of Disqualification or Elimination for blood or lameness.
- 4. Excessive use of the whip and/or spurs at any level will be penalized or result in Disqualification or Elimination at the Judge's discretion.

**Table 1-2. Summary of General Disqualifications and Eliminations**

|  | Lead In-<br>Hand/ | Lead<br>Line | Child/<br>Begin | L1<br>Intro | L2<br>Nov A | L3<br>Nov B | L4<br>Int A | L5<br>Int B | L6<br>Adv | L7<br>Mast |
|--|-------------------|--------------|-----------------|-------------|-------------|-------------|-------------|-------------|-----------|------------|
| Entering the trial arena before bell has rung or as directed by Gate Steward                                   | DQ                |              |                 |             |             |             |             |             |           |            |
| Taking more than 60 seconds to start the trial after the bell has been rung                                    | DQ                |              |                 |             |             |             |             |             |           |            |
| Horse shows signs of lameness, pain, or severe distress  | DQ                |              |                 |             |             |             |             |             |           |            |
| Horse shows signs of blood on its body caused by existing unhealed wound or injury in the arena                | DQ                |              |                 |             |             |             |             |             |           |            |
| Rider mistreats the horse  | DQ                |              |                 |             |             |             |             |             |           |            |
| Horse is unsafe  | DQ                |              |                 |             |             |             |             |             |           |            |
| Excessive use of whip or spurs   |                   | DQ           |                 |             |             |             |             |             |           |            |
| Use of illegal tack, attire, equipment   | DQ                |              |                 |             |             |             |             |             |           |            |
| Fall of horse or rider in a trial  | DQ                |              |                 |             |             |             |             |             |           |            |
| Switching hands on reins when riding one handed  |                   | DQ           |                 |             |             |             |             |             |           |            |
| Failure to advance for more than 15 seconds  | DQ                |              |                 |             |             |             |             |             |           |            |
| Dismounting for any reason other than to pick up an obstacle   | DQ                |              |                 |             |             |             |             |             |           |            |
| Gross disrespect or misconduct by an exhibitor   | DQ                |              |                 |             |             |             |             |             |           |            |
| Having two hands on the reins for longer than for a brief adjustment   |                   |              |                 |             |             |             |             |             |           | DQ         |
| Stroking/touching the horse in front of the rein hand three times  |                   |              |                 |             |             |             |             |             |           | DQ         |
| Touching the horse with a whip or using the whip to provide any assistance                                     |                   |              |                 |             |             |             |             |             |           | DQ         |
| Outside assistance   |                   |              |                 |             |             |             |             |             |           | DQ         |
| Horse shows sign of blood anywhere caused by bridle, bit, spurs, or whip                                       | Elimination       |              |                 |             |             |             |             |             |           |            |
| Horse shows signs of blood anywhere from abuse or mistreatment   | Elimination       |              |                 |             |             |             |             |             |           |            |
| Use/application of foreign or caustic substance that alters the horse's natural carriage, movement or behavior | Elimination       |              |                 |             |             |             |             |             |           |            |

## **PART II. COMPETITION ORGANIZATION/MANAGEMENT**

### **SECTION 2. Schooling Shows**

Note: The competition year runs from January 1 through December 31.

Schooling shows are intended to be low-pressure opportunities for riders and horses to gain experience, practice test and course riding, and get the feel of competition. They provide a valuable opportunity for competitors and judges to gain experience. Schooling shows are not governed nor licensed by any horse sport organization.

### **SECTION 3. OFFICIALS AND PERSONNEL**

#### **3.1 Show Manager**

The Show Manager is responsible for the management of the working equitation competition. He/she ensures that all necessary show personnel are in place and properly trained and is present throughout the competition to facilitate the show operation.

The Show Manager is responsible for applying and complying with the requirements of the competition license. All Show Managers have the duty to arrange good technical, sporting, and humane conditions required for the smooth performance of the competition.

The Show Manager may compete in a Swiftwind show that he/she is managing. Show Managers may compete with the following provisions:

- They must designate a surrogate to resolve any issues that may arise during the time they are competing.
- They cannot be involved in course design with the exception of the actual set up of the design at the show.

#### **3.2 Show Secretary (also the Scorer)**

The Show Secretary manages all administrative functions and maintains records for the competition. Show Secretary takes entries, verifies memberships and rider and horse registrations, prepares class lists, and maintains competitor scores in the show database/record.

The Show Secretary posts the order of go for all trials. He/she posts course maps for the Ease of Handling and Speed trials. The Show Secretary posts the individual scores and their rankings within 24 hours of trial completion. Score sheets will be available to the competitors no later than 24 hours of trial completion (the originals will be available after awarding of the Working Equitation competition). The scores will be posted no later than 24 hours after the last ride of the day. The Judge must approve the release of results and scorecards prior to posting and release. The order of go/show schedule must include time slotted for approvals by officials. The Show Secretary will hold any score sheet not delivered to a competitor for a period of 5 days after the competition. Copies of score sheets and results must be kept on file for a period of 12 months for all shows.

Show Organizers are to make every attempt to ensure notice of posting of results and schedules is in a manner available to all competitors.

Scorers assist the Show Secretary by tallying the score sheets and verifying their accuracy. The Scorer may also be the Show Secretary.

The Show Secretary provides information to the Show Announcer to keep participants and public informed and is responsible for instructing the Announcer to play the designated music during Masters level Dressage trials.

The Show Secretary may not compete in shows.

### **3.3 Judge**

Dependent on the number of participants, there may be more than one Judge for each trial; however, there may be a different judge for each trial. Example: A Judge for Dressage and a different Judge for EOH.

A collection of Judges is referred to as a Jury. One Judge will be identified as President of the Jury and will act as the chairman. The remaining jury members are referred to simply as Judges or Jury Officers.

Judges are rated as follows:

- Senior (S) Judge: May officiate at licensed and Championship competitions; may judge any level.
- Medium (M) Judge: May officiate at licensed competitions; may officiate at a championship competition if serving on a panel with one or more (M) or (S) judges; may judge any level.
- Basic (B) Judge: May officiate at licensed competitions; may judge Children, Introductory, Novice, and Intermediate levels. Basic Judges may judge upper levels (Advanced and Masters) if they are part of a panel of 3 or more Judges that includes at least one Senior (S) Judge. Only one (B) Judge is allowed per panel.
- Learner (L) Judge: Organizers of schooling shows are encouraged to use (L) judges to provide them the necessary experience to advance their training and credentials. (L) Judges may judge licensed shows if they are part of a panel that includes at least one (M) or (S) Judge. No more than one (L) Judge is allowed per panel. The (L) Judge must have previously judged at least 50 rides in a panel setting before his/her scores can count toward competition placement.

The same Judge or Jury must judge each class competing in all levels/divisions within a trial. The number of Judges required is dependent on the number of participants at the show.

The Judge is responsible for course designs and must have completed designs submitted to the Show Manager 48 hours prior to the show. The designs of the courses for EOH and Speed trials are in accordance with requirements defined in rules. The Judge coordinates with the Show Manager in advance regarding the availability of obstacles. The course design must be kept confidential until it is made available to all competitors.

When two or more Judges officiate at a competition, the scores are averaged to determine the official score for the trial.

If the President of the Jury is not able to perform his/her duties for any reason, the most senior Judge on the Jury will take that position. If for any reason a Judge on a multiple-judge Jury is not able to perform his/her duties during a competition, the score awarded for that Judge would be the average of the total points awarded by the other judges.

At larger competitions, multiple arenas with multiple Juries may be used. Each Jury will be responsible for the classes assigned to it by the Show Manager. Each Jury will have an independent President of the Jury.

A scribe may assist each Judge during the trials.

All Judges, and particularly the President of the Jury, must ensure that the rules are strictly followed. The President of the Jury is the competition's ultimate authority and is responsible for ensuring compliance with the technical and sporting conditions required for the smooth performance of the trials.

The Judge must approve the release of results and score sheets prior to posting and release.

The Judge has the authority and responsibility to disqualify any competitor whose horse shows signs of blood anywhere (e.g., mouth, sides, legs). At the end of any trial, if the Veterinarian, Show Manager, and/or the Gate Steward detect any signs of blood on the horse, the rider must remain in the area for examination and the Judge will be informed of the occurrence. The Judge will analyze the situation and if considered justified, order the competitor's disqualification from that trial, or elimination from the competition if the blood is caused by the bridle, whip, or spurs.

The Judge may authorize the Gate Steward or Veterinarian to determine whether disqualification for evidence of blood is warranted. In those cases, the Gate Steward or Veterinarian will raise a red flag to indicate that the horse has been disqualified.

A Judge may not compete at any competition in which they are judging. A horse owned or leased by a Judge may not compete in any competition under that Judge.

The following individuals may not compete under a Judge:

- A person with whom the Judge has a close personal relationship (e.g., family member, domestic partner, business partner, etc.).
- A trainer, coach, or student of a Judge within 30 days of the competition. Conducting clinics or providing assistance in group activities, unless private instruction is given, is not considered instruction.
- An employer or employee of a Judge.
- Anyone who has purchased a horse from or sold a horse to a Judge within 90 days or less from the competition.
- Anyone who has leased a horse to/from a Judge within 90 days or less from the competition.

A Judge must notify show management of any conflict(s) of interest that may arise.

### **3.4 Riders**

All riders are entitled to enjoy good technical, humane, and sporting conditions in performing this discipline and competing in these trials.

Riders are entitled to receive their Dressage and Ease of Handling score sheets at the end of each trial, provided that the results have been announced.

A parent, a legal guardian, or legal representative of the parent or legal guardian, as defined on the registration form must represent riders under the age of 18 years.

Riders are obliged to register correctly under penalty of not being allowed to compete at the competition, must comply with the Rules, and accept all of the decisions of the Jury, Gate Stewards, and Show Manager.

Riders have a right of inquiry about issues covered by these rules to the Show Manager.

### **3.5 Trainers and Handlers**

Trainers are defined as persons who give lessons or technical advice to the competitor and/or instruct the horse or rider/horse in question. Handlers are defined as persons who assist in caring for, preparing the horse at a competition and walks with the horse in Lead In-Hand and Lead Line levels.

Each rider is entitled to bring a Handler and a Trainer who may be present at the competition, provided that they are properly identified and have signed a liability release. During course walks, the Trainer may accompany the Rider. Riders under 18 years of age may be accompanied during the course walk by a parent or other representative if a Trainer is not present.

Trainers and Handlers may not, under any circumstances, speak to the Judges or officers during the performance of the trials.

### **3.6 Veterinarian**

If the Show Manager or Judge requires a licensed veterinarian to inspect a horse at the competition, the competitor is responsible for any and all expenses incurred.

The Veterinarian is responsible for the well-being of horses during the trials. Upon detecting a clinical problem with a horse, the Veterinarian must inform the Judge and Show Manager. Any horse withdrawn or disqualified from the trial for a clinical problem may only re-enter the arena with the authorization of the Veterinarian.

### **3.7 Gate Steward**

Gate Stewards are required for competitions and the Show Manager can be the Gate Steward.

The Gate Steward coordinates the competitors' entrance into the arena based on their entry order.

The Gate Steward inspects each competitor before and after the trial, verifying that equipment, tack, and attire are in accordance with requirements. Competitors with inappropriate equipment/attire will be given the opportunity to correct the deficiency and will be placed at the end of the scheduled ride order. Final authorization of the tack, attire, and condition of the horse is the duty of the Judge. The responsibility for correct tack/attire and equipment rests with the competitor.

The Gate Steward inspects the condition of the horse before and after every trial. If blood is detected on a horse, either before or after the competition, the Gate Steward must inform the Judge immediately.

The Gate Steward may not, under any circumstances, be held liable for any breach or omission committed by any competitor.

A Gate Steward may not officiate during a class in which he/she is competing.

Gate Steward may compete so long as he/she must delegate a surrogate to resolve any issues that may arise during the time they are competing.

A Gate Steward may be a Timer. During the Speed trial, automatic timers are recommended. When timed with an electronic timer, a manual timer will be used as a back-up, but times will not be averaged. If automatic timers are not available, two individuals with timers/stop watches will track each entry's elapsed time. The average of the two times will be the official score when manual timers are used.

### **3.8 Scorer**



Scorers tally individual score sheets and verify accuracy of final show results before awards are presented. The Judge should verify what the scorers present before scores are posted. A Scorer may not compete in any competition in which he/she scores tests. This designation may be done by the Show Secretary and/or Runner.

A Scorer may be a Timer. During the Speed trial, automatic timers are recommended. When timed with an electronic timer, a manual timer will be used as a back-up, but times will not be averaged. If automatic timers are not available, two individuals with timers/stop watches will track each entry's elapsed time. The average of the two times will be the official score when manual timers are used.

### **3.9 Ground Crew**

The Ground Crew (typically two or more individuals) stands by the arena to replace poles, rings, reset rails, etc., after each trial, as well as move obstacles (if necessary) between trials. They also assist Children/Beginner and Introductory (L1) riders who may have dropped items in the arena.

### **3.10 Announcer**

The Announcer keeps the competitors and public informed of schedules and results as provided by the Show Secretary and Scorer. In coordination with the Sound System Manager, the Announcer plays the music for the Dressage trials at the Masters level.

### **3.11 Farrier**

If a Farrier is required, the competitor is held responsible for any and all costs incurred.

## **SECTION 4. GENERAL COMPETITION REQUIREMENTS**

### **4.1 Paddock Rules**

If available, the paddock 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 trial can cool down and/or relax their horses. A Gate Steward or Ground Crew controls the paddock.

All competitors must be polite in dealing with the Gate Steward and Ground Crew, and responsive to his/her direction.

Competitors not on horseback are forbidden from remaining in the Paddock. The temporary or extended presence of any persons inside the paddock other than the competitors, trainers, or handlers of the horses being prepared, is also forbidden.

The Paddock is a zone for warming-up exercises and concentration. Accordingly, competitors leaving the arena must respect those competitors who have not yet entered. Any kind of exuberance or horseplay that may prejudice the competitors is prohibited.

The Gate Steward will immediately inform the judge and/or Show Manager of any failure to comply with the paddock rules. The competitor is liable for any disciplinary penalty.

Riders with safety concerns, are encouraged to wear an orange vest in the paddock.

### **4.2 Entry Order**

The Judge and/or Show Secretary draw numbers to determine the entry order. Once finalized, the Show Secretary will post the entry order at least 2 hours before the start of each trial. Course maps for EOH and Speed must be posted at the same time. If possible, it is better for the organization of the competition as well as for competitors and public to publish a general schedule one day or more in advance, along with the draw for the first trial.

For competitions where trials are held on different days, the entry order for EOH and Speed trials is the inverse of the placing at the time of the trials. For a two-day show where Dressage is on one day and EOH and Speed are on another day. If there is a Cattle trial as well, it will be held on the same day as the Dressage trials. The Show Secretary will maintain the entry order and adjust it, if possible, for conflicts involving riders with several horses.

Any competitor who competes with multiple horses is entitled to at least 20 minutes between rides, if possible. A competitor entering three or more horses in a division/level waives the right to the minimum time between rides. Show management should endeavor to provide as much time as possible between that competitor's entries.

Ride times are not required to be included in the order of go but may be used for the Dressage portion at discretion of the organizers. It is the rider's responsibility to know the entry order and monitor the progress of the trial to ensure they are ready at the gate when called. Competitors have 60 seconds to appear at the gate after being called or will be disqualified.

### **4.3 Veterinary Inspection**

If on site at a competition, the Veterinarian will inspect each horse upon arrival at the show grounds to evaluate its general condition and identification documents/vaccination records. The inspection will include a trot for soundness.

The Judge, Gate Steward, or Veterinarian may also require inspections before and/or after trials. Inspections performed immediately after trials will be done in a discrete manner and location. The Veterinarian will inform the Judge and the Show Manager of the results of the exams.

If any irregularity is found, a horse may be disqualified or eliminated from the competition in accordance with these rules at the discretion of the Judge and/or Show Manager. The competitor will be informed by the Judge or Show Manager.

### **4.4 Drug Testing**

No horse or pony may compete in any competition if it has been administered any banned substance as defined by EC Chapter 10 Equine Medications Control. It is the duty of all competitors, owners, trainers, and/or support personnel to ensure that this rule is strictly followed. All drug testing, if conducted by show management, will be in conformance with EC rules. If the horse on which they competed or will compete is selected for sampling, the responsible person must ensure the horse submits to sample collection and comply with all sampling procedure requirements.

### **4.5 Evidence of Blood**

The Judge and the Show Manager has the authority and responsibility to disqualify any competitor whose horse shows signs of blood anywhere (e.g., mouth, sides, legs). Gate Stewards will inspect the condition of horses before and after every trial. If blood is detected on a horse, either before or after the competition, the Gate Steward will inform the Judge and Show Manager as soon as possible. The rider must remain in the area for examination. The Judge will analyze the situation, and if considered justified, order the competitor's disqualification from the trial. If the blood is caused by bridle, spurs, whip, or any wounds apparently from abuse or mistreatment, the competitor will be eliminated from the competition.

### **4.6 Horse Welfare**

Working Equitation Canada and Swiftwind Equine Center will adhere to EC rules regarding the welfare of the horse, as in EC Article A517. Swiftwind Equine Center will abide by this set of rules and agrees to ensure all horses are treated humanely, with dignity, respect, and compassion, at all times. Rules are established and enforced that demand owners, trainers, and exhibitors be continually responsible for the well-being and humane treatment of all horses entrusted to their care. Above all, the horse's welfare is paramount to other considerations; the continual development of procedures will ensure the humane treatment of the horse and all animals involved with Swiftwind Equine Center events.

Owners may be held responsible for the actions of their trainers, agents, employees, and representatives. Individuals may be disciplined, disqualified, fined, expelled from the show grounds, and banned from future competitions. The standard by which conduct, or treatment will be measured is that which a reasonable person, informed and experienced in generally accepted equine care, training, and exhibition procedures or veterinary

standards, would determine to be cruel, abusive, or inhumane. The FEI Code of Conduct for the Welfare of the Horse also apply.

#### 4.7 Prizes

Prizes are awarded at the discretion of show organizers. Competition organizers may opt to offer additional awards within a particular division or level based on additional demographic criteria.

### 4.8 Scoring and Determining Final Placement

#### 4.8.1 Scoring

Movements in the Dressage and EOH trials are scored on a scale of 10 (highest) to 0 to enable correct and logical placement of the competitors in each class. When two or more Judges officiate at a competition, the scores are averaged to determine the official score for the trial. Half points are allowed.

Marks can generally be interpreted as follows:

|    |              |   |
|----|--------------|---|
| 10 | Excellent    | Correctly performs the movement and fulfills the criteria with a high quality of execution.                                 |
| 9  | Very Good    |   |
| 8  | Good         |   |
| 7  | Fairly Good  | Correctly performs the movement and fulfills the requirement of the movement and judging criteria with quality of execution |
| 6  | Satisfactory |   |
| 5  | Sufficient   | No major problems but not a quality execution of the movement and/or judging criteria.                                      |
| 4  | Insufficient | At least one major problem in the movement or poor quality of execution.  |
| 3  | Poor         | Serious and/or multiple problems with basics of the movement and/or judging criteria.                                       |
| 2  | Bad          |   |
| 1  | Very Bad     |   |
| 0  | Not executed |   |

A mark of 4.5 or below is considered a negative score.

The Speed trial is scored by total elapsed time, with time adjusted for bonus time or penalties.

The winner of the Dressage trial for each division is the competitor who receives the highest percentage score in the dressage test performed. The winner of the EOH trial is the competitor who receives the highest percentage score from the obstacle course completed. The winner of the Speed trial is the competitor who completes the course in the lowest adjusted time.

#### 4.8.2 Computing Individual Points

### **(Not applicable to Lead In-Hand and Lead Line)**

The total number of points available in a given class is based on the number of competitors entered and initially competing in that class. The point basis remains the same even if fewer riders compete in subsequent trials within that class as a result of scratches or DQs.

Competitors earn points depending on their placement in each trial, e.g.

1<sup>st</sup> place =  $N + 1$

2<sup>nd</sup> place =  $N - 1$

3<sup>rd</sup> place =  $N - 2$

4<sup>th</sup> place =  $N - 3$  etc.

where  $N$  = the number of competitors entered in that class.

### **Determining Final Placement for Individual Competitors:**

The total number of points accrued by each competitor in each trial determines the overall placing for each class. To be considered for overall placing, competitors must enter all trials for the class. Riders who have successfully completed fewer trials cannot place above riders who have successfully completed more trials.

Competitors who have withdrawn or been disqualified in any of the trials or eliminated from the competition are not awarded any points for that trial, however they are included in the number of competitors when computing the trial points. Competitors who withdraw or are disqualified from a trial may participate in the other trials and earn competition points in those trials. A horse/rider entry will be awarded only one final score per show.

### **Handling ties:**

Note: Competitors who remain tied after all tie breakers are applied, get the same placing and points; competitors scoring lower than the tie get placed as if there were no tie. For example: If two competitors are tied for 2nd place in a 6-horse class, they would each get 2nd place prizes and each be awarded 5 points. The next horse in line would be placed 4th with 3 points, as if the tie did not exist. There would be no 3rd place award or points.

- a. If a tie occurs in the Dressage trial, the collective marks are used to break the tie. If these marks are equal, the entries remain tied, and each will be awarded the points associated with the placing for which they are tied.
- b. If a tie occurs in the EOH trial, the rider who incurred a 0 will be placed lower than the rider who did not. If both have 0's, the rider with more 0's will be placed lower. If the tie remains, the collective marks are used to break the tie. If these marks are equal, the entries remain tied, and each will be awarded the points associated with the placing for which they are tied.
- c. Ties in the Speed trial the competitor with the lowest accrued penalty/bonus time (in seconds) will be placed higher. If these marks are equal, the entries will remain tied and each entry will be awarded the points associated with the placing for which they are tied.
- d. If a tie occurs in the Cattle trial (Team competition only), ties are decided by the lowest total time accrued by the top three riders on the team. If those marks are equal, the team with the least amount of penalty time will place higher. If there is still a tie, the entries will remain tied.

- e. In the event of a tie for overall placement in a given class:
  - the competitor who earned the highest average of the combined Dressage and EOH score will be placed higher.
  - If there is still a tie, the competitor with the highest score in EOH will be placed higher.
  - If there is still a tie, the fastest time in the Speed trial will place higher.

Note: For the purpose of breaking ties in overall placement, a scratch/withdrawal is not equivalent to a disqualification. A rider with a DQ will be placed ahead of a rider who withdrew or scratched.

#### **4.8.3 Computing Team Points**

If a show is facilitating Team events, use the Final Competition Placement Form – Team to determine final placement for team competitions.

For each trial, individual team member scores are compared with one another to determine the placing for that trial. Points for each team member are computed as described in section 4.8.2. The number of points available is based on the total number of riders on all competing teams, e.g., 4 teams with 4 riders each would be a total of 16 points, where the highest score would get 17 points, the second highest 15 points, etc. The point basis determined for the Dressage trial will remain the same for all subsequent trials.

A team's total point score is computed by adding the points for the team's top three riders in each of the trials. The teams are ranked according to the total team points. Handling Ties In the event of a tie for final team placement:

- The team with the highest average combined Dressage and EOH score will place higher.
- If there is still a tie, the team with the fastest combined time in Speed will place higher.

#### **4.8.4 Amendments to the Judge's Score Sheets and Non-Award of Points**

A Judge must initial any amendments or erasures on his/her score sheet. If this is not done, the Show Secretary/Scorer will not enter the score in doubt until the issuing Judge has validated it.

In the event of a non-award of a mark for a movement or exercise, the Show Secretary/Scorer will send the score sheet back to the Judge for it to be completed.

#### **4.8.5 Posting Results**

Score sheets will be posted no later than 24 hours following trial completion for multiple day shows.

For one-day shows, the scores will be posted no later than 24 hours after the last ride of the day.

Originals of the Dressage and EOH score sheets will be available to the competitors after posting of results for each trial.

The Judge must approve the release of results and score sheets prior to posting and release. Show Organizers are to make every attempt to ensure notice of posting of results (and schedules) is in a manner available to all competitors.

#### **4.9 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 mis-scoring during the course of the competition. Such inquiries are addressed to the Judge for ruling.

#### **4.10 Disciplinary Dispositions and Fines**

The Show Manager, and Judge are responsible for enforcing the rules contained in this rulebook. Any show official, competitor, or their representative who commits a serious violation of these rules may be subject to disciplinary dispositions and/or fines as defined by the organization licensing the competition.

## PART III. THE TRIALS

### SECTION 5. DRESSAGE TRIAL

#### 5.1 Objective

The Dressage trial prepares riders for the challenges presented by obstacles encountered in fieldwork. The goal is to develop the handiness of the horse, and to improve the regularity and correctness of the gaits. Great consideration is given to lightness, energy, relaxation, engagement, bend, and roundness of the topline. The Working Equitation horse in this phase should appear calm, supple, confident, responsive, and keen, thus demonstrating harmony with and understanding of its rider. These qualities are documented in the collective marks for each test.

#### 5.2 Arena

Dressage tests are ridden in a 20 by 40-meter arena (65 ft 7.5 in. x 131 ft. 2.75 in.), which is measured from the inside of the fence. For all levels, the arena must be lettered in accordance with FEI requirements as shown in the diagram. The arena entrance, positioned at A, is approximately 1.5m (5ft) wide. The arena entrance need not necessarily be closed.

The surface must be free of visible debris, stones, and appropriate for equitation purposes. It may be grass, sand, dirt, or a specialized surface provided that it is not slippery.

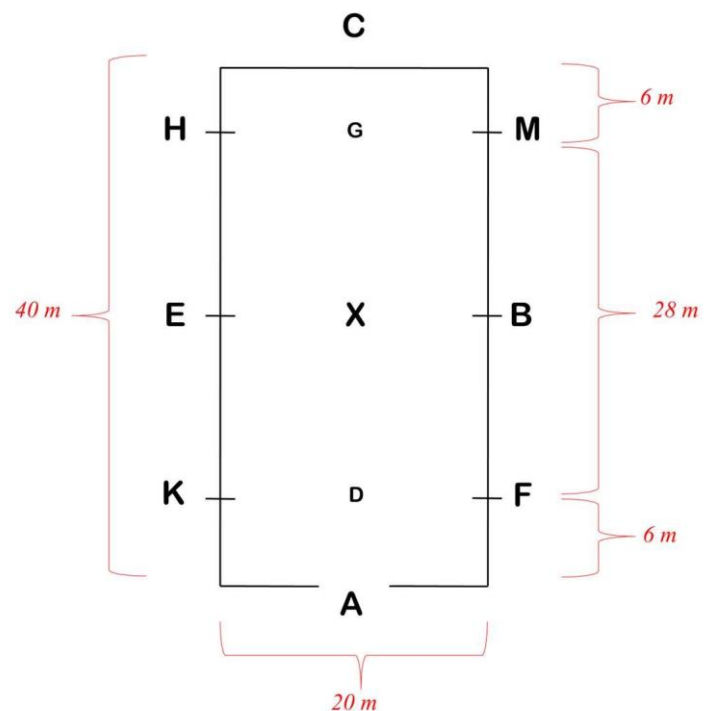
The Judge is positioned at C (center). If multiple judges comprise a jury, the President of the Jury is at C; the other Jury Officers may be placed at E, B, or at the end of the short side to the right and left of C.

The arena must be marked. A fence is highly recommended for schooling shows but is not required. If a fence is not provided, corners of the arena must be marked at the actual corner and extend a minimum of 2 m (6 ft 6 in) along each side.

Whenever possible, there should be a minimum distance of 1.2 m (4 ft) between the spectators and the arena. If this is not possible, spectators should be positioned at the maximum possible distance.

#### 5.3 Tests

Dressage tests are included in Appendix C and on the Working Equitation Canada website. The purpose of each test is as follows:





**Children/Beginner Level:** To introduce the horse and rider to the sport of Working Equitation. Rider should show a balanced position with steady hands, keeping a steady tempo. Rider should focus on accuracy and geometry. Horse should be attentive, same bend for the line of travel, and a willingness to work with his rider without resistance. Transitions to and from halt may include walk steps. All trot work may be ridden rising or sitting.

**Level 1:** To expand the horse and rider's skills in Working Equitation. Rider should demonstrate a balanced position with independent, steady hands that encourage an elastic contact to the bridle while maintaining a steady, active tempo. Attention to accuracy and geometry is important. Horse should be attentive, show correct bend for the line of travel, and a willingness to work with his rider without resistance. Transitions to and from halt may include walk steps. All trot work may be ridden rising or sitting.

**Level 2:** In addition to the requirements of Level 1, to confirm that the horse demonstrates improved suppleness, bending and balance while accepting an elastic contact with the bridle. Consistent, active tempo to be demonstrated throughout while maintaining relaxation and harmony. Transitions to and from halt may include walk steps. All trot work may be ridden rising or sitting.

**Level 3:** In addition to the requirements of Level 2, to confirm that the horse is developing more engagement and the ability to perform lateral movements and clear, prompt transitions with balance and a more consistent contact with the bridle. Horse should show adjustability within the gaits. Transition from canter to walk may include trot steps. All trot work may be ridden rising or sitting.

**Level 4:** In addition to the requirements of Level 3, to confirm that the horse has achieved a moderate level of engagement (accepts more weight on the hindquarters), moves with an uphill tendency and increased power especially in the medium gaits, and is reliably on the bridle without resistance. Expectation of straightness, bending, balance, suppleness, and self-carriage is higher than that required in Level 3. Canter-walk transitions and simple changes should not include trot steps. All trot work must be ridden sitting.

**Level 5:** In addition to the requirements of Level 4, to confirm that the horse demonstrates correct basics and increased engagement, elasticity, balance, bending, suppleness, and self-carriage. Transitions between collected and medium gaits should be well defined.

**Level 6:** In addition to the requirements of Level 5, to confirm that the horse has developed sufficient engagement, elasticity, and balance to perform advanced movements. The horse must be ridden with one hand. Transitions between collected, medium, and extended gaits should be well defined. The horse demonstrates clear uphill balance and lightness, and greater straightness and energy than at Level 5.

**Level 7:** As per WAVE and FITE guidelines. Test is ridden one handed and to music. All trot is to be ridden sitting.

A summary of the skills required for each level is provided in Table 5-1.

## 5.4 Trial Execution

Competitors in all levels up to Advanced (L6) perform the movements in the order and arena location specified.

The Masters (L7) trial is comprised of 22 compulsory exercises plus 5 collective marks. The sequence of the exercises cannot be changed during the dressage performance. The trial has a time limit of 8 minutes. The trial is timed from when the rider halts to salute the Jury upon entering the arena and ends at the time of the final salute. The President of the Jury will ring the bell twice to indicate the end of the 8-minute time trial, after which the Judges will not evaluate any more exercises, i.e., all exercises performed after 8 minutes will be scored with a mark of 0.

Masters (L7) trials are performed to music to be provided by riders well in advance of the trial to ensure that it is ready to play as soon as riders start their trial. The music should be in harmony with the performance and tempo of the movements. Riders, when outside the arena, raise their hand to signal when they want the music to begin.

The Show Secretary determines the order of go. The Judge will ring a bell (or blow a whistle) to signal permission to enter the arena. After the bell has been rung, the horse and rider must enter the arena within 60 seconds. The trial begins when the horse/rider enters the dressage ring at 'A' and ends with a salute to the Judge. Failure to salute the Judge will result in a 5-point penalty for each occurrence. The horse must remain immobile when saluting the Judge. Riders may salute the Judge with a slight nod of the head and a drop of the arm not controlling the reins, or the working arm if riding with two hands.

Children/Beginner, Introductory (L1), and Novice (L2/L3) level riders may have a test reader positioned outside the arena near B or E to read the dressage test aloud. Test readers are not allowed for any other levels. Announcing the tests is limited to reading the movement as it is written once only. Exception: If the Judge sends a rider back to a letter due to a course error, the reader is allowed to repeat the movement one additional time. Exception: In Children/Beginner, the Judge may request a second reading if needed. The caller may give no information other than what is included in the TEST/MOVEMENT column on the test. The Judge may penalize a competitor whose test reader adds additional verbiage.

When a test calls for trot, the trot may be performed rising or sitting for Children/Beginner, Introductory (L1), and Novice A/B (L2/L3) competitors. Sitting trot is required in all other levels.

Children/Beginner, Introductory (L1), Novice A/B (L2/L3), and Intermediate A/B (L4/L5) competitors may use one or two hands on the reins. Advanced (L6) and Masters (L7) competitors execute all phases with one hand on the reins. The same hand must be used throughout the entire trial.

In the event of a course error, the judge may ring the bell and notify the competitor of the error. An error is defined as a change in the sequence of movement that alters the course of the test. A movement performed in an incorrect gait is not a course error but will result in a negative score for that movement. An error or a failure to perform any element of the test does not disqualify the rider until the third error. Five (5) points will be subtracted for each of the first two errors or failure to perform any exercise. The third error will result in disqualification. The Judge must record the error for an error to be counted for penalty or disqualification.

Competitors using verbal cues are penalized 2 points for each occurrence.

After each test, when the Judge has completed the collective marks, the score sheets are delivered to the Show Secretary/Scorer to apply the corresponding coefficients and tally the score.

**Table 5-1. Summary of Skills Required for Dressage Tests**

| Skill/Movement             | L1 Intr | L2 Nov A | L3 Nov B | L4 Inter A | L5 Inter B | L6 Adv | L7 Masters |
|----------------------------|---------|----------|----------|------------|------------|--------|------------|
| Halt from walk             |         |          |          |            |            | Δ      | Δ          |
| Halt from trot             | Δ       | Δ        | Δ        | Δ          |            | Δ      | Δ          |
| Halt from canter           |         |          |          | Δ          | Δ          | Δ      | Δ          |
| Halt from extended canter  |         |          |          |            |            | Δ      | Δ          |
| Walk, medium               | Δ       | Δ        | Δ        | Δ          |            |        |            |
| Walk, collected            |         |          |          | Δ          | Δ          | Δ      |            |
| Walk, extended             |         |          |          |            | Δ          | Δ      |            |
| Walk, free                 |         | Δ        | Δ        |            |            |        |            |
| Trot, working              | Δ       | Δ        | Δ        |            |            |        |            |
| Trot, medium               |         |          |          | Δ          | Δ          |        | Δ          |
| Trot, collected            |         |          |          | Δ          | Δ          | Δ      | Δ          |
| Trot, lengthened           |         |          | Δ        |            |            |        |            |
| Canter, working            |         | Δ        | Δ        |            |            |        |            |
| Canter, medium             |         |          |          | Δ          | Δ          | Δ      | Δ          |
| Canter, collected          |         |          |          | Δ          | Δ          | Δ      | Δ          |
| Canter, extended           |         |          |          |            |            | Δ      | Δ          |
| Canter from trot           |         | Δ        | Δ        |            |            |        |            |
| Canter from walk           |         |          |          | Δ          | Δ          |        |            |
| Canter from halt           |         |          |          |            |            | Δ      | Δ          |
| Canter from rein back      |         |          |          |            |            | Δ      | Δ          |
| 20-m circle or half circle | Δ       | Δ        |          |            | Δ          | Δ      | Δ          |
| 15-m circle or half circle |         |          | Δ        | Δ          |            | Δ      | Δ          |
| 10-m circle or half circle | Δ       | Δ        | Δ        | Δ          | Δ          | Δ      | Δ          |
| 5-m circle or half circle  | Δ       |          |          |            |            |        |            |
| Leg yield                  |         |          | Δ        | Δ          |            | Δ      | Δ          |
| Half pass                  |         |          |          |            | Δ          | Δ      | Δ          |
| Serpentine, 3 loop         |         |          |          |            | Δ          |        | Δ          |
| Serpentine, 4 loop         |         | Δ        |          | Δ          |            | Δ      | Δ          |
| Figure 8, 8 meters         |         |          |          |            |            | Δ      |            |
| Rein back 3-5 steps        | Δ       | Δ        | Δ        |            |            |        |            |
| Rein back 6-10 steps       |         |          |          | Δ          | Δ          | Δ      | Δ          |
| Turn on forehand           |         | Δ        |          |            |            |        |            |
| Turn on haunches           |         |          | Δ        |            |            |        |            |
| Half pirouette             |         |          |          | Δ          | Δ          | Δ      |            |
| Full pirouette             |         |          |          |            |            | Δ      | Δ          |
| Lead change thru trot      |         |          | Δ        |            |            |        |            |

|                       |  |  |  |   |   |   |   |
|-----------------------|--|--|--|---|---|---|---|
| Lead change thru walk |  |  |  | Δ |   |   |   |
| Flying lead change    |  |  |  |   | Δ | Δ | Δ |

## 5.5 Scoring

Dressage trials are scored on a scale of 10 (highest) to 0 to enable correct and logical placement of the competitors in each class. Half points are allowed. Marks can be generally interpreted as follows:

|              |                                |   |
|--------------|--------------------------------|---|
| 10<br>9<br>8 | Excellent<br>Very Good<br>Good | Correctly performs the movement and fulfills the criteria with a high quality of execution.                                 |
| 7<br>6       | Fairly Good<br>Satisfactory    | Correctly performs the movement and fulfills the requirement of the movement and judging criteria with quality of execution |
| 5            | Sufficient                     | No major problems but not a quality execution of the movement and/or judging criteria.                                      |
| 4            | Insufficient                   | At least one major problem in the movement or poor quality of execution.  |
| 3<br>2<br>1  | Poor<br>Bad<br>Very Bad        | Serious and/or multiple problems with basics of the movement and/or judging criteria.                                       |
| 0            | Not executed                   |   |

Five points are subtracted for each of the first two course errors: the third error results in disqualification.

Collective marks for L1 through L6 tests are given for:

- a. Gaits: Rhythm, freedom, and regularity.
- b. Impulsion: Desire to move forward; elasticity of steps; suppleness of the back; engagement of hindquarters.
- c. Submission: Willing cooperation, harmony, attention and confidence; acceptance of contact; straightness; lightness of the forehand; ease of the movement.
- d. Rider: Position: Alignment, posture, stability, weight placement, and following mechanics of the gaits. Effectiveness of the aids: Clarity, subtlety, independence, and accuracy.
- e. Presentation: Completeness, cleanliness, and appropriateness of horse, tack, and attire.

Collective marks for the L7 (Masters) test are as specified by WAVE or FITE.

The number of points obtained by each competitor is displayed and announced over a public address system.

Competitors may have access to their score sheets after all computations are complete, or when authorized by the Judge.

## 5.6 Penalties/ Grounds for Disqualification

### Penalty

- a. Failure to salute the Judge (5-point penalty each occurrence).
- b. Use of voice (2-point penalty each occurrence).
- c. Outside assistance (10-point penalty each occurrence). L1 through L5
- d. Course error (5-point penalty for each of the first two course errors).

- e. In L6 and L7 stroking or touching the horse's neck in front of the rein hand (5-point penalty each occurrence, up to a maximum of two penalties).

**Disqualification**

- a. Overstepping any of the sides of the arena with 4 legs.
- b. Failure to advance for 15 seconds.
- c. Three course errors.
- d. In L6 and L7 Stroking or touching the horse's neck in front of the rein hand three times.
- e. In L6 and L7 having two hands on the reins other than for a brief adjustment.

**Table 5-2. Summary of Dressage Penalties and Disqualifications**

|   | Child/<br>Begin                | L1<br>Intro | L2<br>Nov A | L3<br>Nov B | L4<br>Int A | L5<br>Int B | L6<br>Adv                    | L7<br>Masters |
|---|--------------------------------|-------------|-------------|-------------|-------------|-------------|------------------------------|---------------|
| Failure to salute the Judge                                       | 5-pt penalty, each occurrence  |             |             |             |             |             |                              |               |
| Course error (two maximum)  | 5-pt penalty, each occurrence  |             |             |             |             |             |                              |               |
| Movement performed in incorrect gait                              | Negative score                 |             |             |             |             |             |                              |               |
| Outside assistance  | 10-pt penalty, each occurrence |             |             |             |             |             | DQ                           |               |
| Stroking/touching the horse in front of the rein hand (max twice) |                                |             |             |             |             |             | 5pt penalty, each occurrence |               |
| Stroking/touching the horse in front of the rein hand three times |                                |             |             |             |             |             | DQ                           |               |
| Using 2 hands on the reins other than for a brief adjustment      |                                |             |             |             |             |             | DQ                           |               |
| Overstepping any of the sides of the arena with 4 legs            | DQ                             |             |             |             |             |             |                              |               |
| Failure to advance for 15 seconds                                 | DQ                             |             |             |             |             |             |                              |               |
| Three course errors   | DQ                             |             |             |             |             |             |                              |               |

## SECTION 6. EASE OF HANDLING (EOH) TRIAL

### 6.1 Objective

The EOH trial is designed to represent difficulties that a horse and rider would encounter while working in the field. The objective is to show both the rider's and horse's capacity for calmness, precision, style, and regularity in performing the obstacles, providing evidence of harmony between the horse and rider. This trial is not timed.

### 6.2 Arena

The arena for an EOH trial should be safe and free of visible stones or objects that could endanger the competitor or horse. Footing must not be slippery.

The optimum distance from the public is no less than 1.2meters (4ft).

Course entrance and exit markers will be set up inside the perimeter of the arena. Markers must be set a minimum of 1.5-meters (5-ft) and a maximum of 3-meters (10-ft) apart.

It is recommended to have a mounting block available in the arena.

### 6.3 Obstacles

Table 6-1 contains a list of the obstacles, and a summary of the basic requirements for each level.

Any reference to gait in Table 6-1 is for the EOH trial only; any gait is acceptable during the Speed trial (unless indicated otherwise by show management for safety of horse or rider due to weather conditions or footing concerns).

Refer to Appendix A for descriptions of each obstacle, as well as execution requirements and assessment criteria.

**Table 6-1. Obstacle Requirements Summary**

(see Appendix B for obstacle descriptions, execution, and assessment criteria)

| Obstacles          | Lead In-Hand | Lead Line | Child/Begin | L1 Intro | L2 Nov A | L3 Nov B | L4 Inter A | L5 Inter B | L6 Adv | L7 Masters |
|--------------------|--------------|-----------|-------------|----------|----------|----------|------------|------------|--------|------------|
| Minimum required   | 6            | 8         | 8           | 10       | 10       | 10       | 13         | 13         | 15     | 15         |
| Gait btw obstacles | W or T       | W         | W or T      | T        | T or C   | C        | C          | C          | C      | C          |
| 1. Bridge          | W            | W         | W           | W        | W        | W        | W          | W          | W      | W          |
| 2. Figure 8        | W or T       | W         | W or T      | W or T   | T        | C, CT    | C, SC      | C, FC      | C, FC  | C, FC      |
| 3. Pen             | W            | W         | W           | W        | W        | W        | W or C     | W or C     | W or C | W or C     |
| 4. Jug             |              |           |             |          |          |          |            |            |        |            |
| 5. Remove Pole     | W            |           | W or T      | W or T   | T        | C        | C          | C          | C      | C          |
| 6. Spear Ring      | W            |           | W or T      | W or T   | T        | C        | C          | C          | C      | C          |
| 7. Replace Pole    | W            |           | W or T      | W or T   | T        | C        | C          | C          | C      | C          |
| 8. Switch Cup      |              |           |             |          |          |          |            |            |        |            |
| 9. Bell Corridor   | W or T       | W         | W           | W        | W or T   | W or T   | W or C     | W or C     | W or C | W or C     |
| 10. Rein-back "L"  |              |           |             |          | W or T   | W or T   | W or C     | W or C     | W or C | W or C     |
| 11. Rounding Posts |              |           |             |          | W or T   | W or T   | W or C     | W or C     | C      | C          |

|                   |        |   |        |        |        |       |       |       |        |        |
|-------------------|--------|---|--------|--------|--------|-------|-------|-------|--------|--------|
| 12. Single Slalom | W or T | W | T      | T      | T      | T     | C, SC | C, FC | C, FC  | C, FC  |
| 13. Double Slalom | W or T | W | T      | T      | T      | C, CT | C, SC | C, FC | C, FC  | C, FC  |
| 14. Gate          | W or T | W | W      | W      | W      | W     | W     | W     | W      | W      |
| 15. Jump          | W or T | W | W or T | W or T | T or C | C     | C     | C     | C      | C      |
| 16. Sidepass Rail |        |   |        |        | W      | W     | W     | W     | W or C | W or C |
| 17. Water         |        |   |        |        | W      | W     | W     | W     | W      | W      |
| 18. Bank          |        |   |        |        | T or C | C     | C     | C     | C      | C      |
| 19. Drums         | W or T | W | W or T | W or T | T      | C, CT | C, SC | C, FC | C, FC  | C, FC  |

Note:

1. Obstacle numbers are for reference only; they are not intended to indicate sequential order.
2. W = walk; T = trot; C = canter; CT = change of lead thru trot; SC = simple change of lead (thru walk); FC = flying change of lead.
3. Any reference to gait (e.g., walk on the bridge) relates to the Ease of Handling trial only. There is no restriction on gait for any obstacle in the Speed trial unless designated by show management for the safety of horse or rider.
4. If there is a choice between gaits, the rider will be scored according to degree of difficulty. The score will be higher if the more difficult gait is chosen, assuming it is performed correctly. The choice of gait belongs to the rider; it is not specified in the course design.
5. Obstacles performed in an incorrect gait will result in a negative score.
6. Obstacles must be approached facing the numbered side.

## 6.4 Course Design

A minimum of 6 obstacles is required for Lead In-Hand and Lead Line levels. A minimum of 8 obstacles is required in the Children/Beginner's level, 10 obstacles for Introductory (L1) and Novice (L2/L3), 13 obstacles for Intermediate L4/L5) and 15 obstacles for Advanced (L6) and Master's level (L7). Some obstacles can be combined in a series and count as one obstacle (e.g., removing the pole from a drum, skewering a ring, and replacing the pole).

An obstacle may be used twice in a trial provided that the direction of the second instance is opposite the direction of the first instance and there is another obstacle performed between the two instances.

A minimum distance of 10 meters (30 feet) is recommended for the line of travel between successive obstacles on the course, and between entrance/exit markers and the first and last obstacles.

Obstacles will be numbered on the right, indicating the order in which they are to be performed. The numbers indicate the direction of approach to the obstacle when no markers are present. Numbers on obstacles such as the Jug, Remove Pole, Spear Ring, etc. must be centered to allow for rider's use of working hand. Obstacle numbers are not considered to be part of the obstacle.

Some obstacles may be marked with red and white markers (e.g., flags, cones) to indicate proper direction through the obstacle (red markers on the right, white on the left). Some obstacles may have exit markers as well. The markers may also indicate the transition to/from walk, if applicable to that obstacle. Course markers must be used for the Jug and Sidepass rail obstacles but are not necessarily transition markers. Course markers are not considered to be part of the obstacle.

A course map must be posted and/or made available to competitors no earlier than 48 hours prior to the start of the show and no less than 2 hours prior to the class.

Competitors may not school on the course at any time. If the course is set up well in advance of the trial, the arena must be secured so no horses can have access.

## **6.5 Walking the Course**

A course walk must be held prior to the start of this trial. Competitors at all levels may walk inside the riding arena to examine the obstacles during a prescribed course walk. Competitors may touch/handle parts of the obstacles that they will have to pick up/manipulate to perform the tasks in the EOH trial. For example, competitors may pick up the pole to test weight/balance, test the ring attachment, etc. but must not adjust any other portion of the course including numbers and course markers. The competitor may receive a DQ for doing so. If a rider is of the opinion that a portion of the course requires adjustment, they should voice their concern to the Judge.

The Judge must be available during the course walk to answer questions. Coaches/trainers may accompany riders; however, they may not ask any questions unless representing a Youth (7 – 17 years old) rider. It is recommended that show management offer a 15–30-minute window for the course walk. The Judge will signal the arena's opening and closing.

Competition appropriate attire is required for competitors entering the arena. Coats, chaps, hats, etc. are not required in the course walk. Coaches accompanying riders must be suitably dressed.

No competitor may remain in the arena after the closing signal has been given. The classes will begin no less than 15 minutes later. Course changes during the time of the course walk may only be made if all competitors are advised of the change and given the opportunity to walk that portion of the course thereafter. No changes may be made to the course following the course walk.

## **6.6 Trial Execution**

Competitors enter the course in accordance with the defined order of go. The course is considered 'live' once the horse enters the arena, so no obstacle lines may be crossed during the "ride around" before the bell. The Judge indicates the official start of each trial by ringing a bell. After the bell has been rung, competitors have 60 seconds to salute the Judge outside the entrance markers and cross the start line; competitors who fail to comply with the time limit will be disqualified. When there is more than one Judge, riders are required to face and salute the President of the Jury but may salute all Judges present. When the course is completed, the rider passes through the exit markers and turns to face the Judge/ President of the Jury for a final salute, to end the trial. Failure to salute the Judge will result in a 5-point penalty for each occurrence. The rider must pass through the Start/Finish markers in the direction designated on the course map; failure to do so will result in disqualification unless corrected. Knocking over a Start or Finish marker will result in a 5-point penalty. The Start or Finish marker does not have to be reset.

The horse must face the Judge and remain immobile when saluting the Judge. Riders may salute the Judge with a slight nod of the head and a drop of the arm not controlling the reins, or the working arm if riding with two hands.

Competitors may use either the right or left hand in completing obstacles; however, the same hand must be used consistently for every obstacle. In Lead Line level, the Handler needs to be on the opposite side of the horse of the Rider's obstacle hand (Example: If the rider uses the right hand for obstacles, the Handler needs to be on the left side of the horse).

In order for an obstacle to be successfully performed, a rider must:

- Ride between the obstacle's entrance markers (if applicable) in the correct direction



- Approach the obstacle facing the numbered side if there is no entrance marker, e.g., picking up the lance in a drum. The approach must be close enough to execute from that direction even though the obstacle may be circled prior to execution.
- Perform the technical movement required by the obstacle.
- Exit the obstacle zone by the exit markers (if applicable).

Riders must perform the obstacles in the order designated on the course map. In the event of a possible disqualification, riders are to continue as outlined.

Riders may not cross any obstacle in their trial that has not been performed unless designated on the course map or specifically allowed by the Judge. If allowed to cross an obstacle by the Judge, they can cross that obstacle freely any time during the course. Once an obstacle has been performed, it may be crossed.

Obstacles performed in an incorrect gait will receive a negative score for that obstacle.

Knocking over any portion of the obstacle will result in a negative score. If a competitor knocks over or drops a part of an obstacle that is required to complete its execution:

- Lead In-Hand, Lead Line, Children/Beginner and L1 will be handed the item and allowed to complete the obstacle or may request permission to pass and receive a 0 score.
- L2/L3 riders must dismount, reset/retrieve the part, remount, and continue to complete the obstacle or may request permission to pass and get a 0 score.
- L4 through L7 riders must dismount, reset/retrieve, remount, and complete the obstacle or get disqualified.

The rider is not judged on the dismount and remount. There is no restriction on the use of hands when the rider is remounting while holding the dropped item; however, the item must be transferred to the working hand before the rider continues to complete the obstacle.

A refusal (e.g., the horse stops, steps backwards, or circles before entering the obstacle) will result in a negative score. Lead In-Hand, Lead Line, Children/Beginner, Introductory (L1), and Novice A/B (L2/L3) riders are allowed three refusals. If the third try is unsuccessful, the rider can, with the authorization of the Judge, move on to the next obstacle and a score of 0 is given for the obstacle not completed. A third refusal for Intermediate (L4) riders and above is a disqualification.

The compulsory gait between obstacles is canter for Novice B (L3) riders and above; trotting between obstacles at these levels is penalized in collective marks. For Introductory (L1) competitors, the compulsory gait between obstacles is trot. Children may walk or trot between obstacles. An incorrect gait between obstacles will result in a lower score in the collective mark for transitions/navigation.

Novice (L2/L3) riders who get a 0 score on three obstacles in EOH will not be allowed to compete in the Speed trial. It will be scored as a disqualification for the Speed Trial.

A test reader will be allowed for EOH trial for Lead In-Hand, Lead Line, and Children/Beginner levels only. The reader is to read only the Obstacle Number and name of the obstacle.

## **6.7 Scoring**

The Judge uses a score sheet as shown in Appendix B. Each obstacle within the Ease of Handling trial is scored on a scale of 10 (highest) to 0 to enable correct and logical placement of the competitors in each class. When two or more Judges officiate at a competition, the scores are averaged to determine the official score for the trial. Half points are allowed. Marks can be generally interpreted as follows:

|              |                                |   |
|--------------|--------------------------------|---|
| 10<br>9<br>8 | Excellent<br>Very Good<br>Good | Correctly performs the movement and fulfills the criteria with a high quality of execution.                                 |
| 7<br>6       | Fairly Good<br>Satisfactory    | Correctly performs the movement and fulfills the requirement of the movement and judging criteria with quality of execution |
| 5            | Sufficient                     | No major problems but not a quality execution of the movement and/or judging criteria.                                      |
| 4            | Insufficient                   | At least one major problem in the movement or poor quality of execution.  |
| 3<br>2<br>1  | Poor<br>Bad<br>Very Bad        | Serious and/or multiple problems with basics of the movement and/or judging criteria.                                       |
| 0            | Not executed                   |   |

Judges will score the horse/rider combination based on the following collective marks:

- a. Transitions/Navigation: Crisp, accurate, uphill transitions between gaits. Transitions should be fluid, balanced, and soft, with minimal delay. Efficiency of course lines to obstacles; correct leads and bend. Prescribed gait between obstacles.
- b. Gaits: Rhythm, freedom, and regularity.
- c. Impulsion: Willingness to move forward; elasticity of steps; suppleness of the back; engagement of hindquarters.
- d. Submission: Willing cooperation, harmony, attention and confidence; acceptance of contact; straightness; lightness of the forehand; ease of the movement.
- e. Rider: Position and seat of the rider, correct use of aids, effectiveness of aids.
- f. Presentation: Completeness, cleanliness, and appropriateness of tack and attire.

For similar quality of execution, the judge will reward the higher level of difficulty (e.g., performing an obstacle at canter rather than walk) for those obstacles in which a choice of gaits is possible. The choice of gait belongs to the rider; it is not specified in the course map.

## 6.8 Course Errors

A course error is an error in the manner of approaching an obstacle or performing the obstacle, or when entering or exiting the course, i.e., when the competitor:

- a. Starts to perform obstacle x+1 without having successfully completed obstacle x.
- b. Approaches one of the obstacle's components without passing between the start flags (if the obstacle has them) or without having completed a previous component.
- c. Does not perform the correct movements within the obstacle.
- d. Does not pass between the obstacle's exit markers (if the obstacle has them).
- e. Goes the wrong way through the course Start or Finish marker.

Course errors receive a negative score but may be remedied before passing through the entry/approach flags of the next obstacle to avoid disqualification. The obstacle does not need to be re-performed in its entirety if the error can be corrected without re-riding the entire obstacle.

An error is considered made and subject to disqualification when a competitor:

- Begins to perform an obstacle without having gone through the course Start marker in the correct direction.
- Begins to perform an obstacle without having first corrected the execution of the previous obstacle.
- Begins to perform an obstacle without having performed the previous obstacle.
- Fails to perform an obstacle completely, including passing through the obstacle markers at the entry and exit points.
- Performs a final salute without going through the course Finish marker in the correct direction.

Poor course execution will result in a lower or negative score depending on severity, e.g., knocking down an obstacle that has already been performed, or dropping any part of the obstacle that is required to complete the obstacle (cup, jug, pole) even if corrected.

## **6.9 Penalties/Grounds for Disqualification**

Even if there is a possible disqualification, the judge(s) must score the whole of a competitor's performance in a trial, up to completion. After the final salute, the judge will notify the rider of any disqualification. The judge has the authority to end the trial at any time for safety or welfare concerns.

### **Penalty**

- a. Failure to salute the Judge: 5-point penalty each occurrence.
- b. Use of voice: 2-point penalty each occurrence
- c. Outside assistance (excluding Reader): 10-point penalty each occurrence (Lead In-Hand, Lead Line, Children/Beginner, L1 through L5)
- d. L6 and L7 Stroking or touching the horse's neck in front of the rein hand: 5-point penalty each occurrence up to a maximum of two penalties.
- e. Knocking over the course Start or Finish marker: 5-point penalty each occurrence.

### **Disqualification**

- a. Failure to correct a course error before starting the next obstacle.
- b. Three refusals to perform the same obstacle (L4 through L7).
- c. Failure to advance for 15 seconds.
- d. Showing an obstacle to the horse in an overt manner.
- e. Crossing the line of an obstacle at any time before it has been performed (unless specifically allowed on the course map).
- f. Knocking down an obstacle or part thereof that has not yet been performed.
- g. Passing the rope over the rider's head in the Gate Obstacle. (if rope is used)
- h. Outside assistance L6 and L7.
- i. L6 and L7 Stroking or touching the horse's neck in front of the rein hand three times.
- j. L6 and L7 Having two hands on the reins other than for a brief adjustment.
- k. Failure to ride through the course entry/exit markers in the direction indicated on the course map.
- l. Not using the same working hand for every obstacle

**Table 6-2. Summary of EOH Penalties and Disqualifications**

|  | Lead<br>In-Hand   | Lead<br>Line | Child/<br>Begin | L1<br>INTRO | L2<br>NOV<br>A   | L3<br>NOV<br>B                         | L4<br>INT<br>A   | L5<br>INT<br>B | L6<br>ADV                     | L7<br>MAST |
|--|---|--------------|-----------------|-------------|--|--|--|----------------|-------------------------------|------------|
| Refusals   | 3 allowed, negative score. After 3, with approval from Judge, rider can move on. Score is 0 for obstacle. |              |                 |             |  |  | 2 allowed, negative score. 3 <sup>rd</sup> refusal is a DQ                                   |                |                               |            |
| Portion of obstacle which is required to complete the obstacle is knocked over or dropped (Jug, Cup, Pole)<br>Does not include Ring. | Negative Score  |              |                 |             |  |  |  |                |                               |            |
|  | Obstacle part is reset, or handed back to rider, Or request permission to pass and receive 0.             |              |                 |             | Rider must dismount, reset, remount and complete the obstacle. Or request permission to pass and receive 0 |  | Rider must dismount, retrieve, remount, replace and complete the obstacle.<br>Failure is DQ. |                |                               |            |
| Knocking over any other portion of an obstacle   | Negative Score  |              |                 |             |  |  |  |                |                               |            |
| Knocking over the course Start of Finish Marker  | 5-point penalty   |              |                 |             |  |  |  |                |                               |            |
| Zero (0) score on 3 obstacles  |   |              |                 |             |  | Not allowed to compete in Speed trial. |  |                |                               |            |
| Riders riding 1-handed, using 2 hands on the reins excessively or for long than for a brief adjustment to the reins                  |   |              |                 |             |  |  |  |                | DQ                            |            |
| Outside assistance   | 10-pt penalty, each occurrence  |              |                 |             |  |  |  |                | DQ                            |            |
| Use of voice   | 2-pt penalty, each occurrence   |              |                 |             |  |  |  |                |                               |            |
| Failure to salute the Judge  | 5-pt penalty, each occurrence   |              |                 |             |  |  |  |                |                               |            |
| L6/L7 Stroking/touching the horse in front of the rein hand (maximum twice)  |   |              |                 |             |  |  |  |                | 5-pt penalty, each occurrence |            |
| Passing the rope over rider's head in gate   | DQ  |              |                 |             |  |  |  |                |                               |            |
| L6/L7 Stroking/touching the horse in front of the rein hand three times.   |   |              |                 |             |  |  |  |                | DQ                            |            |
| Failure to correct course error before starting next obstacle  | DQ  |              |                 |             |  |  |  |                |                               |            |
| Failure to advance for 15 seconds  | DQ  |              |                 |             |  |  |  |                |                               |            |
| Showing obstacle to horse in an overt manner   | DQ  |              |                 |             |  |  |  |                |                               |            |
| Crossing line of obstacle at any time before performed   | DQ  |              |                 |             |  |  |  |                |                               |            |

|  |    |
|--|----|
| Knocking down obstacle before performed  | DQ |
| Failure to ride through the entry/exit markers in the direction indicated on the course map if not corrected   | DQ |
| Not using the same working hand for every obstacle   | DQ |
| <p>Even if there is a possible disqualification, the judge(s) must score the whole of a competitor's performance in a trial, up to completion. After the final salute, the judge will notify the rider of any disqualification. The judge has the authority to end the trial at any time for safety or welfare concerns.</p> |    |

## **SECTION 7. SPEED TRIAL**

### **7.1 Objective**

The Speed trial is judged solely on the time taken to complete the course, plus any time adjustments for bonuses or penalties. The obstacles are executed as quickly as possible, without any concern for style. This trial provides evidence of the rider's coordination and anticipation, and the horse's submission, speed, and attention.

### **7.2 Arena**

The arena requirements are the same for this trial as for Ease of Handling. There must be entrance and exit markers within the boundary of the arena. Timekeepers (or automatic timers) are located in line with the entrance and exit markers.

Course entrance and exit markers will be set up inside the perimeter of the arena. Markers must be set a minimum of 1.5-meters (5-ft) and a maximum of 3-meters (10-ft) apart.

It is recommended to have a mounting block available in the arena.

### **7.3 Course Design**

The Speed course at each level will include some or all of the obstacles that may be used in the Ease of Handling trial. The only Obstacle that may not be used in the Speed trial is the Jug. A rope gate should be used rather than a solid gate in this trial. The Pen is performed in one circuit only; the rider may choose the direction unless it's specifically designated on the course map.

A minimum of 10 obstacles is required for Novice (L2/L3), 13 obstacles for Intermediate (L4/L5), and 15 obstacles for Advanced (L6) and the Masters level (L7). Some obstacles can be combined in a series and count as one obstacle (e.g., removing the pole from a drum, skewering a ring and replacing the pole).

An obstacle may be used twice provided that the direction of the second instance is opposite the direction of the first instance and there is another obstacle performed between the two instances.

### **7.4 Walking the Course**

A course walk must be held prior to the start of this trial. The same rules apply as for walking the course in the Ease of Handling trial.

### **7.5 Trial Execution**

Competitors enter the course in accordance with the defined order of go. The course is considered 'live' once the horse enters the arena, so no obstacle lines may be crossed during the "ride around" before the bell. The judge indicates the official start of each trial by ringing a bell. After the bell has been rung, competitors have 60 seconds to salute and begin the course. The competitor must salute the judge outside the entrance markers before entering the course. When the course is completed, the rider goes out through the exit markers and turns to face the Judge /President of the Jury for a final salute to end the trial. When there is more than one Judge, riders are required to face and salute the President of the Jury but may salute all Judges present.

The rider must pass through the Start/Finish markers in the direction designated on the course map; failure to do so will result in disqualification (unless corrected). Knocking over a Start or Finish marker will result in a 5-second penalty. The Start or Finish marker does not have to be reset.

The horse must remain immobile and facing the Judge when the rider salutes. Riders may salute the Judge with a slight nod of the head and a drop of the arm not controlling the reins, or the working arm if riding with two hands.

Competitors may use either the right or left hand in negotiating obstacles; however, the same hand must be used consistently throughout.

In order for an obstacle to be successfully performed, a rider must:

- Ride between the obstacle's entrance markers (if applicable) in the correct direction
- Approach the obstacle from the numbered side if there is no entrance marker, e.g., picking up the lance in a drum. The approach must be close enough to execute from that direction even though the obstacle may be circled prior to execution.
- Perform the technical movement required by the obstacle.
- Exit the obstacle zone by the exit markers (if applicable).

Riders must perform the obstacles in the order designated on the course map. In the event of a possible disqualification, riders are to continue as outlined in item.

The course is considered 'live' once the horse enters the arena, so no obstacle lines may be crossed during the "ride around" before the bell. Riders may not cross any obstacle in their trial that has not been performed unless designated on the course map or specifically allowed by the Judge. If allowed to cross an obstacle by the Judge, they can cross that obstacle freely anytime during the course. Once an obstacle has been performed, it can be crossed.

## **7.6 Scoring**

The Judge uses a score sheet to record the elapsed electronic time or average of two manual times of the trial, penalty/bonus times (if any), and any comments. The class is placed in order of the lowest net time score to the highest.

Time starts when the horse's nose passes through the entrance markers and ends when the horse's nose passes through the exit markers. A competitor's official time will be the average of all properly executed manual times. If there is a problem with the manual timers, the benefit of the doubt will go to the rider with the lesser of the times accepted as the official time. When timed with an electronic timer, a manual timer will be used as a backup, but times will not be averaged. The electronic timer will be the official time unless defective; in that event the manual timer will be the official time.

## **7.7 Obstacle Time Penalties/Bonus Time**

Obstacle faults committed in this trial are penalized in seconds added to the elapsed time score. Time penalties are accrued as follows:

- a. 5-second Penalties
  - Placing the tip end of the pole in the drum or spearing the ring with the butt end of the pole.
  - Any leg stepping over a side pass rail; each leg stepping over earns a penalty.
  - L6/L7 Stroking the horse or touching it on the neck in front of the rein hand (maximum of two penalties).

- Knocking over a course start/finish marker.
- b. 10-second Penalties
- Knocking over or dislodging by horse or rider any part of any obstacle in the arena.
  - Knocking over the drum and the pole stays in (does not have to be reset) in the Replace Pole obstacle.
- c. 30-second Penalties
- Failure to latch the gate to the proper portion of the obstacle. (This penalty is in effect when the rider has closed the gate but not to the proper latch device.)
  - Dropping or failing to replace the gate. If the rider can collect the gate without dismounting, he/she can do so without penalty. Riders may also dismount, collect the rope, remount, and then complete the obstacle with no penalty.
  - Dropping and failing to replace part of an obstacle (L2/L3 only) (see also paragraph d).
  - After three refusals at an obstacle, with permission from the Judge (L2/L3 only).
- d. Time Taken. If a competitor drops any obstacle item (e.g., cup, pole, etc.) or knocks over a part of the obstacle that is required to complete its execution, the rider must dismount, retrieve/reset the item, remount, and continue to complete the obstacle. There is no separate time penalty for this infraction, but time continues to accrue while the correction is made. Failure to retrieve/reset a dropped item is grounds for disqualification for riders L4 and higher. Novice (L2/L3) riders who fail to retrieve/reset a dropped item receive a 30 second penalty; they must acknowledge the dropped item to the Judge indicating that they will not dismount to retrieve it or be disqualified. The ring does not have to be retrieved if dropped. Note: There is no restriction on the use of hands when the rider is remounting while holding the dropped item; however, the item must be transferred to the working hand before the rider continues to complete the obstacle.

Spearing the ring and getting it correctly placed with the pole in the drum earns a 10-second bonus (time taken off total elapsed time). There is no penalty missing/dropping the ring.

## **7.8 Penalties/Grounds for Disqualification**

Even if there is a possible disqualification, the judge(s) must score the whole of a competitor's performance in a trial, up to completion. After the final salute, the judge will notify the rider of any disqualification. The judge has the authority to end the trial at any time for safety or welfare concerns.

### **Penalty**

- a. Failure to salute the Judge, each occurrence (10-second penalty).
- b. Outside assistance, each occurrence (10-second penalty) L2 through L5

### **Disqualification**

- a. Passing through the entry/exit gate(s) after the rider has passed through the entry gate to begin timing of the trial but before all the obstacles in the trial have been executed.
- b. Three refusals at an individual obstacle. L2/L3 riders can take a 30-second penalty after three refusals, with permission from the Judge.
- c. Failure to advance for 15 seconds.
- d. Not riding the course in the sequential order.



- e. Uncorrected mistake in execution/route of an obstacle (e.g., not ringing the bell, moving the cup to an improper pole, etc.).
- f. Failure to enter/exit an obstacle thru the markers.
- g. Crossing the line of an obstacle at any time before it has been performed (unless specifically allowed on the course map).
- h. Knocking down an obstacle or part thereof that has not yet been performed.
- i. Failure to retrieve a dropped item and finish the requirements of the obstacle, except as noted regarding the Gate obstacle.
- j. Exiting the non-exit end of a corridor with all four feet, e.g., Corridor Bell, Backing-up in "L", Rounding Poles.
- k. Passing the rope over the rider's head in the Gate Obstacle.
- l. Failure to ride through the water-filled ditch. This includes jumping over the ditch without any of the horse's hooves touching the water.
- m. L6/L7 Stroking the horse or touching it on the neck in front of the rein hand three times.
- n. Failure to ride through the course entry/exit markers in the direction indicated on the course map (unless corrected)
- o. Using two hands on the reins for longer than a brief adjustment to the reins; L6 and L7
- p. Not using the same working hand for every obstacle.

**Table 7-1. Summary of Time Penalties, Time Bonuses, and Disqualifications**

|  | -10 | +5 | +10 | +30 | DQ |
|--|-----|----|-----|-----|----|
| Placing the tip end of the pole in the drum  |     | x  |     |     |    |
| Spearing the ring with the butt end of the pole  |     | x  |     |     |    |
| Any leg stepping over the side pass rail (each leg)  |     | x  |     |     |    |
| Stroking/touching horse in front of the rein hand (2 times max) L6/L7  |     | x  |     |     |    |
| Knocking over course Start or Finish marker  |     | x  |     |     |    |
| Knocking over or dislodging any part of an obstacle  |     |    | x   |     |    |
| Knocking over the drum and the pole stays in   |     |    | x   |     |    |
| Failure to salute Judge (each occurrence)  |     |    | x   |     |    |
| Outside Assistance L2 thru L5 (each occurrence)  |     |    | x   |     |    |
| Failure to latch gate in proper portion of an obstacle   |     |    |     | x   |    |
| Dropping or failing to replace gate  |     |    |     | x   |    |
| Dropping and failing to replace part of an obstacle (L2/L3 only)   |     |    |     | x   |    |
| After three refusals with permission of Judge (L2/L3)  |     |    |     | x   |    |
| Spearing the ring and getting it placed with pole in drum  | x   |    |     |     |    |
| Not entering the course within 60 seconds of the bell  |     |    |     |     | x  |
| Outside Assistance L6 and L7   |     |    |     |     | x  |
| Using 2 hands on the rein for longer than necessary (L6-L7)  |     |    |     |     | x  |
| Passing thru entry/exit gate before all obstacles are executed   |     |    |     |     | x  |
| Three refusals at an individual obstacle L4 through L7   |     |    |     |     | x  |
| Failure to advance after 15 seconds  |     |    |     |     | x  |
| Not riding the course in sequential order  |     |    |     |     | x  |
| Uncorrected mistake in execution/route of an obstacle  |     |    |     |     | x  |
| Failure to enter/exit thru the obstacle markers  |     |    |     |     | x  |
| Crossing the line of an obstacle at any time before it was preformed   |     |    |     |     | x  |
| Knocking down an obstacle or part of one not yet performed   |     |    |     |     | x  |
| Failure to acknowledge dropped item before moving on (L2-L3)   |     |    |     |     | x  |
| Failure to retrieve a dropped item (L4-L7)   |     |    |     |     | x  |
| Exiting the non-exit end of a corridor   |     |    |     |     | x  |
| Failure to ride thru a water-filled ditch  |     |    |     |     | x  |
| Stroking/touching horse in front of the rein hand three times L6/L7  |     |    |     |     | x  |
| Failure to ride through the course entry/exit markers in the direction indicated on the course map (unless corrected). |     |    |     |     | x  |
| Passing the rope over rider's head at gate obstacle  |     |    |     |     | x  |
| Not using the same working hand for every obstacle   |     |    |     |     | x  |

Even if there is a possible disqualification, the judge(s) must score the whole of a competitor's performance in a trial, up to completion. After the final salute, the judge will notify the rider of any disqualification. The judge has the authority to end the trial at any time for safety or welfare concerns.

## SECTION 8. CATTLE TRIAL (Team competition only)

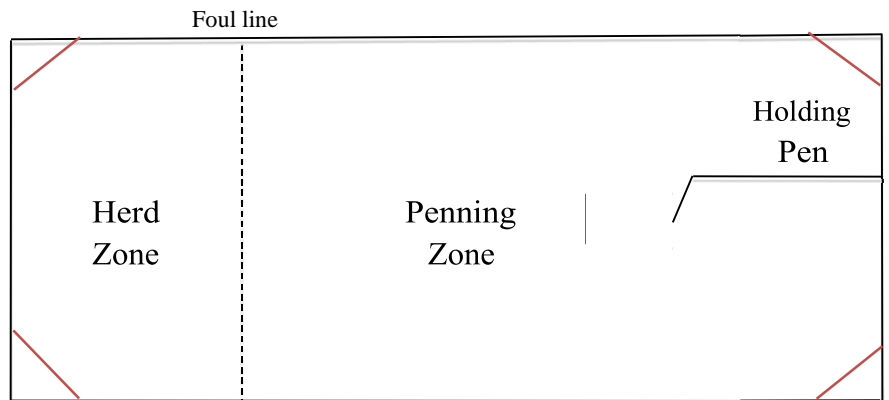
### 8.1 Objective

The Cattle trial tests the ability of the horse and rider to work cattle individually and with teammates. The trial is performed with a team of 3 or 4 riders working together to cut pre-selected cattle from a herd one at a time in accordance with a pre-established order defined by the Judge (one per rider) and herd them into a holding pen separate from the rest of the herd. The objective is to demonstrate the abilities of cutting/herding/containing cattle efficiently and accurately.

### 8.2 Arena

A sample arena configuration is shown in the following diagram. The recommended minimum size is 60m x 20m (200' x 65'). It is recommended to have adequate, safe fencing strong enough and tall enough (minimum 5ft) to contain cattle should they attempt to test the enclosure. The arena should be free of visible stones. It is recommended that a sandy surface be used however the surface may also be grass or compacted, but not slippery.

A start/foul line separates the HERD ZONE where the herd is settled from the PENNING zone where a holding pen is located. The FOUL LINE is designated by a chalk line and/or marker(s) located on the arena fence, easily viewed by the Judge. The herd zone is between 20 to 35% of the total arena depending on the number and type of cattle used, the performance level being judged and the arena configuration.



A holding pen is set up at one end of the arena, away from the herd zone. The exact size and position of the holding pen can vary with the host facility. It can either be within the perimeter of the arena, attached to the perimeter fence or set up as an attached separate pen outside the arena. A wing panel is recommended if the pen is placed on the side of the arena; wing panels are mandatory if the pen is free standing in the middle of the arena. The holding pen should be large enough to avoid cattle crashing into the back fence. It is recommended that the back wall of the holding pen appear to be solid by use of a tarp, banner etc to deter cattle from running into it.

The official timer is positioned with an unobstructed view of the foul line. A back-up timer is positioned on the foul line at the opposite side of the arena. A flagger is positioned at the pen to signal when a cow is completely contained in the pen to stop the clock.

Show management reserves the right to add a turnback rider. This rider may stay at the foul line to assist with settling the herd and herd safety.

### 8.3 Cattle

The number of cattle in the herd must be at least two more than the number to be cut by riders and should be consistent throughout the trial for all teams competing. Cattle must be individually identifiable, being tagged or marked with a number, letter, colour(s), and/or facial/body markings large enough to be easily identified.

by riders and Judge(s). All cattle must be marked; extra cattle may be used for re-rides when necessary. The Judge must have a list of the numbers/marks for each group to ensure the numbers called are correct and to be able to quickly call out re-ride numbers/markings.

After the cattle are in the herd zone, a draw is conducted to determine which cow each rider is required to cut. The competitors may draw for numbers, or the numbers may be randomly drawn and announced by the show announcer before each rider's test (before the Judge has rung the bell). If competitors draw their numbers, it will be a blind draw; they will not be told their number until the start of the trial.

#### **8.4 Trial Execution**

If teams are not pre-defined by team entries, show management may offer a sign-up sheet for those wishing to participate who do not have a pre-defined team. Individuals are responsible for creating their own team. Each team should be balanced with respect to experienced, intermediate, and novice riders.

It is permissible to allow a professional/experienced rider to be an unjudged member of all teams to assist in the quality of execution. The professional must perform equally on all teams. All penalty rules regarding team member performance will still be in full force for the professional assistant.

Show management determines the order of go. Each team will enter and leave the arena at a walk; the riders may not be assisted through the gate by anyone on the ground. Exception: The gate is deemed to heavy for rider to operate safely on a horse.

When the cattle are settled behind the foul line, the Judge indicates the official start of each test by ringing a bell (or blowing a whistle). The rider is given their cow number/marking immediately after the bell. The rider has 60 seconds to salute the Judge and cross the start/foul line (the salute must occur outside the foul line). When there is more than one Judge, riders are required to face and salute the President of the Jury but may salute all Judges present.

The Rider will cut one animal from the herd and move it to the holding pen (demarcated zone). The rider has 3 minutes (180 seconds) to complete the test. Time will start 60 seconds after the Judge has rung the bell or when the rider's horse's nose passes over the foul line. Time stops when the selected cow is fully herded into the holding pen (all four feet), all other cattle are in the herd zone, and all horses are in the penning zone, or when the 3-minute time period is up. It is recommended that riders be given an audible signal when 30 seconds of time is remaining.

Team members assist in maintaining the remaining cattle in the herd zone. As soon as the rider has cut his/her selected animal and herded it over the foul line, one or more team riders may assist the designated rider with herding it into the holding pen. If the remaining team member moves into the herd zone, he/she must leave the zone immediately with a penalty or the rider will be disqualified.

If a correctly sorted animal escapes back to the herd prior to a rider completing the run, the rider may continue until the time is up. An escaped animal is one with all four feet of the animal re-crossing the foul line.

When a rider completes his/her run, it is his/her responsibility to herd the animal back to the herd and settle the cattle together for the next rider unless a turnback rider has been provided.

Voice towards cattle is allowed as long as the tone and nature is not aggressive. Hazing (slapping the hand, romal, rein ends, lariat, or garrocha against the leg or the saddle) is allowed as long as no contact with any of the cattle occurs. Intentional contact with cattle by hands, feet, ropes, bats, poles, garrocha, or any other equipment will result in a disqualification.

The cattle should be handled as safely as possible to minimize any potential for injury to horses, riders, or cattle. If the Judge feels that a potentially dangerous situation exists, the Judge will ring the bell to stop the test, at which point all riders must immediately cease herding any cattle.

At any time, a rider may resign from the test by pulling up and acknowledging to the Judge that he/she is resigning and accepting a “no time score”, and it is marked as a withdrawal.

## **8.5 Penalties**

Penalty time (10 seconds each occurrence) is added to the elapsed time for the following infractions:

- a. Failure to salute the Judge.
- b. Herd animal crosses the foul line. An animal is determined to have crossed the foul line when all four (4) of its feet have crossed the line.
- c. Team member’s horse crosses into the herd zone.
- d. A horse is determined to have crossed the foul line when all four (4) of its feet have crossed the line.
- e. outside assistance

## **8.6 Grounds for Disqualification**

- a. The rider crosses the foul line before the Judge has given permission to proceed.
- b. A team member crosses the foul line, starting the clock before the rider does.
- c. Team member’s horse crosses into the herd zone and remains for more than 5 seconds.
- d. There are herd cows in the penning zone when the selected cow is penned and the clock stops.
- e. Roughing. Includes but is not limited to:
  - Unnecessary or aggressive behavior toward horse, cattle, or herd holder.
  - Contact, running over, stepping on, or knocking down cattle while in pursuit, by either rider or team riders.
  - Over-pursuit causing cattle to collide with holding pen panels, attempt to escape, or ‘dog pile’ in any opening.
  - Horses biting or kicking cattle.
- f. Intentional contact with cattle by hands, feet, ropes, bats, poles, garrocha or any other equipment.
- g. L6/L7 riders using two hands on the reins other than for a brief adjustment.
- h. Any signs of injury or traces of blood caused by the rider.
- i. Endangering any other rider, horse, ground crew, or official.
- j. Any attempt to work cattle on foot.

## **8.7 Scoring**

Riders are scored on the basis of the time taken to perform the test plus any time penalties for committing faults to determine their final time score.

Failure to get the correct animal in the pen is a 0 score. If the correct cow is in the pen and there are any other cattle in the penning area (on the wrong side of the foul line) at the time the clock stops, the rider will be disqualified.

Riders are placed individually according to their final time score, lowest to highest. Points are assigned based on the number of competitors. The top three (3) team member points are added to get the team’s final point score. Team placement is determined based on the total points of the top three (3) riders earned by each team.

**Table 8-1. Summary of Cattle Trial Penalties and Disqualifications**

|   | +10 | DQ |
|---|-----|----|
| Herd cow crosses the foul line, each occurrence   | x   |    |
| Failure to salute Judge, each occurrence  | x   |    |
| Team member's horse steps over the foul line into herd zone with all four feet, each occurrence | x   |    |
| Outside assistance, each occurrence   | x   |    |
| Rider crosses the foul line, starting the clock before the rider does                           |     | x  |
| Team member crosses the foul line, starting the clock before the rider does                     |     | x  |
| Team member's horse crosses into the herd zone and remains longer than 5 seconds                |     | x  |
| Herd cows in the penning zone when the selected cow is penned, and the clock stops              |     | x  |
| Roughing  |     | x  |
| Intentional contact with cattle by hands, feet or any equipment                                 |     | x  |
| Any signs of injury or traces of blood caused by the rider                                      |     | x  |
| Endangering any other rider, horse, ground crew or official                                     |     | x  |
| Any attempt to work cattle on foot  |     | x  |
| Using two hands on the reins other than for a brief adjustment (L6/L7)                          |     | x  |

### **8.8 Handling Ties**

Ties are decided by the lowest total net time accrued by the top three riders on the team. If those marks are equal, the team with the least amount of penalty time will place higher. If there is still a tie, the entries will remain tied.

### **8.9 Protests and Re-rides**

If a rider has a dispute about a run, he/she must lodge a protest before leaving the pen. The Judge(s) must confer and agree on a decision. If the protest is sustained, the rider will be allowed a re-ride.

Should a herd be mis-numbered or have too many or too few cattle, only the rider that is in the arena at the time the problem is identified will receive a re-ride. The re-ride will be a clean slate and will be done immediately.

If a rider protests an animal and a decision is made by the Judge to pull the animal, a re-ride option will be given to that rider only.

### **8.10 Show Management**

Show management has the right to cap the number of entries it accepts for the Cattle trial based on space, time, number of cattle available, or other limitations of the individual event. Maximum number of entries or levels in the Cattle trial may be different than the maximum accepted in the other three trials of the same

event. The protocol for determining who will be allowed to compete may be based on the calendar date each entry is received, seniority of level entered, and/or other requirements as stated in the prize list and/or by show management.

All announcements at the show supersede anything in writing pertaining to the arena, foul line, holding pen, number of cattle, or other variables at the discretion of show management. The Cattle trial rules are not inclusive of all situations. If a situation arises in which there is not a rule, the Judge(s) will meet with show management to discuss the issue and make a ruling for that individual event.

APPENDIX A

OBSTACLES



## OBSTACLES

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**Table 6-1. Obstacle Requirements Summary**

| Obstacles          | Lead In-Hand | Lead Line | Child/Begin | L1 Intro | L2 Nov A | L3 Nov B | L4 Inter A | L5 Inter B | L6 Adv | L7 Masters |
|--------------------|--------------|-----------|-------------|----------|----------|----------|------------|------------|--------|------------|
| Minimum required   | 6            | 8         | 8           | 10       | 10       | 10       | 13         | 13         | 15     | 15         |
| Gait btw obstacles | W or T       | W         | W or T      | T        | T or C   | C        | C          | C          | C      | C          |
| 1. Bridge          | W            | W         | W           | W        | W        | W        | W          | W          | W      | W          |
| 2. Figure 8        | W or T       | W         | W or T      | W or T   | T        | C, CT    | C, SC      | C, FC      | C, FC  | C, FC      |
| 3. Pen             | W            | W         | W           | W        | W        | W        | W or C     | W or C     | W or C | W or C     |
| 4. Jug             |              |           |             |          |          |          |            |            |        |            |
| 5. Remove Pole     | W            |           | W or T      | W or T   | T        | C        | C          | C          | C      | C          |
| 6. Spear Ring      | W            |           | W or T      | W or T   | T        | C        | C          | C          | C      | C          |
| 7. Replace Pole    | W            |           | W or T      | W or T   | T        | C        | C          | C          | C      | C          |
| 8. Switch Cup      |              |           |             |          |          |          |            |            |        |            |
| 9. Bell Corridor   | W or T       | W         | W           | W        | W or T   | W or T   | W or C     | W or C     | W or C | W or C     |
| 10. Rein-back "L"  |              |           |             |          | W or T   | W or T   | W or C     | W or C     | W or C | W or C     |
| 11. Rounding Posts |              |           |             |          | W or T   | W or T   | W or C     | W or C     | C      | C          |
| 12. Single Slalom  | W or T       | W         | T           | T        | T        | T        | C, SC      | C, FC      | C, FC  | C, FC      |
| 13. Double Slalom  | W or T       | W         | T           | T        | T        | C, CT    | C, SC      | C, FC      | C, FC  | C, FC      |
| 14. Gate           | W or T       | W         | W           | W        | W        | W        | W          | W          | W      | W          |
| 15. Jump           | W or T       | W         | W or T      | W or T   | T or C   | C        | C          | C          | C      | C          |
| 16. Sidepass Rail  |              |           |             |          | W        | W        | W          | W          | W or C | W or C     |
| 17. Water          |              |           |             |          | W        | W        | W          | W          | W      | W          |
| 18. Bank           |              |           |             |          | T or C   | C        | C          | C          | C      | C          |
| 19. Drums          | W or T       | W         | W or T      | W or T   | T        | C, CT    | C, SC      | C, FC      | C, FC  | C, FC      |

## APPENDIX B. OBSTACLES

(refer to Table 6-1 for gait requirements)

### 1. Bridge

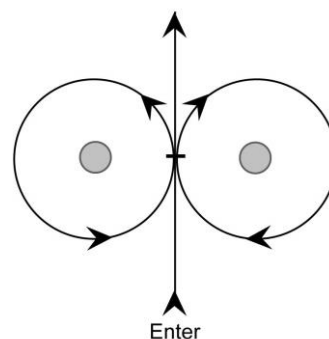
- a. **Description.** The bridge should be made of wood and be solidly constructed to ensure that it is not a danger for the horse or rider. The deck of the bridge must not be slippery. The bridge may be arched or angled in its rise. Recommended dimensions are minimum width: 1.5 m (5 ft); minimum length: 4 m (13 ft); minimum height: 20 cm (8 in.). The bridge may have side rails. If side rails are used, for safety considerations the rails must be constructed such that they can be quickly and easily removed without the use of tools. Side rails should be between 90 cm (3 ft.) and 1.2 m (4 ft.) in height.
- b. **Execution.** The bridge must be crossed at a walk in the Ease of Handling phase for all levels. The bridge may be crossed in both directions provided that there is one obstacle in between the first and second crossing.
- c. **Assessment Criteria (EOH).** The Judge will evaluate the transition to the walk, the quality and regularity of the walk, the straightness of the horse going over the bridge, and the confidence of the horse and rider while navigating this obstacle. Points will be deducted if a horse shows any awkwardness, hesitation, or irregularity. Stepping off the bridge prematurely is a course error.

Severe mistakes:

- Not performing the obstacle at walk
- Destruction of the obstacle
- Severe resistance or hesitation
- Changes in Rhythm
- Difficult transitions

### 2. Figure 8

- a. **Description.** Two drums (or similar upright items) are placed 3m (10 ft) apart on center.
- b. **Execution.** The horse performs a circle around the right-hand drum. Upon completing the turn, halfway between the drums, the horse will change direction and begin a circle of the same diameter around the left-hand drum. When completing the second circle, the horse must pass between the drums to exit the obstacle. The circles must be uniform in size with the change of lead and/or bend on center between the drums. A circle size of 3m represents the highest degree of execution.



Lead In-Hand level may be done at a walk or trot gait only. Lead Line level only do this obstacle at a walk. For Lead In-Hand, Lead Line and Children/Beginner levels, the suggested size of circle is 10m.

The Advanced (L6) and Masters (L7) levels may be required to rein back through the obstacle after the initial circuits in the forward direction. The first circuit in reverse must circle the drum on the right. If this option is included, it must be indicated on the course map.

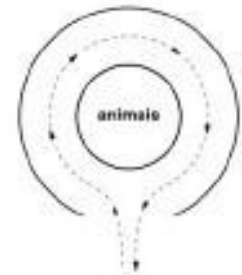
- d. Assessment Criteria (EOH). The Judge will evaluate the straightness of the approach to the obstacle; correctness of the horse's posture during the change of lead; the passage half way between the drums; the shape, symmetry, and precision of the circles; and the horse's response to the aids. A lower score will be given if the change of lead and/or change of bend are not centered between the drums. A negative mark will be given if the rider fails to perform a change of lead or if a drum is knocked over.

Severe mistakes:

- Failure to perform lead change (L4-L7)
- Changes in rhythm
- Circles not the same size
- Contact problems and/or severe resistances.
- Knocking down the drum/element

### 3. Pen

- a. Description. This obstacle consists of a round enclosure approximately 6 m (20 ft) in diameter, with an entrance between 1.5-m (5-ft) and 2.5-m (8 ft) wide. Inside the round enclosure is a smaller round fenced enclosure 3 m (10 ft) in diameter meant to simulate a livestock pen. The inner pen may have small animals or statuary placed inside of the enclosure. The corridor around the livestock pen should be 1.5-m (5-ft) wide. The Pen is accomplished in both directions.



- b. Execution. The horse should enter the obstacle at the prescribed gait according to level in one direction, exit the obstacle, change direction, and re-enter the obstacle going in the opposite direction. The course designer or Judge may indicate the initial direction or leave it to the rider's discretion. When changing direction, the horse will execute a semi-circle, half pirouette, or turn on the haunches. If cantering, a change of lead is required. At Lead In-Hand and Lead Line levels, this obstacle's gait is a walk. The Handler walks slightly in front of the horse until the obstacle is finished. The Handler then returns to the position between the horse's eye and ears. At Lead In-Hand and Lead Line levels, when changing direction, the horse will execute a semi-circle.

In the Speed trial, the Pen is performed in one circuit only; the rider may choose the direction unless it is specifically designated on the course map or by the Judge.

- c. Assessment Criteria (EOH). The Judge will evaluate the horse's serenity and confidence, quality of gaits, and the rider's serenity and use of aids in performing the obstacle. The turn outside the pen and change of lead if required between circuits of the pen are considered as components of the obstacle.

Severe mistakes:

- Trotting in the pen
- Severe resistances
- Rhythm faults

Mistake in the lead change.

#### 4. **Jug**

- a. Description. A jug sits on top of a small table or other platform that is at least 1.2 m (4 ft) high. A manufactured table is not required; a table-like platform may be constructed of common materials (e.g., hay bales, sacks of grain, etc.) The jug must have a handle. The jug must be placed in the same position for each competitor. Course markers are required to indicate direction of entry to the obstacle. These are not to be considered transition markers.
- b. Execution. The rider approaches the table in the prescribed gait, halts with the rider's leg even with the table, raises the jug above his/her head, and replaces the jug on the table. The obstacle must be approached by facing the numbered side. The rider may stop at any position around the table as long as the obstacle is approached facing the numbered side. The horse must depart at the same gait as it approached the obstacle. At Lead In-Hand, Lead Line and Children/Beginner's levels, the horse should be straight and relaxed into halt and immobile. The gait for Lead In-Hand may be a walk to halt or trot to halt. The Lead Line gait is walk to halt only. In the Lead Line Level, the Handler must be on the opposite of the horse of the obstacle (i.e., the jug is on the left side of the horse, the Handler is on the right side of the horse).

If the jug is dropped, a member of the ground crew will hand the jug to the riders competing at Lead In-Hand, Lead Line, Children/Beginner and Introductory (L1) levels. Novice (L2/L3) level riders must dismount, retrieve the jug, remount and replace the jug on the table or may request permission to pass and receive a 0 score. Intermediate (L4) through Masters (L7) riders must dismount, retrieve the jug, remount, and replace the jug; failure to do so will result in disqualification.

- c. Assessment Criteria (EOH). The Judge will evaluate the manner in which the horse approaches and remains immobile next to the table without showing any fear and trusting the rider's use of aids. The jug, when placed on the table, must remain upright. Any jarring movement against the table will result in a lower score. Intermediate (L4) through Masters (L7) level riders will receive a higher score for approaching the table at canter with a good canter-to-halt transition.

Severe mistakes:

- Lack of immobility at the halt
- Trajectory and transitions not well defined
- Severe resistance

5. **Remove Garrocha Pole (Not used in the Lead Line Level)**

- a. Description. This obstacle consists of an open-topped drum and a pole 2.5 to 3.5 m (8 to 11.5 ft) in length. The Garrocha pole is placed in the drum, butt end down. The tip of the pole should be easily identified as such by a pronounced taper or distinctive coloring. 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 the position of the pole but may do so only if the Judge grants permission. Adjusting the position of the pole without permission is considered showing an obstacle to the horse in an overt manner and is thus grounds for disqualification from the trial.
- b. Execution. The rider should approach the drum and retrieve the pole without stopping or breaking gait. In Lead In-Hand and Children/Beginner Levels, the horse comes to a halt then the Rider/Handler picks up the Garrocha then continues, Lead In-Hand level competitors complete the obstacle at a walk only. The horse should advance at a steady gait and not react negatively to the appearance of the drum or the rider's removal of the Garrocha pole. The rider may circle the drum once before picking up the pole, though this is considered less difficult than a straight approach.

If the Garrocha pole is dropped, a member of the ground crew will hand the pole to the riders competing at Lead In-Hand, Children/Beginner and Introductory (L1) levels. Novice (L2/L3) level riders must dismount, retrieve the pole, and remount with the pole in hand or may request permission to pass and receive a 0 for the obstacle. Intermediate (L4) through Masters (L7) riders must dismount, retrieve the pole, and remount with the pole in hand. Failure to do so will result in disqualification.

This obstacle must be used in conjunction with Replace Garrocha Pole (#7). The Spear Ring (#6) obstacle is not required but may be included in the sequence. When used in sequence with Remove/Place Garrocha Pole, they are considered and scored as a single obstacle. If other obstacles are encountered between them, they are scored separately (e.g., if the Remove Garrocha Pole and Spear Ring obstacles are performed in sequence and another obstacle is performed before Replace Garrocha Pole is encountered, then Remove Garrocha Pole and Spear Ring are considered a single obstacle and Replace Garrocha Pole is considered a separate obstacle).

- c. Assessment Criteria (EOH). The Judge will evaluate the manner 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. A lower mark will be given for any alteration of the cadence or change of movement. Picking up the pole in a straight line is considered more difficult and will earn a higher score than circling the drum while picking up the pole. Circling the drum more than one time will result in a negative score. Knocking down the drum will result in a negative score.

Severe mistakes:

Severe hesitation/lack of confidence

Knocking over the drum

Change in cadence of gait or breaking gait

Severe resistance

Incorrect bend or canter on the incorrect lead

6. **Spear Ring (Not used at Lead Line Level)**

- a. Description. The obstacle consists of a Garrocha pole and a ring. The Garrocha pole is taken from the Remove Garrocha Pole obstacle (#5). If using multiple rings, the rings should be set at varying heights. It is traditional for the base to be in the shape of a bull with the ring placed on top. The rings can be made from wood, metal, or plastic and should be approximately 15 cm (6 in.) in diameter.

The obstacle is used in conjunction with Remove Garrocha Pole (#5) and Replace Garrocha Pole (#7) and may be placed between these obstacles in the course but may have additional obstacles in between.



- b. Execution. The competitor must skewer the ring(s) with the tip of the pole. The horse must maintain gait as prescribed for the level of competition. Exception: Lead In-Hand and Children/Beginner levels may halt to skewer the ring.

If the pole is dropped, a member of the ground crew will hand the pole to the riders competing at Lead In-Hand, Children/Beginner and Introductory (L1) levels. Novice (L2/L3) level riders must dismount, retrieve the Garrocha pole, and remount with the Garrocha pole in hand or may request permission to pass and receive a 0 for the obstacle. Intermediate (L4) through Masters (L7) riders must dismount, retrieve the Garrocha pole, and remount with the Garrocha pole in hand. Failure to do so will result in disqualification.

- c. Assessment Criteria (EOH). The Judge will evaluate the manner in which the horse approaches the obstacle, maintaining a good posture and not changing the cadence, and the fluidity with which the rider completes the exercise. Any break in the horse's movement with loss of fluidity will be penalized. Striking any part of the obstacle will result in a lower score. Skewering the ring is not nearly as important as the style/approach to the obstacle, the continuity in movement of the horse and rider, the correct bend, correct lead, and evenness of gait. Dropping the ring after picking it up or failure to skewer the ring will result in a lower score.

Severe mistakes:

- Lack of straightness
- Change in cadence of the gait or breaking gait.
- Change of trajectory
- Incorrect bend or canter on the incorrect lead

7. **Replace Garrocha Pole (Not Used in Lead Line Level)**

- a. Description. The obstacle is an open-topped drum set some distance apart from the drum in Remove Garrocha Pole obstacle (#5). The drum in obstacle #5 may be used for this obstacle provided there is another obstacle in-between or a prescribed route away from it in the course design.
- b. Execution. The Garrocha pole is deposited with the butt end down in the drum. The rider may circle the drum once before replacing the pole, though this is considered less difficult than a straight approach. Lead In Hand and Children/Beginner levels may halt to deposit the Garrocha pole.

The Garrocha pole must be deposited into and remain in the drum. If the Garrocha pole bounces out or is dropped, a member of the ground crew will hand the Garrocha pole to the riders/handlers competing at Lead Line, Children/Beginner and Introductory (L1) levels. Novice (L2/L3) level riders must dismount, retrieve the Garrocha pole, and remount with the Garrocha pole in hand and complete the obstacle or may request permission to pass and receive a 0 for the obstacle. Intermediate (L4) through Masters (L7) riders must dismount, retrieve the Garrocha pole, and remount with the Garrocha pole in hand and complete the obstacle. Failure to do so will result in disqualification.

This obstacle must be used in conjunction with Remove Garrocha Pole (#5). The Spear Ring (#6) obstacle is not required but may be included in the sequence. When used in sequence with Remove/Replace Garrocha Pole, they are considered and scored as a single obstacle. If other obstacles are encountered between them, they are scored separately (e.g., if the Remove Garrocha Pole and Spear Ring obstacles are performed in sequence and another obstacle is performed before Replace Garrocha Pole is encountered, then Remove Garrocha Pole and Spear Ring are considered a single obstacle and Replace Garrocha Pole is considered a separate obstacle).

- c. Assessment Criteria (EOH). The Judge will evaluate the manner 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. Any break in gait or change of cadence by the horse will be penalized. Depositing the Garrocha pole in a straight line will earn a higher score than circling the drum. Circling the drum more than one time will result in a negative score. Knocking down the drum will result in a negative score. Placing the tip end of the Garrocha pole in the drum will receive a negative score.

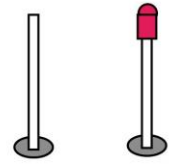
Severe mistakes:

- Severe hesitation/lack of confidence
- Knocking over the drum
- Change in cadence of gait or breaking the rhythm.
- Severe resistance
- Incorrect bend or canter on the incorrect lead
- Placing the pole tip in first



## 8. Switch Cup

- a. Description. This obstacle consists of two bending poles that are approximately 2 m (6.5 ft) in height, with an exterior base not secured in the ground. The poles are set 1.2 m (4 ft) apart. A drinking cup is placed upside down on the tip of one of the poles. The cup must be placed on the same pole for all competitors in the division or level.



- b. Execution. The horse and rider approach the obstacle at the prescribed gait and halts. The rider removes the cup from the pole where it is set, places it on the other pole, and then immediately exits the obstacle proceeding forward at the prescribed gait. For Lead Line, the Handler is in front of the horse for the rider to complete the obstacles then immediately returns to handler position being the opposite side rider's obstacle hand of the horse (Example: If the obstacle hand is on the right, Handler needs to be on the horse's left side).

If the cup is dropped, a member of the ground crew will hand the cup to the riders/handlers competing at Lead In-Hand, Lead Line, Children/Beginner and Introductory (L1) levels. Novice level (L2/L3) riders must dismount, retrieve the cup, and remount with the cup in hand and complete the obstacle or may request permission to pass and receive a 0 for the obstacle. Intermediate (L4) through Masters (L7) riders must dismount, retrieve the cup, and remount with the cup in hand and complete the obstacle. Failure to do so will result in disqualification.

If the pole that the cup is to be placed on is knocked down, the ground crew will reset the pole for Lead In-Hand, Lead Line, Children/Beginner and L1 riders/handlers. L2/L3 riders must dismount, reset the pole, remount and place the cup on the pole, or request permission to pass and receive a 0 for the obstacle. L4 through L7 riders must dismount, reset, remount, and place the cup on the pole; failure to do so will result in disqualification.

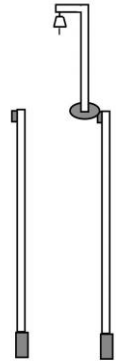
- c. Assessment Criteria (EOH). The Judge will evaluate the horse's attitude, calmness, straightness, and collection; the immobility of the horse, the rider's use of aids; and the fluidity, continuity, and quality of performance. Points will be awarded for the horse's immobility when switching the cup from one pole to another, and its immediate exit from the obstacle at the prescribed gait. The transition should be smooth, uphill, and come from the haunches. The horse should not "jump" forward. A lower score will be given if the horse is positioned so that the rider has to reach out of the saddle to move the cup. Dropping the cup will result in lower score.

Severe mistakes:

- Strong resistance in transitions,
- Lack of immobility
- No clear transitions

## 9. Bell Corridor

- a. Description. A corridor is made from two parallel rails resting on supports, small fences, or walls at least 30 cm (12 in.) in height. The supports are not secured in the ground. The rails are approximately 3.7-m (12-ft) long and 1.5 m (5-ft) apart. A bell is placed 2-m (6.5-ft) high at the end of the corridor. The support holding the bell is placed so that the bell hangs in center of the corridor.
- b. Execution. The horse and rider enter the corridor at the prescribed gait for the level and halt at the end of the corridor. The rider rings the bell and reins back through the corridor. Lead Line level has no rein back. After ringing the bell, Lead Line riders continue forward. The obstacle is completed when the front of the horse clears the obstacle and course markers (if present).
- c. In Lead Line level, the handler is in front of the horse and rider and on the opposite side of the rider's obstacle hand.
- d. Assessment Criteria (EOH). The Judge will evaluate the horse's attitude, straightness, gait, and collection; the immobility of the horse at the bell; the rider's use of aids; and the fluidity, continuity, and quality of the performance. A higher score will be awarded for performing the obstacle well at the trot or canter rather than at walk when allowed. A lower score will be given if the horse is positioned so that the rider has to reach out of the saddle to ring the bell. The Judge will give a lower mark to a horse that drags its feet during the rein-back. The Judge will give a lower mark if a horse bumps the rails, and a negative mark if the horse displaces or knocks down any of the rails or if the horse steps over the rails. Failure of the horse to remain still will be penalized. Failure of the rider to ring the bell will result in disqualification. Exiting the bell end of the corridor with all four feet will result in a disqualification.



### Severe mistakes:

Displace either of the rails.

Body of the horse exiting through the bell end of corridor or stepping outside the corridor

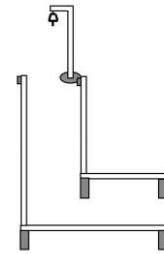
Breaking the rhythm

Lack of immobility

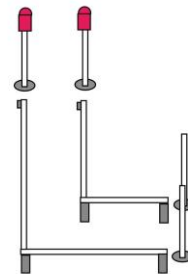
Strong resistance to rein back/loss of diagonal pairs.

10. **Rein-back “L” (Not used at Lead In-Hand, Lead Line, and Children/Beginner levels)**

- a. Description. This obstacle consists of an L-shaped corridor made from parallel rails resting on supports, small fences, or walls at least 30 cm (12 in.) in height. The bend of the “L” may be in either direction. The supports are not secured in the ground. The outer rails are approximately 3.7-m (12-ft) long and 1.5-m (5-ft) apart. There are two variations to this obstacle:



- (1) A bell is placed 2-m (6.5-ft) high at the end of the corridor (identical to obstacle #9 Bell Corridor).
- (2) Two bending poles are at the end of the corridor, one on each side. A cup is placed upside down on each of the poles. There is a second set of bending poles at the entrance to the obstacle.



- b. Execution. The horse and rider enter the corridor at the prescribed gait for the level and halt at the end of the corridor. Depending on the configuration, the rider either:

- (1) Rings the bell and backs down the “L” corridor to exit the obstacle, or
- (2) Removes the cup and backs down the “L” corridor. Upon exiting, the rider halts and places the cup on the pole at the entrance corresponding with the side from which the cup was removed.

If the cup is dropped, Novice level (L2/L3) riders must dismount, retrieve the cup, and remount with the cup in hand and complete the obstacle or may request permission to pass and receive a 0 for the obstacle. Intermediate (L4) through Masters (L7) riders must dismount, retrieve the cup, and remount with the cup in hand and complete the obstacle. Failure to do so will result in disqualification.

If the pole that the cup is to be placed on is knocked down, L2/L3 riders must dismount, reset the pole, remount and place the cup on the pole, or request permission to pass and receive a 0 for the obstacle. L4 through L7 riders must dismount, reset, remount, and place the cup on the pole; failure to do so will result in disqualification.

This obstacle is not used for Lead In-Hand, Lead Line, Children/Beginner or Introductory (L1) levels.

- c. Assessment Criteria (EOH). The Judge will evaluate the fluidity of the horse’s movements and its response to the use of the aids, enabling the route to be performed with maximum smoothness and accuracy. The Judge should consider the quality of the halt transition.

The Judge will give a lower mark if a horse bumps the rails, and a negative mark if the horse displaces or knocks down any of the rails or if the horse steps over the rails. Failure of the horse to remain immobile will be penalized. The Judge will give a lower mark to a horse that drags its feet during the rein-back. Knocking over any part of the obstacle will result in a negative score. A lower score will be given if the horse is positioned so that the rider has to reach out of the saddle to ring the bell or move the cup. Failure of the rider to ring the bell will result in disqualification. Exiting the corridor on the destination end with all four feet is a disqualification.

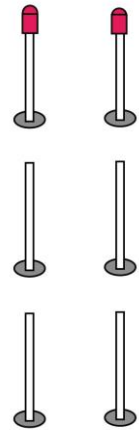
Severe mistakes:

- Touching or knocking down the posts
- Resistance in transitions
- Poor quality of reinback (loss of diagonals)

## Lack of immobility in the halt

### 11. Rounding Posts (Not Used in Lead In-Hand, Lead Line, Children/Beginner's and Intro-L1 Levels)

- a. **Description.** Two parallel lines of three posts each create a 1.5-m (5-ft wide) corridor. The posts in each line are separated a minimum of 2.5 m (8 ft) and a maximum of 3m (10 ft) from each other and are aligned with the posts on the other line. A cup is placed upside down on the tip of each of the last posts in the corridor.
- b. **Execution.** The rider advances through the corridor and halts between the end posts to pick up a cup. The rider then reins back in a reverse slalom around the middle post on one side of the corridor from which he/she removed the cup and halts between the entrance posts to deposit the cup on the tip of the post at the entrance of the corridor corresponding with the side from which the cup was retrieved. The rider must keep the cup in his/her hand throughout the execution of the obstacle, but the obstacle can be completed with two hands on the reins if the rider is performing two-handed.



The horse must halt between the posts, showing immobility when the rider picks up the cup from the post and places the cup upside down on the top of the first post. To complete the obstacle, the horse must rein back fully to exit (i.e., all four feet) from the last pair of posts or entrance markers if included.

If the cup is dropped, Novice (L2/L3) riders must dismount, retrieve the cup, remount with the cup in hand, and place it on the post or may request permission to pass and receive a 0 for the obstacle. Intermediate (L4) through Masters (L7) riders must dismount, retrieve, remount, and place the cup or be disqualified.

If the post that the cup is to be placed on is knocked down, Novice riders (L2/L3) have the option of dismounting, resetting the post, remounting, and replacing the cup, or may request permission to pass and receive a 0 for the obstacle. Intermediate through Masters' riders must dismount, reset the post, remount, and place the cup on the post; failure to do so will result in disqualification.

**This obstacle is not performed at the Lead In-Hand, Lead Line, Children/Beginner or Introductory (L1) levels.** At the Novice (L2/L3) levels, the horse and rider rein back straight between the posts without performing a slalom.

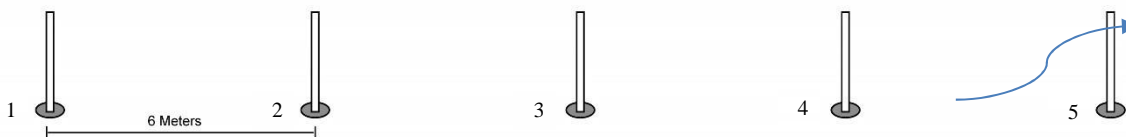
- c. **Assessment Criteria (EOH).** The Judge should consider the quality of the gait and the halt transition. The Judge will evaluate the fluidity of the horse's movements and its response to the use of the aids, enabling the obstacle to be performed with maximum smoothness and accuracy. Failure of the horse to remain still will be penalized. A lower score will be given if the horse is positioned so that the rider has to reach out of the saddle to move the cup. Bumping a post without knocking it over will result in a lower score. Knocking over a post will result in a negative score. Failure to replace the cup on the designated post will result in disqualification. Exiting the destination end of the corridor with all four feet will result in a disqualification. The Judge will give a lower mark to a horse that drags its feet during the reinback.

Severe mistakes:

Touching or knocking down the posts  
Resistance in transitions  
Poor quality of reinback (loss of diagonals)  
Lack of immobility at the halt.

## 12. Single Slalom

- a. **Description.** This obstacle consists of an odd number of posts or similarly shaped objects (must be a minimum of five, seven are recommended for Advanced and Masters) in a straight line with bases not secured to the ground. The posts are approximately 2 m (6.5 ft) in height and set with a distance 7m (23') between each post. Markers indicating side of entry can be placed on the appropriate side of the first post or can be placed on the post itself.
- b. **Execution.** The obstacle is entered in the prescribed gait. Lead In-Hand level may use walk or trot only. Lead Line level use the walk gait only. In Lead Line level, the Handler does not need to change sides at every pole. If exit markers are not used, the obstacle is complete when the rider's shoulder passes the final post in the direction of travel of the whole obstacle. The line of travel should be weaving through the posts rather than loops around the posts. Lead changes must be performed as prescribed for that level. Changes of bend and lead are to be executed at each change of direction, in the line and midway between the posts. The horse's lead and bend should be in conformity with the turn.



- c. **Assessment Criteria.** The Judge will evaluate the horse's calm, precise action; fluid and continuous movement; quality of gait; overall manner in performing this obstacle; and the quality of the lead changes. The Judge should consider correctness and attitude during the change of lead and/or changes of bend through the horse's body. Failure to perform lead changes and/or changes of bend will result in a negative mark. Late or delayed lead changes and/or changes of bend will result in a lower score. The shape, symmetry, and precision of the bending line, and the horse's response to the rider's aids will be considered. A negative score will be given for knocking down any of the posts.

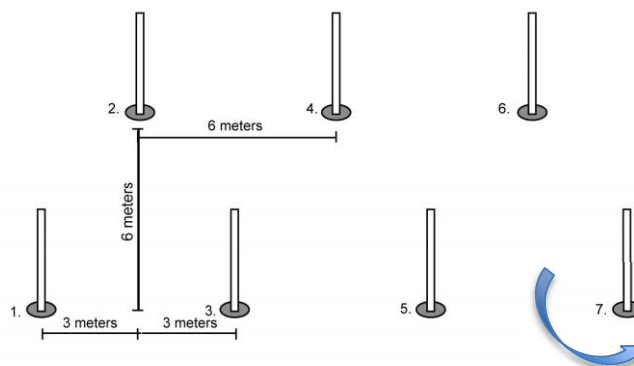
### Severe Mistakes:

Failure to perform lead changes or mistakes in them  
Severe resistances  
Changes in rhythm  
Failure to keep uniform and symmetrical bend  
Knocking down post(s)

### 13. Double Slalom

a. Description. This obstacle consists of an odd number of upright posts: minimum of five; seven recommended; minimum of seven for Advanced and Masters' levels. Each post is approximately 2 m (6.5 ft) in height, with a base not secured to the ground. The posts are arranged in two staggered parallel lines, with a distance of 7m (23') between the parallel lines and between each post on the line. The posts are staggered such that the midpoint between the first two posts of the first line is directly opposite the first post of the second line.

b. Execution. The obstacle is entered in the prescribed gait. Lead In-Hand competitors may use walk or trot only. The gait for Lead Line is walk only. The horse will perform loops or turns of consistent size around the posts, in the direction indicated. Changes of lead/bend are performed halfway between the posts and on the line between the successive posts. The horse's lead and bend should conform to the direction of the turn. If exit markers are not used, the obstacle is complete when the rider's shoulder passes the final post in the direction of travel of the whole obstacle, i.e., completing at least a ¼ loop or turn of the last post.



c. Assessment Criteria (EOH). The Judge will evaluate the horse's calm, precise action; quality of gait; fluid and continuous movement; overall manner in performing this obstacle; and the quality of the lead changes or changes of bend. The Judge should consider correctness and attitude during the change of lead and/or changes of bend through the horse's body, and the horse's bend around the posts. Failure to perform lead changes and/or changes of bend will result in a negative mark. Late or delayed lead changes or changes of bend will result in a lower score. The shape, symmetry, and precision of the turns for this obstacle, and the horse's response to the rider's aids will be considered. A negative score will be given for knocking down any of the posts.

#### Severe Mistakes:

- Mistakes (more than one) in the lead changes
- Mistakes in the rhythm
- Failure to keep symmetrical bends
- Knocking down the posts

## 14. Gate

- a. **Description.** The gate must be at least 1.3 m (4-ft 3-in.) high and 2-m (6.5-ft) wide, supported by two weighted posts (or jump standards) and two hinges. A latch easily operated from horseback should be used. The gate can be opened to the right or left depending on how the obstacle is set in the course. A rope between two posts can be used instead of a solid gate. A solid gate is preferred for Ease of Handling and is required in championship competitions; a rope gate should be used for Speed.
- b. **Execution.** The rider will approach perpendicular to the gate at the prescribed gait for the level and transition to the walk as he/she approaches the gate. The rider then moves the horse laterally and halts alongside the gate. The rider must lift the latch, open the gate, and go through the entrance. When the horse has fully passed to the other side of the gate, the rider may back up one or two steps to close the gate. With the horse squarely halted, the rider will then put the latch in place to complete the obstacle. The rider should not release control of the gate at any point in the performance of this exercise until the gate is latched. The obstacle may be required in both directions providing there is at least one obstacle in between the first and second execution. If a rope gate is used, the rope may not be passed over the rider's head.

In Lead In-Hand and Lead Line levels must halt to open the gate, then push the gate open and halt again between the posts for 5 seconds, then proceed to the next obstacle without closing the gate.

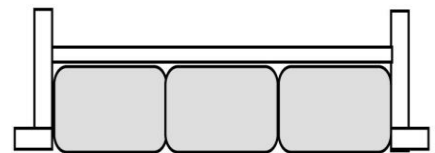
- c. **Assessment Criteria (EOH).** The Judge will evaluate the horse's action which should be fluid and without any hesitation. The horse should pay attention to and participate in the opening and closing movements without showing any signs of insecurity or disobedience. The rider's action should be easy, precise, and free from hesitation. A negative score will be given if the rider releases control of the gate by letting go for more than a momentary adjustment of hand position at any time during the execution of this obstacle or if there is any sign of insecurity by the horse or rider or lack of continuity (fluidity) of the action. Switching hands will result in a disqualification. Passing the rope gate over the rider's head will result in disqualification.

### Severe Mistakes:

- Hesitation, tension or rein-back approaching the gate.
- Resistance in transitions and passing the gate
- Breaking the rhythm

## 15. Jump

- a. **Description.** The obstacle consists of a single jump in a progression of heights for each level. Standard jump rails or a solid wood obstacle (like a flower box) can be used. Bales of straw placed end-to-end are acceptable. The jump must be at least 3-m (10-ft) across. The jump must be positioned between two jump standards with appropriate jump cups (breakaway cups recommended).



Lead In-Hand, Lead Line, Children/Beginner and L1: A single rail is placed on the ground between the jump standards; jump cups must be removed.

L2 and L3: Jump consists of a pair of crossed rails not to exceed 0.5 m (22 in.) at the standard and 0.4 m (15 in.) at the center.


L4 thru L7: Jump consists of a solid-looking obstacle or rails set approximately 0.5 m (22 in.) high. A rail is to be positioned in cups, on top of the ‘solid’ obstacle.

- b. Execution. The horse should approach and jump over the obstacle cleanly, naturally, and with assurance. The obstacle may be required in both directions providing there is at least one obstacle in between the first and second execution.
- c. Assessment Criteria (EOH). The Judge will evaluate the manner in which the horse approaches and leaves the obstacle; the horse’s calmness, straightness, and tempo throughout the obstacle; the bascule over the jump and the pair’s confidence and style. Knocking over any part of the obstacle will result in a negative score.

Severe Mistakes:

- Refusal (s) to jump.
- Bad style
- Breaking the rhythm
- Knocking over any part of the obstacle


**16. Sidepass Rail (Not used in Lead In-Hand, Lead Line, Children/Beginner and Intro-L1 levels)**

- a. Description. This obstacle consists of one or more rails about 3.7 m (12 ft) in length with a diameter of not more than 10 cm (4 in.), supported 5-10 cm (2-4 in.) above the ground. The rails may be arranged in the following configurations:
  - (1) Single rail
  - (2) Two rails in a line separated by at least 3 m (10 ft)
  - (3) Two parallel rails separated by at least 3 m (10 ft)
  - (4) Two rails in an “L” configuration
  - (5) Three rails in a zig-zag (“”) configuration; rails are set at 90 degrees.

Course markers are required to indicate the direction of entry/exit to the obstacle. These are not to be considered as transition markers.

**Not used in Lead In-Hand, Lead Line, Children/Beginner and Intro-L1 levels.**

- b. Execution. The horse should be in sidepass position before reaching the rail. The horse’s legs should cross in a lateral movement along the rail with the rail between the horse’s front and hind legs throughout the obstacle. The course map may indicate which direction (right or left) the horse and rider must pass over the rail; when not specified, the rider chooses the direction. For the two rails in a line (2) and the parallel (3) configurations, the rails must be ridden in different directions. For an “L” configuration, the horse must be positioned so that its head is to the inside of the “L”. Any changes in gait required to execute this obstacle must occur at the entrance and exit markers.

|              | Single Rail | 2 in a line | 2 parallel | ‘L’ config |  ‘config |
|--------------|-------------|-------------|------------|------------|---|
| Novice       | √           | √           | √          | --         | --  |
| Intermediate | √           | √           | √          | √          | --  |



|          |   |   |   |   |    |
|----------|---|---|---|---|----|
| Advanced | √ | √ | √ | √ | -- |
| Masters  | √ | √ | √ | √ | √  |

- c. Assessment Criteria (EOH). The Judge will evaluate the horse's calmness, capacity to perform the obstacle, crossing of the legs, and the fluidity and continuity of the action. A bend in the direction of the movement will garner a higher score than if the horse is bent away from the movement. A lower mark will be given for bumping the rail as seen or heard. A negative mark will be given for knocking over the rail or if the horse steps across the rail with one or more feet. The Judge will give a lower mark for a lack of crossing of the horse's legs in the lateral movement. Exiting the rail prematurely or failing to sidestep over the entire length of the rail is a course error.

Severe Mistakes

- Failure to cross legs (if done in walk)
- Knocking over the rail
- Severe resistance
- Not performing the obstacle bent in the direction of travel (L4 and above)

17. **Water (Not Used in Lead In-Hand, Lead Line, Children/Beginner and Intro-L1 levels)**

- a. Description. The ditch should be a minimum of 1.5 m (5 ft.) in the direction of travel (long), and a minimum of 2.4 m (8 ft.) wide. The ditch may be flat to a depth of up to 10 cm (4 in) or gently sloping to a maximum depth of 20 cm (8 in.). The bottom surface should be safe for horses to travel across. Course markers must be used to mark the entrance and exit. The obstacle may be framed with logs, so horses have to step over and into/out of the water.
- b. Execution. The horse should approach and maintain gait through the water naturally and without any hesitation. **This obstacle is not used for Lead In-Hand, Lead Line, Children/Beginner and Introductory (L1) levels.**
- c. Assessment Criteria (EOH). The Judge will evaluate the manner in which the horse approaches the obstacle, its reaction when going through the water, and the consistency of gait throughout the exercise. A lower mark will be given for hesitancy by the horse. A negative mark will be given if the horse steps backward before riding through the obstacle or jumps the obstacle without going through the water.

Severe mistakes:

- Hesitation and refusal to enter/cross through the water
- Severe resistance to rider's aids.

18. **Bank (Not used for Lead In-Hand, Lead Line, Children/Beginner and Intro-L1 levels)**

- a. Description. The obstacle consists of an embankment of natural substance positioned not more than 30 to 60 cm (1 to 2 ft.) above ground level. A level plateau is at the top and bottom of the embankment; the plateau must be at least 2-m (6.5-ft) long in the direction of travel. There may be ramps leading to and away from the level plateaus.
- b. Execution. The horse should approach and maintain the chosen gait through the obstacle naturally and without any hesitation. The obstacle can be executed in either direction. The obstacle can be executed as either an up-bank or a down-bank. Both an up-bank and a down-bank may be incorporated and scored as one obstacle

**This obstacle is not used for Lead In-Hand, Lead Line, Children/Beginner and Intro (L1) riders.**

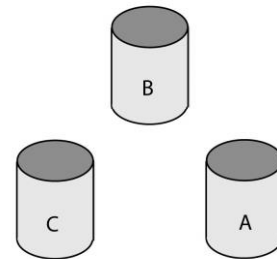
- c. Assessment Criteria (EOH). The Judge will evaluate the manner in which the horse approaches the bank, the smoothness of the jump, the consistency and quality of gait throughout the exercise, and confidence in the rider's instructions. Lower marks are awarded for hesitancy. A horse that steps backward before going over the bank will receive a negative mark.

Severe mistakes:

- Hesitation and refusal to jump on and off the bank.
- Severe resistance to rider's aids.

19. **Drums**

- a. Description. This obstacle consists of three drums positioned at the three points of an equilateral triangle with sides 3 or 4 m (10 or 13 ft) long, measured from the center of the drums. The drums are set 4 m (13 ft) apart for Children, Introductory (L1), Novice (L2/L3), and Intermediate (L4/L5) levels, and 3 m (10 ft) apart for Advanced (L6) and Masters (L7) levels.
- b. Execution. The horse enters at the appropriate gait for the level between drums A & C. Lead In-Hand and Lead Line Levels must use walk gait only.



The horse makes a full circle to the right around drum A. The horse proceeds to pass halfway between drums A & B, with a change of lead and/or bend over the imaginary line between A & B. The horse makes a loop to the left around drum B. The horse then proceeds to pass halfway between drums B & C, with a change of lead and/or bend along the imaginary line between B & C. The horse makes a full circle to the right around drum C and exits at the same point from which the exercise began.

The obstacle may be executed to the left first only if designated on the course map and approved by the Judge.

The horse makes a full circle to the left around drum C. The horse proceeds to pass halfway between drums C & B, with a change of lead and/or bend over the imaginary line between C & B. The horse makes a loop to the right around drum B. The horse then proceeds to pass halfway between drums B &

A, with a change of lead and/or bend along the imaginary line between B & A. The horse makes a full circle to the left around drum A and exits at the same point from which the exercise began.

All circles should be symmetrical and of the same diameter.

- c. Assessment Criteria. The Judge will consider the horse's attitude, the rider's use of aids, tempo, continuity of action, quality of gait, fluidity of performance, correctness and attitude during the change of lead, accuracy of the passage halfway between the drums, and the shape, symmetry, and precision of the circles. The highest degree of execution is a 4-m circle for Children through Intermediate levels, and a 3-m circle for Advanced and Masters levels. A lower score will be given for incorrect placement of change of lead and/or change of bend (failure to perform midway between the drums). A negative mark will be given for failure to perform a change of lead and/or change of bend. The Judge will give a negative mark if a drum is knocked over.

Severe Mistakes:

- Failure and/or mistakes in the lead changes
- Rhythm mistakes
- Knocking down the drums
- Severe resistances
- Too large circles (L6/L7)

## APPENDIX B

### SCORE SHEETS and SOME JUDGING GUIDELINES

## EASE OF HANDLING TRIAL Score Sheet

Show \_\_\_\_\_ Date \_\_\_\_\_ Level \_\_\_\_\_ Division \_\_\_\_\_ Entry No. \_\_\_\_\_

Rider \_\_\_\_\_ Judge/Signature \_\_\_\_\_

Horse \_\_\_\_\_ Final Score \_\_\_\_\_ Place \_\_\_\_\_

| No.                   | Obstacle | Score | Remarks |
|-----------------------|----------|-------|---------|
| 1                     |          |       |         |
| 2                     |          |       |         |
| 3                     |          |       |         |
| 4                     |          |       |         |
| 5                     |          |       |         |
| 6                     |          |       |         |
| 7                     |          |       |         |
| 8                     |          |       |         |
| 9                     |          |       |         |
| 10                    |          |       |         |
| 11                    |          |       |         |
| 12                    |          |       |         |
| 13                    |          |       |         |
| 14                    |          |       |         |
| 15                    |          |       |         |
| <b>Obstacle Total</b> |          |       |         |

| Collective Marks  | Pts | Coef | Score | Remarks |
|---|-----|------|-------|---------|
| <b>Transitions; Navigation:</b> Crisp, accurate, uphill transitions between gaits. Effective course lines, correct leads and bend. Prescribed gait between obstacles. |     | 2    |       |         |
| <b>Gaits:</b> Rhythm, freedom, and regularity   |     |      |       |         |
| <b>Impulsion:</b> Desire to move forward; elasticity of steps. Suppleness of back. Engagement of hindquarters.  |     |      |       |         |
| <b>Submission:</b> Willing cooperation, harmony, attention and confidence, acceptance of contact, straightness, lightness, ease of movement.                          |     |      |       |         |
| <b>Rider:</b> Position and seat of the rider, correct use of aids, effectiveness of aids.   |     |      |       |         |

|   |                               |                        |  |   |
|---|-------------------------------|------------------------|--|---|
| <b>Presentation:</b> Completeness and appropriateness of tack and attire. |                               |                        |  |   |
| <u>Penalty tally</u>  | <b>Collective Marks Total</b> |                        |  |   |
| Failure to salute _____   |                               |                        |  |   |
| Outside assistance (L1-L5) _____  |                               | <b>Obstacle Total</b>  |  | Total No. of 0's  |
| Stroking horse's neck (L6/L7) _____                                       |                               | <b>Minus Penalties</b> |  | <b>Total Possible Points</b><br>(No. of obstacles x 10 + 70)  |
|   |                               | <b>Total Score</b>     |  | <b>Final Score %</b><br>(total score / total possible points) |

# SPEED TRIAL Score Sheet

Show: \_\_\_\_\_ Date: \_\_\_\_\_ Judge: \_\_\_\_\_ Level: \_\_\_\_\_ Class No. \_\_\_\_\_ Sheet \_\_\_ of \_\_\_

| Name of obstacle | Obstacle Penalties/Bonus Time |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    | Elapsed Time (sec) timer #1 | Elapsed Time (sec) timer #2 | Average of two times OR electronic time (sec) | Penalty /Bonus Time | Final Time (sec) | Place |  |
|------------------|-------------------------------|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|-----------------------------|-----------------------------|---|---------------------|------------------|-------|--|
|                  | 1                             | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |                             |                             |   |                     |                  |       |  |
| Entry No.        | Horse/Rider                   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |                             |                             |   |                     |                  |       |  |
|                  |                               |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |                             |                             |   |                     |                  |       |  |
|                  |                               |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |                             |                             |   |                     |                  |       |  |
|                  |                               |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |                             |                             |   |                     |                  |       |  |
|                  |                               |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |                             |                             |   |                     |                  |       |  |
|                  |                               |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |                             |                             |   |                     |                  |       |  |
|                  |                               |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |                             |                             |   |                     |                  |       |  |
|                  |                               |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |                             |                             |   |                     |                  |       |  |
|                  |                               |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |                             |                             |   |                     |                  |       |  |
|                  |                               |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |                             |                             |   |                     |                  |       |  |
|                  |                               |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |                             |                             |   |                     |                  |       |  |

\*\* Time to 100<sup>th</sup> of a second

|              |            |              |            |
|--------------|------------|--------------|------------|
| Course Event | Time (sec) | Course Event | Time (sec) |
|--------------|------------|--------------|------------|

|  |     |  |     |
|--|-----|--|-----|
| <input type="checkbox"/> Placing the tip end of pole in the drum                                       | +5  | <input type="checkbox"/> Failure to salute Judge   | +10 |
| <input type="checkbox"/> Spearing ring with the butt end of the pole                                   | +5  | <input type="checkbox"/> Outside assistance (L2 thru L5)                                   | +10 |
| <input type="checkbox"/> Any leg stepping over side pass rail (each leg)                               | +5  | <input type="checkbox"/> Failure to latch gate in proper portion of obstacle Dropping      | +30 |
| <input type="checkbox"/> L6/L7 Stroking/touching horse in front of rein (2 times max, each occurrence) | +5  | <input type="checkbox"/> and failing to replace gate                                       | +30 |
| <input type="checkbox"/> Knocking over course Start or Finish marker                                   | +5  | <input type="checkbox"/> L2/L3 riders dropping and failing to replace part of obstacle     | +30 |
| <input type="checkbox"/> Knocking over/dislodging any part of an obstacle performed                    | +10 | <input type="checkbox"/> After three refusals with permission of Judge (L2/L3)             | +30 |
| <input type="checkbox"/> Knocking over drum and pole stays in  | +10 | <input type="checkbox"/> Spearing ring and getting it correctly placed with pole in barrel | -10 |



# CATTLE TRIAL – TEAM Scoresheet

Show \_\_\_\_\_ Date \_\_\_\_\_ Judge \_\_\_\_\_ No. of Competitors \_\_\_\_\_ Sheet \_\_\_\_\_ of \_\_\_\_\_

| Team No./<br>Name  | Rider No./Name | Horse | No. of<br>Penalties | Penalty<br>Time | Elapsed<br>Time | Final Time | Rider<br>Place | Rider<br>Points | TEAM<br>PLACE |
|--------------------|----------------|-------|---------------------|-----------------|-----------------|------------|----------------|-----------------|---------------|
|                    |                |       |                     |                 |                 |            |                |                 |               |
|                    |                |       |                     |                 |                 |            |                |                 |               |
|                    |                |       |                     |                 |                 |            |                |                 |               |
|                    |                |       |                     |                 |                 |            |                |                 |               |
| <b>TEAM POINTS</b> |                |       |                     |                 |                 |            |                |                 |               |

| Team No./<br>Name  | Rider No./Name | Horse | No. of<br>Penalties | Penalty<br>Time | Elapsed<br>Time | Final Time | Rider<br>Place | Rider<br>Points | TEAM<br>PLACE |
|--------------------|----------------|-------|---------------------|-----------------|-----------------|------------|----------------|-----------------|---------------|
|                    |                |       |                     |                 |                 |            |                |                 |               |
|                    |                |       |                     |                 |                 |            |                |                 |               |
|                    |                |       |                     |                 |                 |            |                |                 |               |
|                    |                |       |                     |                 |                 |            |                |                 |               |
| <b>TEAM POINTS</b> |                |       |                     |                 |                 |            |                |                 |               |

| Team No./<br>Name  | Rider No./Name | Horse | No. of<br>Penalties | Penalty<br>Time | Elapsed<br>Time | Final Time | Rider<br>Place | Rider<br>Points | TEAM<br>PLACE |
|--------------------|----------------|-------|---------------------|-----------------|-----------------|------------|----------------|-----------------|---------------|
|                    |                |       |                     |                 |                 |            |                |                 |               |
|                    |                |       |                     |                 |                 |            |                |                 |               |
|                    |                |       |                     |                 |                 |            |                |                 |               |
|                    |                |       |                     |                 |                 |            |                |                 |               |
| <b>TEAM POINTS</b> |                |       |                     |                 |                 |            |                |                 |               |

|   |   |
|---|---|
| <b>Penalties (+10 each occurrence)</b> <ul style="list-style-type: none"> <li>Failure to salute Judge</li> <li>Wrong cow crosses foul line</li> <li>Outside assistance</li> <li>Team member's horse in herd zone</li> </ul> | <b>Disqualifications:</b> <ul style="list-style-type: none"> <li>Rider crosses foul line before Judge has given permission</li> <li>Team member crosses the foul line before the rider</li> <li>Team members in herd zone for more than 5 seconds</li> <li>L6/L7 or one-handed riders: Using 2 hands on reins</li> <li>Roughing</li> <li>Contact with cattle (hands, feet, equipment)</li> <li>Endangering horse, rider, ground person</li> <li>Attempt to work cattle on foot</li> <li>Any signs of injury or blood</li> <li>Herd cows in penning zone and cow is penned when clock stops</li> </ul> |
|---|---|





## FINAL COMPETITION PLACEMENT – TEAM

Show: \_\_\_\_\_ Date: \_\_\_\_\_ Judge(s): \_\_\_\_\_ Total No. Competitors \_\_\_\_\_ Sheet \_\_\_ of \_\_\_

*Include ONLY TOP 3 rider scores per team for each trial. Determine overall points and placement for all competitors for each trial. Teams are placed by total points earned by team members.*

| Team        | Rider | Horse | Dressage |       |     | EOH         |       |     | Speed      |       |     | Cattle      |       |     | Total Team Points | Team Place |  |
|-------------|-------|-------|----------|-------|-----|-------------|-------|-----|------------|-------|-----|-------------|-------|-----|-------------------|------------|--|
|             |       |       | %        | Place | Pts | %           | Place | Pts | Final Time | Place | Pts | Final Time  | Place | Pts |                   |            |  |
|             |       |       |          |       |     |             |       |     |            |       |     |             |       |     |                   |            |  |
|             |       |       |          |       |     |             |       |     |            |       |     |             |       |     |                   |            |  |
|             |       |       |          |       |     |             |       |     |            |       |     |             |       |     |                   |            |  |
| Total Top 3 |       |       |          |       |     | Total Top 3 |       |     |            |       |     | Total Top 3 |       |     |                   |            |  |

| Team        | Rider | Horse | Dressage |       |     | EOH         |       |     | Speed      |       |     | Cattle      |       |     | Total Team Points | Team Place |  |
|-------------|-------|-------|----------|-------|-----|-------------|-------|-----|------------|-------|-----|-------------|-------|-----|-------------------|------------|--|
|             |       |       | %        | Place | Pts | %           | Place | Pts | Final Time | Place | Pts | Final Time  | Place | Pts |                   |            |  |
|             |       |       |          |       |     |             |       |     |            |       |     |             |       |     |                   |            |  |
|             |       |       |          |       |     |             |       |     |            |       |     |             |       |     |                   |            |  |
|             |       |       |          |       |     |             |       |     |            |       |     |             |       |     |                   |            |  |
| Total Top 3 |       |       |          |       |     | Total Top 3 |       |     |            |       |     | Total Top 3 |       |     |                   |            |  |

| Team        | Rider | Horse | Dressage |       |     | EOH         |       |     | Speed      |       |     | Cattle      |       |     | Total Team Points | Team Place |  |
|-------------|-------|-------|----------|-------|-----|-------------|-------|-----|------------|-------|-----|-------------|-------|-----|-------------------|------------|--|
|             |       |       | %        | Place | Pts | %           | Place | Pts | Final Time | Place | Pts | Final Time  | Place | Pts |                   |            |  |
|             |       |       |          |       |     |             |       |     |            |       |     |             |       |     |                   |            |  |
|             |       |       |          |       |     |             |       |     |            |       |     |             |       |     |                   |            |  |
|             |       |       |          |       |     |             |       |     |            |       |     |             |       |     |                   |            |  |
| Total Top 3 |       |       |          |       |     | Total Top 3 |       |     |            |       |     | Total Top 3 |       |     |                   |            |  |

## NOTES on POINTS, PLACEMENT AND TIES

### Determining Points

- The total number of points available in a given class is based on the number of competitors entered and initially competing in that class. The point basis remains the same even if fewer riders compete in subsequent trials within that class as a result of scratches or DQs.
- Competitors earn points depending on their placement in each trial, e.g;
  - o 1<sup>st</sup> place = N +1 o 2<sup>nd</sup> place = N
  - 1 o 3<sup>rd</sup> place = N -2
  - o 4<sup>th</sup> place = N -3 etc

Where N = the number of competitors entered in the class.

| Place | Number of Entries |   |   |   |   |   |   |   |    |    |
|-------|-------------------|---|---|---|---|---|---|---|----|----|
|       | 1                 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9  | 10 |
| 1     | 2                 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
| 2     |                   | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8  | 9  |
| 3     |                   |   | 1 | 2 | 3 | 4 | 5 | 6 | 7  | 8  |
| 4     |                   |   |   | 1 | 2 | 3 | 4 | 5 | 6  | 7  |
| 5     |                   |   |   |   | 1 | 2 | 3 | 4 | 5  | 6  |
| 6     |                   |   |   |   |   | 1 | 2 | 3 | 4  | 5  |
| 7     |                   |   |   |   |   |   | 1 | 2 | 3  | 4  |
| 8     |                   |   |   |   |   |   |   | 1 | 2  | 3  |
| 9     |                   |   |   |   |   |   |   |   | 1  | 2  |
| 10    |                   |   |   |   |   |   |   |   |    | 1  |

### Determining Placement – Individual Competitors

- Competitors must enter all trials to be considered for final placement
- A rider who withdrew or DQ'd in any of the trials cannot place above a rider who successfully completed all trials.
- A rider with a DQ will place ahead of a rider who withdrew/scratched.

### Handling Ties

- Tie in Dressage: Collective marks break the tie. If marks are equal, entries remain tied and are awarded points associated with that placing.
- Tie in EOH: Rider who incurred a 0 is place lower than a rider who did not. If tie remains, collective marks break the tie. If marks are equal, entries remain tied and are awarded points associated with that placing.
- Tie in Speed: Decided by lowest accrued penalty/bonus points. If these are equal, entries remain tied and are awarded points associated with that placing.
- Tie in Cattle: Ties are decided by the lowest total net time accrued by the top three riders on the team. If those marks are equal, the team with the least amount of penalty time will place higher. If there is still a tie, the entries will remain tied.
- Tie of overall placement at a given class:
  - o Competitor with highest average combined Dressage and EOH score will be placed higher.
  - o If still a tie, competitor with highest EOH score will be placed higher.
  - o If still a tie, fastest time in Speed trial will be placed higher.

### Determining Placement – Teams

- Total points available are based on the total number of riders on all competing teams (eg 4 teams with 4 riders = 16 sets of points)
- Team's total point score is computed by adding points for top 3 riders in each of the trials.
- Teams are ranked according to total team points.

### Handling Ties – Teams

- Team with highest average Dressage and EOH score will place higher
- If still a tie, team with fastest combined time in Speed will place higher.

## SOME JUDGING GUIDELINES

The following are general judging guidelines. They are intended to provide guidance on the standards expected of upper level working equitation competitors, and how certain movements may be judged as either sufficient or insufficient. These are not required marks that must be given in every instance. Latitude should be given for lower-level competitors. The Judge's discretion is always paramount.

|   |                              |
|---|------------------------------|
| Horse is contracted   | Mark no higher than 5        |
| No bend or incorrect bend in horse                          | Mark no higher than 5        |
| Horse is above or behind the bit                            | Mark no higher than 5        |
| Horse is resistant  | Mark no higher than 5        |
| Irregular gait  | Mark no higher than 5        |
| Tension   | Mark no higher than 5        |
| Loss of diagonal in rein back or dragging feet in rein back | Mark no higher than 5        |
| Late behind in change of lead                               | Negative mark (4.5 or below) |
| Step back during halt or transition to halt                 | Negative mark                |
| Lateralized walk  | Negative mark                |
| Lack of clear 3-beat canter                                 | Negative mark                |
| Back legs moving together in change of lead                 | Negative mark                |
| Refusal or knocking down an obstacle (EOH)                  | Negative mark                |

## APPENDIX C

### DRESSAGE TESTS

## WE Dressage Test – Children/Beginner Level

**SHOW:** \_\_\_\_\_ **DATE:** \_\_\_\_\_ **ENTRY #** \_\_\_\_\_  
**RIDER:** \_\_\_\_\_ **HORSE:** \_\_\_\_\_ **SCORE:** \_\_\_\_\_ **PLACE:** \_\_\_\_\_  
**JUDGE:** \_\_\_\_\_ **POSITION:** \_\_\_\_\_ **SIGNATURE:** \_\_\_\_\_

The purpose of the Test: Rider should show a balanced position with steady hands and keeping a steady tempo. Rider should focus on accuracy and geometry. Horse should be attentive, same bend of the line of travel, and a willingness to work with it's rider without resistance. Transitions to and from halt may include walk steps. All trot work may be ridden rising or sitting.

| TEST/MOVEMENT                      |                    | DIRECTIVE IDEA  | POINTS | COEFF | TOTAL | REMARKS |
|------------------------------------|--------------------|---|--------|-------|-------|---------|
| 1                                  | A<br>X             | Enter at working trot<br>Halt through medium walk.<br>Salute.<br>Proceed at working trot. |        | 1     |       |         |
| 2                                  | C<br>CB            | Turn right.<br>Working trot   |        | 1     |       |         |
| 3                                  | B<br>BF            | 20m circle right<br>Continue working trot   |        | 1     |       |         |
| 4                                  | Between<br>F and A | Medium walk   |        | 2     |       |         |
| 5                                  | K - X - M          | Change rein in free walk  |        | 1     |       |         |
| 6                                  | M                  | Medium walk   |        | 1     |       |         |
| 7                                  | Between<br>M and C | Working trot  |        | 2     |       |         |
| 8                                  | E<br>EA            | Circle left 20m<br>Continue working trot  |        | 1     |       |         |
| 9                                  | A<br>X             | Down centerline<br>Halt through medium walk<br>Salute                                     |        | 1     |       |         |
| Leave the arena at A in free walk. |                    |   |        |       |       |         |
| <b>SUBTOTAL FROM MOVEMENTS</b>     |                    |   |        |       |       |         |



| COLLECTIVE MARKS |  | POINTS  | COEFF | TOTAL | REMARKS |
|------------------|--|---|-------|-------|---------|
| GAITS            | Rhythm, freedom, and regularity.   |   |       |       |         |
| IMPULSION        | Desire to move forward, elasticity of the steps, suppleness of the back, and engagement of the hindquarters.   |   | 2     |       |         |
| SUBMISSION       | Willing cooperation, harmony, attention and confidence, acceptance of the contact. Straightness, lightness of the forehand and ease of the movements.                      |   | 2     |       |         |
| RIDER            | Position: Alignment, posture, stability, weight placement, and following mechanics of the gaits. Effectiveness of the aids: clarity, subtlety, independence, and accuracy. |   | 2     |       |         |
| PRESENTATION     | Completeness, cleanliness, and appropriateness of horse, tack, and attire.   |   |       |       |         |
|                  |  | SUBTOTAL FROM COLLECTIVE MARKS  |       |       |         |
|                  |  | TOTAL POINTS EARNED   |       |       |         |
|                  |  | MINUS DEDUCTIONS<br>-5 failure to salute Judge (each time);<br>-10 outside assistance (each time); -5 1 <sup>st</sup> error, -5 2 <sup>nd</sup> error, 3 <sup>rd</sup> error = disqualification |       |       |         |
|                  |  | BALANCE   |       |       |         |
|                  |  | TOTAL POSSIBLE POINTS   |       | 180   |         |
|                  |  | FINAL SCORE (%)   |       |       |         |

**Additional Comments**

## WE DRESSAGE TEST – LEVEL 1 (INTRODUCTORY)

**SHOW:** \_\_\_\_\_ **DATE:** \_\_\_\_\_ **ENTRY #** \_\_\_\_\_  
**RIDER:** \_\_\_\_\_ **HORSE:** \_\_\_\_\_ **SCORE:** \_\_\_\_\_ **PLACE:** \_\_\_\_\_  
**JUDGE:** \_\_\_\_\_ **POSITION:** \_\_\_\_\_ **SIGNATURE:** \_\_\_\_\_

**PURPOSE OF THE TEST:** To introduce the horse and rider to the sport of Working Equitation. Rider should demonstrate a balanced position with independent, steady hands that encourage an elastic contact to the bridle while maintaining a steady, active tempo. Attention to accuracy and geometry is important. Horse should be attentive, show correct bend for the line of travel, and a willingness to work with his rider without resistance. Transitions to and from halt may include walk steps. All trot work may be ridden rising or sitting.

| TEST/MOVEMENT |                            | DIRECTIVE IDEA   | POINTS  | COEFF | TOTAL | REMARKS |
|---------------|----------------------------|--|---|-------|-------|---------|
| 1             | A<br>X<br><br>C            | Enter at working trot Halt.<br>Salute.<br>Proceed working trot<br><br>Turn left            | Straightness; regularity; tempo.<br>Willing, calm transitions.<br>Balanced, square halt.<br>Immobility (min 3 sec).<br>Quality of the turn. |       |       |         |
| 2             | E                          | Circle left 20m  | Geometry of circle. Bend.<br>Regularity. Fluidity.  |       |       |         |
| 3             | E-K-A-F                    | Continue on rail, working trot   | Consistent tempo. Bend and<br>balance in the corners.   |       |       |         |
| 4             | F – E                      | Change rein across the<br>diagonal   | Regularity of the trot.   |       |       |         |
| 5             | Between<br>¼ line<br>and E | Medium walk  | Transition. Quality of the<br>walk.   |       |       |         |
| 6             | E – H H<br><br>Before E    | Medium walk<br>Half circle right 5m to the<br>quarter line<br>Return to the rail, continue | Quality of the walk.<br>Precision of the geometry.<br>Balance.  | 2     |       |         |
| 7             | E - K K<br><br>Before E    | Medium walk<br>Half circle left 5m to the<br>quarter line<br>Return to the rail, continue  | Quality of the walk.<br>Precision of the geometry.<br>Balance.  | 2     |       |         |
| 8             | Between<br>E and H         | Working trot   | Transition.<br>Consistent tempo.  |       |       |         |
| 9             | C                          | Halt. Rein back 3 to 5 steps.<br>Proceed in medium walk                                    | Balanced, square halt.<br>Transitions. Immobility. Clear<br>diagonal steps on reinback.   | 2     |       |         |
| 10            | M                          | Working trot   | Transition.<br>Regularity and tempo.  |       |       |         |
| 11            | B                          | Circle right 20m   | Geometry of circle. Bend.<br>Regularity. Fluidity.  |       |       |         |
| 12            | B-F-A-K                    | Continue on rail, working trot   | Consistent tempo. Bend and<br>balance in the corners.   |       |       |         |
| 13            | K - X - M                  | Change rein across the<br>diagonal   | Regularity and straightness.  |       |       |         |
| 14            | M-C-H-E                    | Working trot   | Regularity and tempo. Bend<br>and balance in the corners.   |       |       |         |
| 15            | E – X                      | Half circle left 10m   | Quality of the half circle;<br>regularity, bend.  |       |       |         |
| 16            | X G                        | Down centerline Halt.<br>Salute.   | Straightness.<br>Transition to halt.<br>Balanced, square halt.<br>Immobility (min 3 sec).   |       |       |         |

Leave the arena at A in free walk.

**SUBTOTAL FROM MOVEMENTS**

| COLLECTIVE MARKS |  | POINTS | COEFF | TOTAL | REMARKS |
|------------------|--|--------|-------|-------|---------|
| GAITS            | Rhythm, freedom, and regularity.   |        |       |       |         |
| IMPULSION        | Desire to move forward, elasticity of the steps, suppleness of the back, and engagement of the hindquarters.   |        | 2     |       |         |
| SUBMISSION       | Willing cooperation, harmony, attention and confidence, acceptance of the contact. Straightness, lightness of the forehand and ease of the movements.                                    |        | 2     |       |         |
| RIDER            | <b>Position:</b> Alignment, posture, stability, weight placement, and following mechanics of the gaits. <b>Effectiveness of the aids:</b> clarity, subtlety, independence, and accuracy. |        | 2     |       |         |
| PRESENTATION     | Completeness, cleanliness, and appropriateness of horse, tack, and attire.   |        |       |       |         |

**SUBTOTAL FROM COLLECTIVE MARKS**

**TOTAL POINTS EARNED**

**MINUS DEDUCTIONS**

-5 failure to salute Judge (each time);  
-10 outside assistance (each time); -5 1<sup>st</sup> error, -5 2<sup>nd</sup> error, 3<sup>rd</sup> error = disqualification

**BALANCE**

**TOTAL POSSIBLE POINTS**

270

**FINAL SCORE (%)**

**ADDITIONAL COMMENTS**

## WE DRESSAGE TEST – LEVEL 2 (NOVICE A)

**SHOW:** \_\_\_\_\_ **DATE:** \_\_\_\_\_ **ENTRY #** \_\_\_\_\_  
**RIDER:** \_\_\_\_\_ **HORSE:** \_\_\_\_\_ **SCORE:** \_\_\_\_\_ **PLACE:** \_\_\_\_\_  
**JUDGE:** \_\_\_\_\_ **POSITION:** \_\_\_\_\_ **SIGNATURE:** \_\_\_\_\_

**PURPOSE OF THE TEST:** In addition to the requirements of Level 1, to confirm that the horse demonstrates improved suppleness, bending and balance while accepting an elastic contact with the bridle. Consistent, active tempo to be demonstrated throughout while maintaining relaxation and harmony. Transitions to and from halt may include walk steps. All trot work may be ridden rising or sitting.

| TEST/MOVEMENT |                      | DIRECTIVE IDEA   | POINTS   | COEFF | TOTAL | REMARKS |
|---------------|----------------------|--|--|-------|-------|---------|
| 1             | A<br>X<br><br>C      | Enter at working trot Halt.<br>Salute.<br>Proceed working trot<br>Turn right | Straightness; regularity; tempo.<br>Willing, calm transitions.<br>Balanced, square halt.<br>Immobility (min 3 sec).<br>Quality of the turn.  |       |       |         |
| 2             | M-X-K                | Change rein, working trot  | Regularity of the trot.  |       |       |         |
| 3             | A                    | Serpentine, 4 loops  | Quality; geometry; bend;<br>balance.   | 2     |       |         |
| 4             | Between<br>C and M   | Working canter, right lead   | Willing, calm transition.<br>Bend and balance in the<br>corner. Straightness.  |       |       |         |
| 5             | B                    | Circle right, 20m  | Geometry; bend. Quality of<br>the canter.  |       |       |         |
| 6             | Between<br>B and F A | Working trot<br><br>Medium walk  | Willing, calm transitions.<br>Straightness.  |       |       |         |
| 7             | Between<br>E and H   | Turn on the forehand,<br>haunches right                                      | Rhythm; regularity.  | 2     |       |         |
| 8             | Between<br>E and K   | Turn on the forehand,<br>haunches left                                       | Rhythm; regularity.  | 2     |       |         |
| 9             | E-H-C                | Working trot   | Willing, calm transition.  |       |       |         |
| 10            | C                    | Halt. Rein back 3-5 steps.<br>Proceed medium walk                            | Balanced, square halt.<br>Immobility. Clear diagonal<br>steps in reinback.   |       |       |         |
| 11            | M – E<br><br>E – K   | Free walk on a long rein<br><br>Medium walk                                  | Reach and ground cover,<br>allowing complete freedom to<br>stretch neck. Willing, calm<br>transitions. Quality; straightness;<br>regularity. | 2     |       |         |
| 12            | K                    | Working trot   | Willing, calm transition.<br>Quality of trot.  |       |       |         |
| 13            | Between<br>A and F   | Working canter, left lead  | Willing, calm transition.<br>Bend and balance in the<br>corner. Straightness.  |       |       |         |
| 14            | B                    | Circle left, 20m   | Geometry; bend. Quality of<br>canter.  |       |       |         |
| 15            | Between<br>B and M   | Working trot   | Willing, calm transition.<br>Quality of trot.  |       |       |         |

|                                    |         |  |   |  |  |  |  |
|------------------------------------|---------|--|---|--|--|--|--|
| 16                                 | E – X G | Half circle left, 10m Halt.<br>Salute. | Bend and balance in turn.<br>Regularity, quality of trot.<br>Willing, calm transition.<br>Straightness. Attentiveness.<br>Balanced, square halt.<br>Immobility (min 3 sec). |  |  |  |  |
| Leave the arena at A in free walk. |         |  |   |  |  |  |  |

|                              |  |
|------------------------------|--|
| <b>SUBTOTALFROMMOVEMENTS</b> |  |
|------------------------------|--|

| COLLECTIVE MARKS |  | POINTS | COEFF | TOTAL | REMARKS |
|------------------|--|--------|-------|-------|---------|
| GAITS            | Rhythm, freedom, and regularity.   |        |       |       |         |
| IMPULSION        | Desire to move forward, elasticity of the steps, suppleness of the back, and engagement of the hindquarters.   |        | 2     |       |         |
| SUBMISSION       | Willing cooperation, harmony, attention and confidence, acceptance of the contact. Straightness, lightness of the forehand and ease of the movements.                                    |        | 2     |       |         |
| RIDER            | <b>Position:</b> Alignment, posture, stability, weight placement, and following mechanics of the gaits. <b>Effectiveness of the aids:</b> clarity, subtlety, independence, and accuracy. |        | 2     |       |         |
| PRESENTATION     | Completeness, cleanliness, and appropriateness of horse, tack, and attire.   |        |       |       |         |

|  |     |
|--|-----|
| <b>SUBTOTAL FROM COLLECTIVE MARKS</b>  |     |
| <b>TOTAL POINTS EARNED</b>   |     |
| <b>MINUS DEDUCTIONS</b><br>-5 failure to salute Judge (each time);<br>-10 outside assistance (each time); -5 1 <sup>st</sup> error, -5 2 <sup>nd</sup> error, 3 <sup>rd</sup> error = disqualification |     |
| <b>BALANCE</b>   |     |
| <b>TOTAL POSSIBLE POINTS</b>   | 280 |
| <b>FINAL SCORE (%)</b>   |     |

**Additional Comments**

## WE DRESSAGE TEST – LEVEL 3 (NOVICE B)

**SHOW:** \_\_\_\_\_ **DATE:** \_\_\_\_\_ **ENTRY #** \_\_\_\_\_  
**RIDER:** \_\_\_\_\_ **HORSE:** \_\_\_\_\_ **SCORE:** \_\_\_\_\_ **PLACE:** \_\_\_\_\_  
**JUDGE:** \_\_\_\_\_ **POSITION:** \_\_\_\_\_ **SIGNATURE:** \_\_\_\_\_

**PURPOSE OF THE TEST:** In addition to the requirements of Level 2, to confirm that the horse is developing more engagement and the ability to perform lateral movements and clear, prompt transitions with balance and a more consistent contact with the bridle. Horse should show adjustability within the gaits. Transition from canter to walk may include trot steps. All trot work may be ridden rising or sitting.

| TEST/MOVEMENT |                             | DIRECTIVE IDEA  | POINTS   | COEFF | TOTAL | REMARKS |
|---------------|-----------------------------|---|--|-------|-------|---------|
| 1             | A<br>X<br><br>C             | Enter at working trot Halt.<br>Salute.<br>Proceed at working trot<br>Track left | Straightness; regularity; tempo.<br>Willing, calm transitions.<br>Balanced, square halt.<br>Immobility (min 3 sec).<br>Quality of the turn.  |       |       |         |
| 2             | H-X-F<br><br>F              | Lengthen trot<br><br>Working trot   | Transitions. Moderate<br>lengthening of frame and<br>stride. Regularity and<br>quality of trot.<br>Straightness and consistent<br>tempo.     |       |       |         |
| 3             | A<br>D-H<br>H               | Down centerline<br>Leg yield left<br>Continue working trot                      | Regularity and quality of<br>trot. Consistent tempo.<br>Alignment, balance, and<br>flow.   | 2     |       |         |
| 4             | B-X<br>X-E                  | Half circle right, 10 m Half<br>circle left, 10 m                               | Quality; geometry; bend;<br>balance.   |       |       |         |
| 5             | A<br>D-M<br>M               | Down centerline<br>Leg yield right<br>Continue working trot                     | Regularity and quality of trot.<br>Consistent tempo.<br>Alignment, balance, and<br>flow.   | 2     |       |         |
| 6             | C                           | Halt. Rein back 3-5 steps.<br>Continue medium walk                              | Balanced, square halt.<br>Immobility. Clear diagonal<br>steps in reinback.   |       |       |         |
| 7             | H-B<br><br>B                | Free walk on loose rein<br><br>Medium walk                                      | Reach and ground cover,<br>allowing complete freedom<br>to stretch neck. Willing,<br>calm transitions. Quality;<br>straightness; regularity. |       |       |         |
| 8             | F                           | Turn on haunches, right<br>Continue medium walk                                 | Rhythm; regularity; bend;<br>size. Quality of the walk.  | 2     |       |         |
| 9             | M                           | Turn on haunches, left<br>Continue medium walk                                  | Rhythm; regularity; bend;<br>size. Quality of the walk.  | 2     |       |         |
| 10            | B<br><br>Between<br>F and A | Working trot<br><br>Working canter, right lead                                  | Willing, calm transitions.<br>Bend and balance in the<br>corner.   |       |       |         |
| 11            | A                           | 15m circle, right lead  | Geometry; bend. Quality of<br>canter.  |       |       |         |
| 12            | K-X-M<br>X<br>M             | Change rein<br>Change of lead thru trot<br>Continue working canter              | Willing, calm transition.<br>Straightness.   | 2     |       |         |

|                                   |                                      |  |   |  |   |  |  |
|-----------------------------------|--------------------------------------|--|---|--|---|--|--|
| 13                                | C                                    | 15m circle, left lead  | Geometry; bend. Quality of canter.  |  |   |  |  |
| 14                                | H-X-F<br>X<br>F                      | Change rein<br>Change of lead thru trot<br>Continue working canter | Willing, calm transition.<br>Straightness.  |  | 2 |  |  |
| 15                                | A<br><br>Between<br>D and X<br><br>G | Down centerline<br><br>Working trot<br><br>Halt. Salute.           | Bend and balance in turn.<br>Willing, calm transitions.<br>Straightness.<br>Attentiveness.<br>Balanced, square halt.<br>Immobility (min 3 sec). |  |   |  |  |
| Leave the arena at A in free walk |                                      |  |   |  |   |  |  |

|                         |  |
|-------------------------|--|
| SUBTOTAL FROM MOVEMENTS |  |
|-------------------------|--|

| COLLECTIVE MARKS |  | POINTS | COEFF | TOTAL | REMARKS |
|------------------|--|--------|-------|-------|---------|
| GAITS            | Rhythm, freedom, and regularity.   |        |       |       |         |
| IMPULSION        | Desire to move forward, elasticity of the steps, suppleness of the back, and engagement of the hindquarters.   |        | 2     |       |         |
| SUBMISSION       | Willing cooperation, harmony, attention and confidence, acceptance of the contact. Straightness, lightness of the forehand and ease of the movements.                      |        | 2     |       |         |
| RIDER            | Position: Alignment, posture, stability, weight placement, and following mechanics of the gaits. Effectiveness of the aids: clarity, subtlety, independence, and accuracy. |        | 2     |       |         |
| PRESENTATION     | Completeness, cleanliness, and appropriateness of horse, tack, and attire.   |        |       |       |         |

|   |     |
|---|-----|
| SUBTOTAL FROM COLLECTIVE MARKS  |     |
| TOTAL POINTS EARNED   |     |
| MINUS DEDUCTIONS<br>-5 failure to salute Judge (each time);<br>-10 outside assistance (each time); -5 1 <sup>st</sup> error, -5 2 <sup>nd</sup> error, 3 <sup>rd</sup> error = disqualification |     |
| BALANCE   |     |
| TOTAL POSSIBLE POINTS   | 290 |
| FINAL SCORE (%)   |     |

**ADDITIONAL COMMENTS:**

## WE DRESSAGE TEST – LEVEL 4 (INTERMEDIATE A)

**SHOW:** \_\_\_\_\_ **DATE:** \_\_\_\_\_ **ENTRY #** \_\_\_\_\_  
**RIDER:** \_\_\_\_\_ **HORSE:** \_\_\_\_\_ **SCORE:** \_\_\_\_\_ **PLACE:** \_\_\_\_\_  
**JUDGE:** \_\_\_\_\_ **POSITION:** \_\_\_\_\_ **SIGNATURE:** \_\_\_\_\_

PURPOSE OF THE TEST: In addition to the requirements of Level 3, to confirm that the horse has achieved a moderate level of engagement (accepts more weight on the hindquarters), moves with an uphill tendency and increased power especially in the medium gaits, and is reliably on the bridle without resistance. Expectation of straightness, bending, balance, suppleness, and self-carriage is higher than that required in Level 3. Canter-walk transitions and simple changes should not include trot steps. All trot work must be ridden sitting.

| TEST/MOVEMENT |                 | DIRECTIVE IDEA   | POINTS  | COEFF | TOTAL | REMARKS |
|---------------|-----------------|--|---|-------|-------|---------|
| 1             | A<br>X<br><br>C | Enter collected trot<br>Halt. Salute. Proceed collected trot. Turn right     | Straightness; regularity; tempo. Willing, calm transitions. Balanced, square halt. Immobility (min 3 sec). Quality of the turn. |       |       |         |
| 2             | B               | Circle right, 10 m<br>Proceed collected trot                                 | Regularity and quality of trot. Geometry; bend; balance.  |       |       |         |
| 3             | A<br>D – M<br>M | Down centerline<br>Leg yield, right<br>Proceed collected trot                | Regularity and quality of trot. Consistent tempo. Alignment, balance, and flow.   | 2     |       |         |
| 4             | E               | Circle left, 10 m<br>Proceed collected trot                                  | Regularity and quality of trot. Geometry; bend; balance.  |       |       |         |
| 5             | A<br>D – H<br>H | Down centerline<br>Leg yield, left<br>Proceed collected trot                 | Regularity and quality of trot. Consistent tempo. Alignment, balance, and flow.   | 2     |       |         |
| 6             | M-X-K<br>K      | Medium trot Collected trot   | Transition. Thrust; ground cover; uphill balance; straightness; consistent tempo.   |       |       |         |
| 7             | A               | Halt; rein back 6-10 steps.<br>Proceed medium walk                           | Balanced, square halt. Immobility. Clear diagonal steps in reinback.  |       |       |         |
| 8             | Between F & X   | Collect the walk steps, half pirouette left. F medium walk.                  | Rhythm; regularity; bend; size. Quality of the walk.  | 2     |       |         |
| 9             | Between K & X   | Collect the walk steps, half pirouette left. K medium walk                   | Rhythm; regularity; bend; size. Quality of the walk.  | 2     |       |         |
| 10            | A               | Collected canter, left lead<br>Circle left, 15 m<br>Proceed collected canter | Transition. Geometry; bend; balance. Quality of canter.   |       |       |         |
| 11            | A – C           | 4-loop serpentine with change of lead thru the walk on centerline            | Geometry. Transitions. Quality; bend; balance.  | 2     |       |         |
| 12            | C               | Circle right, 15 m<br>Proceed collected canter                               | Transition. Geometry; bend; balance. Quality of canter.   |       |       |         |
| 13            | M – F<br>F      | Medium canter Collected canter   | Transition. Thrust; ground cover; uphill balance; straightness; consistent tempo.   |       |       |         |



|                                    |        |                                  |   |  |  |  |  |
|------------------------------------|--------|----------------------------------|---|--|--|--|--|
| 14                                 | A<br>X | Down centerline Halt.<br>Salute. | Straightness; regularity; tempo.<br>Willing, calm transitions.<br>Balanced, square halt.<br>Immobility (min 3 sec). |  |  |  |  |
| Leave the arena at A in free walk. |        |                                  |   |  |  |  |  |
| SUBTOTAL FROM MOVEMENTS            |        |                                  |   |  |  |  |  |

| COLLECTIVE MARKS   |  | POINTS | COEFF | TOTAL | REMARKS |
|--|--|--------|-------|-------|---------|
| GAITS  | Rhythm, freedom, and regularity.   |        |       |       |         |
| IMPULSION  | Desire to move forward, elasticity of the steps, suppleness of the back, and engagement of the hindquarters.   |        | 2     |       |         |
| SUBMISSION   | Willing cooperation, harmony, attention and confidence, acceptance of the contact. Straightness, lightness of the forehand and ease of the movements.                      |        | 2     |       |         |
| RIDER  | Position: Alignment, posture, stability, weight placement, and following mechanics of the gaits. Effectiveness of the aids: clarity, subtlety, independence, and accuracy. |        | 2     |       |         |
| PRESENTATION   | Completeness, cleanliness, and appropriateness of horse, tack, and attire.   |        |       |       |         |
| SUBTOTAL FROM COLLECTIVE MARKS   |  |        |       |       |         |
| TOTAL POINTS EARNED  |  |        |       |       |         |
| MINUS DEDUCTIONS<br>-5 failure to salute Judge (each time);<br>-10 outside assistance (each time);<br>-5 1 <sup>st</sup> error, -5 2 <sup>nd</sup> error, 3 <sup>rd</sup> error = disqualification |  |        |       |       |         |
| BALANCE  |  |        |       |       |         |
| TOTAL POSSIBLE POINTS  |  |        |       | 270   |         |
| FINAL SCORE (%)  |  |        |       |       |         |

**ADDITIONAL COMMENTS**

## WE DRESSAGE TEST – LEVEL 5 (INTERMEDIATE B)

**SHOW:** \_\_\_\_\_ **DATE:** \_\_\_\_\_ **ENTRY #** \_\_\_\_\_  
**RIDER:** \_\_\_\_\_ **HORSE:** \_\_\_\_\_ **SCORE:** \_\_\_\_\_ **PLACE:** \_\_\_\_\_  
**JUDGE:** \_\_\_\_\_ **POSITION:** \_\_\_\_\_ **SIGNATURE:** \_\_\_\_\_

In addition to the requirements of Level 4, to confirm that the horse demonstrates correct basics and increased engagement, elasticity, balance, bending, suppleness, and self-carriage. Transitions between collected and medium gaits should be well defined. All trot work to be ridden sitting.

| TEST/MOVEMENT |   |   | DIRECTIVE IDEA   | POINTS | COEFF | TOTAL | REMARKS |
|---------------|---|---|--|--------|-------|-------|---------|
| 1             | A<br>X<br>C                               | Enter collected canter Halt.<br>Salute.<br>Proceed collected trot<br>Track left | Straightness; regularity; tempo.<br>Willing, calm transitions.<br>Balanced, square halt. Immobility (min 3 sec).<br>Quality of the turn.                                       |        |       |       |         |
| 2             | H to centerline between X and D<br>D<br>A | Half pass, left<br><br>Straight ahead<br>Turn right                             | Regularity and quality of trot.<br>Consistent tempo. Alignment, bend, fluency, crossing of legs.<br>Engagement and self-carriage.<br><br>Straightness.<br>Quality of the turn. |        | 2     |       |         |
| 3             | K to centerline between X and G<br>G C    | Half pass, right<br><br>Straight ahead<br>Turn right                            | Regularity and quality of trot.<br>Consistent tempo. Alignment, bend, fluency, crossing of legs.<br>Engagement and self-carriage.<br><br>Straightness.<br>Quality of the turn. |        | 2     |       |         |
| 4             | M-X-K<br>K                                | Medium trot<br><br>Collected trot   | Transitions. Thrust. Ground cover.<br>Uphill balance.<br>Straightness. Consistent tempo.   |        |       |       |         |
| 5             | A   | Halt. Rein back 6-10 steps.<br>Proceed collected walk                           | Balanced, square halt.<br>Immobility. Clear diagonal steps in reinback.  |        |       |       |         |
| 6             | F-X-H<br>H                                | Extended walk Collected walk  | Transitions. Quality of the walks; ground cover; reach of stride; frame.   |        |       |       |         |
| 7             | Between C and corner                      | Half pirouette, right   | Rhythm; regularity; bend; size.<br>Quality of the walk.  |        | 2     |       |         |
| 8             | Between C and corner                      | Half pirouette, left  | Rhythm; regularity; bend; size.<br>Quality of the walk.  |        | 2     |       |         |
| 9             | C   | Collected canter, right lead  | Transition. Geometry; bend; balance. Quality of canter.  |        |       |       |         |
| 10            | Between M and B                           | Develop medium canter   | Transition. Balance, regularity, and quality of the canter.  |        |       |       |         |
| 11            | B   | Circle 20 m, medium canter  | Rhythm, regularity, and quality of canter. Bend and balance. Geometry.   |        |       |       |         |

|    |                    |  |  |  |   |  |  |
|----|--------------------|--|--|--|---|--|--|
| 12 | B                  | Circle 10 m, collected canter                              | Transition. Rhythm, regularity, and quality of canter. Bend and balance. Geometry.                         |  |   |  |  |
| 13 | A<br>D             | Down centerline<br>Half pass right to rail between B and M | Balance and straightness. Alignment, bend, fluency, crossing of legs. Engagement and self-carriage.        |  | 2 |  |  |
| 14 | M                  | Flying change of lead                                      | Clear; balanced; fluid. Straightness of change.  |  | 2 |  |  |
| 15 | Between<br>H and E | Develop medium canter                                      | Transition. Balance, regularity, and quality of the canter.  |  |   |  |  |
| 16 | E                  | Circle 20 m, medium canter                                 | Rhythm, regularity, and quality of canter. Bend and balance. Geometry.                                     |  |   |  |  |
| 17 | E                  | Circle 10 m, collected canter                              | Transition. Rhythm, regularity, and quality of canter. Bend and balance. Geometry.                         |  |   |  |  |
| 18 | A<br>D             | Down centerline<br>Half pass left to rail between E and H  | Balance and straightness. Alignment, bend, fluency, crossing of legs. Engagement and self-carriage.        |  | 2 |  |  |
| 19 | H                  | Flying change of lead                                      | Clear; balanced; fluid. Straightness of change.  |  | 2 |  |  |
| 20 | C - A              | Three-loop serpentine with flying changes over centerline  | Bend. Geometry. Symmetry. Clear, balanced, fluid changes.  |  | 2 |  |  |
| 21 | A<br>X             | Turn right down centerline<br>Halt. Salute.                | Straightness; regularity; tempo. Willing, calm transitions. Balanced, square halt. Immobility (min 3 sec). |  |   |  |  |

Leave the arena at A in free walk.

SUBTOTAL FROM MOVEMENTS

| COLLECTIVE MARKS               |  | POINTS | COEFF | TOTAL | REMARKS |
|--------------------------------|--|--------|-------|-------|---------|
| GAITS                          | Rhythm, freedom, and regularity.   |        |       |       |         |
| IMPULSION                      | Desire to move forward, elasticity of the steps, suppleness of the back, and engagement of the hindquarters.   |        | 2     |       |         |
| SUBMISSION                     | Willing cooperation, harmony, attention and confidence, acceptance of the contact. Straightness, lightness of the forehand and ease of the movements.                      |        | 2     |       |         |
| RIDER                          | Position: Alignment, posture, stability, weight placement, and following mechanics of the gaits. Effectiveness of the aids: clarity, subtlety, independence, and accuracy. |        | 2     |       |         |
| PRESENTATION                   | Completeness, cleanliness, and appropriateness of horse, tack, and attire.   |        |       |       |         |
| SUBTOTAL FROM COLLECTIVE MARKS |  |        |       |       |         |
| TOTAL POINTS EARNED            |  |        |       |       |         |

|  |     |
|--|-----|
| MINUS DEDUCTIONS<br>-5 failure to salute Judge (each time);<br>-10 outside assistance (each time); -5 1 <sup>st</sup> error, -5 2 <sup>nd</sup><br>error, 3 <sup>rd</sup> error = disqualification |     |
| BALANCE  |     |
| TOTAL POSSIBLE POINTS  | 380 |
| FINAL SCORE (%)  |     |

**ADDITIONAL COMMENTS**

## WE DRESSAGE TEST – LEVEL 6 (ADVANCED)

**SHOW:** \_\_\_\_\_ **DATE:** \_\_\_\_\_ **ENTRY #** \_\_\_\_\_  
**RIDER:** \_\_\_\_\_ **HORSE:** \_\_\_\_\_ **SCORE:** \_\_\_\_\_ **PLACE:** \_\_\_\_\_  
**JUDGE:** \_\_\_\_\_ **POSITION:** \_\_\_\_\_ **SIGNATURE:** \_\_\_\_\_

In addition to the requirements of Level 5, to confirm that the horse has developed sufficient engagement, elasticity, and balance to perform advanced movements. The horse must be ridden with one hand. Transitions between collected, medium, and extended gaits should be well defined. The horse demonstrates clear uphill balance and lightness, greater straightness, and energy than at Level 5. All trot work to be ridden sitting.

| TEST/MOVEMENT |   | DIRECTIVE IDEA   | POINTS   | COEFF | TOTAL | REMARKS |
|---------------|---|--|--|-------|-------|---------|
| 1             | A<br>X  | Enter collected canter<br>Halt. Salute.<br>Continue collected walk                                 | Straightness; regularity;<br>balance. Immobility (min 3<br>sec).         |       |       |         |
| 2             | Between X<br>and C on<br>centerline<br><br>C                  | Figure 8: left 8m, right 8m<br>Continue collected walk<br>Turn left                                | Geometry; regularity; bend;<br>fluidity.                                 |       |       |         |
| 3             | H-B at<br>first ¼ line<br><br>Past<br>centerline at<br>¼ line | Full pirouette left<br><br>Full pirouette right  | Rhythm; regularity; bend; size.<br>Quality of the walk.                  | 2     |       |         |
| 4             | B-K<br>K-A  | Extended walk Collected<br>walk  | Reach and overstride.<br>Precise transitions.<br>Regularity.             |       |       |         |
| 5             | A   | Halt<br>Proceed collected walk   | Balance. Immobility. Quality<br>of the walk.                             |       |       |         |
| 6             | Turn left<br>onto ¼ line                                      | Half pass, left to ¼ line<br>between X and E   | Tempo; alignment; bend;<br>fluency; engagement.                          | 2     |       |         |
| 7             | Between X<br>and E<br>at ¼ line                               | Half pass, right to ¼ line<br>between G and M<br>Proceed to track<br>Turn left                     | Tempo; alignment; bend;<br>fluency; engagement.                          | 2     |       |         |
| 8             | C   | Collected trot   | Transition.  |       |       |         |
| 9             | H-X<br>X-K  | Leg yield, left Leg<br>yield, right  | Consistent tempo.<br>Alignment, balance, flow.                           | 2     |       |         |
| 10            | F-X-H<br>H  | Medium trot Collected<br>trot  | Reach and overstride.<br>Precise transitions.<br>Regularity.             |       |       |         |
| 11            | C   | Halt. Rein back 6-10 steps.<br>Proceed collected canter  | Balance. Immobility. Clear<br>diagonal steps in reinback.<br>Transition. | 2     |       |         |
| 12            | B<br><br>B<br>B   | 20-m circle extended canter,<br>right<br>15-m circle medium canter<br>10-m circle collected canter | Geometry, bend. Quality of the<br>canter. Transitions.                   |       |       |         |
| 13            | K-X-M<br>X  | Change rein<br>Flying change of lead   | Clear, balanced, fluid;<br>straightness of change.                       |       |       |         |
| 14            | C<br><br>C<br>C   | 20-m circle extended canter,<br>left<br>15-m circle medium canter<br>10-m circle collected canter  | Geometry, bend. Quality of the<br>canter. Transitions.                   |       |       |         |

|                                    |                           |  |  |  |                         |  |  |  |
|------------------------------------|---------------------------|--|--|--|-------------------------|--|--|--|
| 15                                 | H toward F<br>Past X      | Continue collected canter<br>Half-pirouette left                           | Rhythm; regularity; bend; size.<br>Quality of the canter.                    |  | 2                       |  |  |  |
| 16                                 | X                         | Flying change  | Clear, balanced, fluid;<br>straightness of change.                           |  |                         |  |  |  |
| 17                                 | Between<br>X and H        | Half-pirouette right<br>Continue to F                                      | Rhythm; regularity; bend; size.<br>Quality of the canter.                    |  | 2                       |  |  |  |
| 18                                 | F-K<br>K-H H-<br>M<br>M-F | Collected canter<br>Extended canter<br>Collected canter<br>Extended canter | Geometry, bend. Quality of the<br>canter. Transitions.                       |  | 2                       |  |  |  |
| 19                                 | F                         | Halt<br>Proceed collected canter   | Balance. Immobility.<br>Transition.  |  |                         |  |  |  |
| 20                                 | A-C                       | 4-loop serpentine, flying<br>changes on centerline                         | Bend. Geometry.<br>Symmetry. Clear, balanced,<br>fluid changes.              |  | 2                       |  |  |  |
| 21                                 | E<br>X                    | Turn left<br>Turn left   | Quality of the turns.<br>Quality of the canter.                              |  |                         |  |  |  |
| 22                                 | G                         | Halt. Salute.  | Transition. Straightness;<br>regularity; balance.<br>Immobility (min 3 sec). |  |                         |  |  |  |
| Leave the arena at A in free walk. |                           |  |  |  |                         |  |  |  |
|                                    |                           |  |  |  | SUBTOTAL FROM MOVEMENTS |  |  |  |

| COLLECTIVE MARKS |  | POINTS  | COEFF | TOTAL | REMARKS |
|------------------|--|---|-------|-------|---------|
| GAITS            | Rhythm, freedom, and regularity.   |   |       |       |         |
| IMPULSION        | Desire to move forward, elasticity of the steps, suppleness of the back, and engagement of the hindquarters.   |   | 2     |       |         |
| SUBMISSION       | Willing cooperation, harmony, attention and confidence, acceptance of the contact. Straightness, lightness of the forehand and ease of the movements.                      |   | 2     |       |         |
| RIDER            | Position: Alignment, posture, stability, weight placement, and following mechanics of the gaits. Effectiveness of the aids: clarity, subtlety, independence, and accuracy. |   | 2     |       |         |
| PRESENTATION     | Completeness, cleanliness, and appropriateness of horse, tack, and attire.   |   |       |       |         |
|                  |  | SUBTOTAL FROM COLLECTIVE MARKS  |       |       |         |
|                  |  | TOTAL POINTS EARNED   |       |       |         |
|                  |  | MINUS DEDUCTIONS<br>-5 failure to salute Judge (each time);<br>-10 outside assistance (each time); -5 1 <sup>st</sup> error, -5 2 <sup>nd</sup> error, 3 <sup>rd</sup> error = disqualification |       |       |         |
|                  |  | BALANCE   |       |       |         |
|                  |  | TOTAL POSSIBLE POINTS   |       | 390   |         |
|                  |  | FINAL SCORE (%)   |       |       |         |

## ADDITIONAL COMMENTS

## WE DRESSAGE TEST – LEVEL 7 (MASTERS)

**SHOW:** \_\_\_\_\_ **DATE:** \_\_\_\_\_ **ENTRY #** \_\_\_\_\_  
**RIDER:** \_\_\_\_\_ **HORSE:** \_\_\_\_\_ **SCORE:** \_\_\_\_\_ **PLACE:** \_\_\_\_\_  
**JUDGE:** \_\_\_\_\_ **POSITION:** \_\_\_\_\_ **SIGNATURE:** \_\_\_\_\_

*Note: Sitting trot is required.*

| TEST/MOVEMENT              |   | DIRECTIVE IDEA   | POINTS | COEFF | TOTAL | REMARKS |
|----------------------------|---|--|--------|-------|-------|---------|
| 1                          | Enter at collected canter. Halt. Immobility. Salute facing the President of the Jury.   | Collection on entry. Halt on hindquarters and weight balanced on extremities. Immobility.  |        | 1     |       |         |
| <i>MOVEMENTS AT WALK</i>   |   |  |        |       |       |         |
| 2                          | Walk in a straight line (minimum 10m)   | Activity, regularity of movements and collection   |        | 1     |       |         |
| 3                          | Full pirouette on right rein  | Regularity without rein back or failing to mark rear hooves along shortest circle. Bend facing inward.                                   |        | 1     |       |         |
| 4                          | Full pirouette on left rein   | Regularity without rein back or failing to mark rear hooves along shortest circle. Bend facing inward.                                   |        | 1     |       |         |
| 5                          | Halt. Rein back (minimum 6 steps and maximum 10 steps) and exit at a walk.  | Halt, regularity, balance, transition, and exit at walk without any loss of activity   |        | 1     |       |         |
| 6                          | Half pass to the right (minimum 10m)  | Bend in the direction of the movement  |        | 1     |       |         |
| 7                          | Half pass to the left (minimum 10m)   | Bend in the direction of the movement  |        | 1     |       |         |
| <i>MOVEMENTS AT TROT</i>   |   |  |        |       |       |         |
| 8                          | Perform a 3-loop serpentine   | Geometry. The bends. Regularity. Fluency.  |        | 1     |       |         |
| 9                          | Two leg yields, one on each side (minimum 10m each)   | Geometry of figure. Fluency. Evenness of bends. Rhythm. Regularity.  |        | 1     |       |         |
| 10                         | Medium trot (minimum 15m)   | Transitions. Definition of medium trot, with lengthening of silhouette. Straightness.  |        | 1     |       |         |
| 11                         | Halt. Rein back 6 steps. Immediately canter to the right lead.  | Acceptance of halt. Regularity of rein back. Transition to collected canter from rein back. Straightness.                                |        | 1     |       |         |
| <i>MOVEMENTS AT CANTER</i> |   |  |        |       |       |         |
| 12                         | Describe 3 circles to the right: the first circle (20m) extended canter; second (15m) medium canter; third (10m) collected canter. All circles must begin and finish at the same point. | Collection, balance, regularity; transitions have to be clear, fluid, and immediate, and should be performed at the same point. Bending. |        | 1     |       |         |
| 13                         | Flying change   | Quality of the flying change (straightness, maintenance of rhythm, and tempos of canter)   |        | 1     |       |         |



|                                    |  |   |  |   |  |  |
|------------------------------------|--|---|--|---|--|--|
| 14                                 | Describe 3 circles to the left: the first circle (20m) extended canter; second (15m) medium canter; third (10m) collected canter. All circles must begin and finish at the same point. | Collection, balance, regularity; transitions have to be clear, fluid, and immediate, and should be performed at the same point. Bending.                |  | 1 |  |  |
| 15                                 | Describe 2 circles with the same diameter (max 10m) to describe a figure of "8" with flying change   | Collection, balance, regularity, bending and engagement of the hindquarters. Quality of the flying change at the end of the first circle. Straightness. |  | 1 |  |  |
| 16                                 | Half turn on the left rein   | Balance, bend. Start and finish with the horse on same rein as the half turn.   |  | 1 |  |  |
| 17                                 | Flying change  | Quality of the flying change (straightness, maintenance of rhythm, and tempos of canter)  |  | 1 |  |  |
| 18                                 | Half turn on the right rein  | Balance, bend. Start and finish with the horse on same rein as the half turn.   |  | 1 |  |  |
| 19                                 | Change of canter on three sides of arena. The canter must be extended on the longest side of the arena, collected on the short side, and extended again on the next long side.         | Balanced transitions, amplitude of movement and balance on the collection.  |  | 1 |  |  |
| 20                                 | Increase the speed and stop. Proceed in canter.  | Submission and straightness of the movement.  |  | 1 |  |  |
| 21                                 | Describe a serpentine with 4 loops, with flying changes at every crossing of the centerline  | Impulsion, regularity of movements, precision, and quality of flying changes  |  | 1 |  |  |
| 22                                 | Centerline. Halt. Immobility. Salute.  | Collection. Immobility and position of the four legs.   |  | 1 |  |  |
| Leave the arena at A in free walk. |  |   |  |   |  |  |

|                         |  |   |              |              |                |
|-------------------------|--|---|--------------|--------------|----------------|
|                         |  | <b>SUBTOTAL FROM MOVEMENTS</b>  |              |              |                |
| <b>COLLECTIVE MARKS</b> |  | <b>POINTS</b>   | <b>COEFF</b> | <b>TOTAL</b> | <b>REMARKS</b> |
| PACES (GAITS)           | Freedom and regularity.  |   | 1            |              |                |
| IMPULSION               | Desire to move forward, elasticity of the steps, suppleness of the back, and engagement of the hindquarters. |   | 1            |              |                |
| SUBMISSION              | Attention and obedience, lightness and ease of the movements, acceptance of contact.                         |   | 1            |              |                |
| RIDER                   | Position and seat of the rider. Correct use and effectiveness of the aids.                                   |   | 1            |              |                |
| ARTISTIC MARK           | Music and sequence.  |   | 1            |              |                |
|                         |  | <b>SUBTOTAL FROM COLLECTIVE MARKS</b>   |              |              |                |
|                         |  | <b>TOTAL POINTS EARNED</b>  |              |              |                |
|                         |  | <b>MINUS DEDUCTIONS</b><br>-5 1 <sup>st</sup> error, -5 2 <sup>nd</sup> error, 3 <sup>rd</sup> error = disqualification |              |              |                |
|                         |  | <b>BALANCE</b>  |              |              |                |

|                       |     |
|-----------------------|-----|
| TOTAL POSSIBLE POINTS | 270 |
| FINAL SCORE (%)       |     |

**ADDITIONAL COMMENTS**