

# **WORKING EQUITATION NEW ZEALAND RULEBOOK**



**Working Equitation New Zealand**

**VERSION ONE**

**DECEMBER 2023**



# Working Equitation New Zealand Inc. Rulebook 1.0

Working Equitation New Zealand Inc. Rulebook

Version 1

Copyright © December 2023

Although every precaution has been taken in the preparation of these rules, WENZ Inc. assumes no responsibility for errors or omissions.

**Neither is any liability assumed for damages resulting from the use of the information contained herein.**

<b>INTRODUCTION.....</b>	<b>7</b>
WENZ VISION.....	7
WENZ MISSION.....	7
WENZ CORE VALUES.....	7
<b>THE RULES.....</b>	<b>9</b>
THE WORKING EQUITATION PHASES.....	9
FLATWORK.....	9
EASE OF HANDLING.....	9
SPEED.....	10
CATTLE (Team events at Advanced and Masters).....	10
<b>PERFORMANCE LEVELS.....</b>	<b>10</b>
Introductory.....	10
Preparatory.....	10
Preliminary.....	11
Novice.....	11
Elementary.....	12
Medium level.....	12
Advanced & Masters level.....	12
Level Selection.....	13
<b>Tack and Attire.....</b>	<b>13</b>
General.....	13
Tack.....	13
Bits.....	13
Bitless.....	14
Nosebands.....	14
Saddles.....	14
Spurs.....	14
Whips.....	14
Boots And Leg Protection.....	15
Other Equipment.....	15
Prohibited Equipment.....	15
Attire.....	16
Helmets.....	16
<b>THE FLATWORK PHASE.....</b>	<b>18</b>
ARENA AND SURROUNDING AREA.....	18
NOTES:.....	18
Performance of the Flatwork Phase.....	19
Errors of Course.....	20
Penalties/Grounds for Disqualification.....	21
Penalty.....	21
Disqualification.....	21
<b>Ease of Handling.....</b>	<b>22</b>

Arena and Surrounding Area.....	22
Performance of the Ease of Handling Phase.....	22
Errors of Course.....	23
Disqualification.....	24
Avoidance of Course Error.....	24
Three Refusals.....	24
Penalties/Grounds for disqualification.....	25
Inconsistent Use of Hand:.....	25
<b>Speed phase.....</b>	<b>27</b>
Objective.....	28
Arena and Surrounding Area.....	28
Performance of the Speed Phase.....	28
Speed Directives.....	29
Notes:.....	32
<b>The Obstacles.....</b>	<b>34</b>
Kiwi Pickup.....	34
Construction.....	34
Performance.....	34
Judging Directives.....	35
Pickup Pole.....	35
Construction.....	36
Performance.....	36
Judging Directives.....	37
Spear Ring.....	37
Construction.....	38
Performance.....	38
Speed Phase.....	39
Judging Directives.....	39
Knock Ball.....	39
Construction.....	40
Performance.....	40
Judging Directives.....	41
Replace Pole.....	42
Construction.....	42
Performance.....	42
Judging Directives.....	43
Switch Cup.....	43
Construction.....	44
Performance.....	44
Judging Directives.....	44
Jug.....	45
Construction.....	46
Performance.....	46
Speed Phase.....	46

Judging Directives.....	47
Bell Corridor.....	48
Construction.....	48
Performance.....	48
Speed Phase.....	49
Judging Directives.....	49
Rein Back Cup.....	50
Construction.....	50
Performance.....	50
Judging Directives.....	51
Gate.....	51
Construction.....	52
Performance.....	52
Reverse Gate (Novice and above).....	53
Speed Phase.....	53
Judging Directives.....	53
Side-pass Pole(s).....	55
Construction.....	55
Performance.....	55
Speed Phase.....	56
Judging Directives.....	56
Two Barrels.....	57
Construction.....	58
Performance.....	58
Judging Directives.....	59
Three Barrels (Clover Leaf).....	60
Construction.....	60
Performance.....	60
Judging Directives.....	61
Single Slalom.....	61
Construction.....	62
Performance.....	62
Speed Phase.....	62
Judging Directives.....	63
Double Slalom.....	64
Construction:.....	64
Performance:.....	64
Speed Phase.....	64
Judging Directives.....	65
Stockyard.....	65
Construction.....	66
Performance.....	66
Speed Phase.....	67
Judging Directives.....	67

Jump.....	67
Construction.....	68
Performance:.....	68
Speed Phase.....	68
Judging Directives.....	69
Bridge.....	69
Construction.....	70
Performance.....	70
Judging Directives.....	71
Bank.....	72
Construction.....	72
Performance.....	72
Judging Directives.....	73
Water Obstacle.....	74
Construction.....	74
Performance.....	74
Judging Directives.....	75
<b>General Competition Rules.....</b>	<b>76</b>
Competition Secretary or Show manager.....	76
Judges.....	76
Placement Of Judges.....	77
Conflicts Of Interest Of Judges.....	77
Duties Of Judges.....	77
Gear and Welfare Steward.....	77
Duties And Obligations Of Gear Steward.....	77
Course Designer.....	78
Emergency Medical Personnel.....	78
<b>Rights and Responsibilities of Riders.....</b>	<b>79</b>
Rights.....	79
Responsibilities.....	79
Entry Order.....	79
<b>Inquiries and Protests.....</b>	<b>80</b>
INQUIRIES.....	80
PROTESTS:.....	80
<b>Scoring.....</b>	<b>81</b>
Speed scoring.....	81
Scoring for overall placings.....	82
Determining Final Placement for Individual Competitors:.....	82
Handling ties.....	82
Amendments to Score Sheets.....	84
Prizes.....	84
Disqualifications and Eliminations.....	84
Blood/Lameness.....	84
General Disqualifications for any phase.....	85

## INTRODUCTION

Working Equitation was originally established to demonstrate in competition, the equestrian skills of the working horseman. The sport was initially developed upon the southern European cattle traditions. As such, it is rooted in the equestrian techniques of that region but has also developed as a global sport which embraces the various traditions unique to other countries.

Working Equitation New Zealand (WENZ) is an incorporated membership association whose main role is to represent the collective interests of its members. It serves as a vehicle for a constructive and coordinated voice. WENZ also oversees and assists affiliated clubs by providing the WENZ Rulebook, keeping records of clubs' official competition results and coordinating the selection of representative riders both in New Zealand and overseas.

## WENZ VISION

Provide opportunities for members to participate, learn and progress in a positive and encouraging training and competition environment;

Be adaptable and flexible to grow with the needs of our riders, whilst preserving and promoting ethical training and horsemanship practices together with Classical principles and New Zealand working farm traditions.

## WENZ MISSION

Promote the sport of Working Equitation in New Zealand through educational initiatives and to assist in the organisation of Working Equitation competitions throughout New Zealand;

Grow participation for Working Equitation and uphold the integrity of the sport;

Be democratic and inclusive, welcoming all horses and riders at all levels and from all riding backgrounds;

To develop and evolve the WENZ Rulebook to help our members reach their goals by providing a clear and logical pathway through the levels.

## WENZ CORE VALUES

**Equine Welfare:** Accepting that our relationship with our equine partners is a privilege, we believe that safeguarding the welfare of the horse is paramount.

**Respect:** For each other, for the safety of ourselves and our horses, and for the health of the environment in which we all live and work.

**Inclusivity:** Working together, we provide a meaningful equestrian experience for all of our members, from grassroots participation through to elite performers.

**Excellence:** We reflect the highest aspirations of our members and work to inspire and empower them to reach their full potential through outstanding performance.



## THE RULES

The following regulations define the rules governing Working Equitation under WENZ. No deviations from these published Rules are permitted in WENZ competitions.

In the event a situation arises that is not specifically addressed in these Rules, the WENZ committee will govern how the matter is to be resolved.

## THE WORKING EQUITATION PHASES

There are four phases or tests that make up a Working Equitation competition. The first three, Flatwork, Ease of Handling and Speed, are compulsory for both individual and team competitions. However there is no speed round at Introductory level. At Preparatory the speed may be substituted for a second Ease of Handling round at the discretion of the organising committee.

The fourth phase Cattle is only to be included at Advanced and Masters, where facilities allow. These competitions are run under WAVE rules.

### FLATWORK

Prescribed tests are ridden at each level and are designed to evaluate the horse and rider and to be an assistance in training. The movements at each level build upon movements of the previous level and coincide with the type and difficulty of movements expected in the Ease of Handling and Speed phases at the corresponding levels.

Each movement of the test is given a numerical score between 0-10, and collective marks are given at the end for paces, impulsion, willing cooperation, the rider's position and effectiveness of aids, and a mark is also given for overall presentation.

### EASE OF HANDLING

Obstacles are set up to simulate the difficulties encountered by a horse and rider in the field. The goal of this phase is to negotiate the obstacles with accuracy, ease, smoothness and balance.

Each obstacle is given a numerical score, and collective marks are given for transitions/navigation, paces, impulsion, willing cooperation, and the rider's position and effectiveness of aids. Obstacles are numbered and are ridden in order.

## SPEED

The obstacles as used in the Ease of Handling phase are ridden at speed with no evaluation of style or movement.

Individual scores are based on elapsed time through the obstacles with time penalties added for mishandled obstacles.

## CATTLE (Team events at Advanced and Masters)

This phase tests the ability of the horse and rider to work, individually and as a team, with cattle.

The objective is for each rider to individually sort, cut, and yard a pre-selected beast from the herd and then, as a team, put it in a designated yard. Please refer to the WAVE rulebook.

## PERFORMANCE LEVELS

All levels consist of compulsory Flatwork and Ease of Handling (EOH) phases. Speed is compulsory from Preliminary level onwards.

Introductory and Preparatory may do a second EOH phase at the discretion of the event organising committee.

### Introductory

This level is to Introduce the Working Equitation sport to children, Para-riders, green/young horses and beginner riders, in a safe environment.

At this level the rider is allowed to be assisted on course by their supporter who may lead the horse at any point, communicate verbally with the rider and assist with the obstacles.

This level is ridden at walk and trot only.

At this level a second Ease of Handling round should be performed at the discretion of the organising committee.

### Preparatory

This level is designed to test the horse and rider combination's competence at performing basic patterns and simple obstacles in walk and trot only. Canter is not allowed.

In the Flatwork phase working paces are required. 20 metre circles at trot, rein back and one-handed riding at walk are introduced. Transitions may be progressive and trot may be sitting or rising.

In the Ease of Handling phase obstacles are performed at walk or trot with walk or trot between obstacles. This level must be ridden with the reins in two hands unless a 'free' hand is required to handle an obstacle.

At this level the speed may be substituted for a second Ease of Handling round at the discretion of the organising committee.

## Preliminary

This level tests the rider's ability to demonstrate correct basic training and geometry. The horse should move freely forward in a clear rhythm in all three gaits with a regular tempo, accepting both the rider's aids and a consistent contact with the bit.

In the Flatwork phase canter is introduced, along with trot serpentine, stretching at trot, and rein back. Leg yield in walk is required and some one-handed riding at trot.

In the Ease of Handling obstacles are performed at walk or trot, with some canter shown between each obstacle. Upward and downward canter transitions should be progressive through trot. All obstacles should be performed in trot with the exception of the jump and the bank which may be cantered. Ease of Handling phase is to be ridden with the reins in two hands unless a 'free' hand is required to handle an obstacle.

In the Speed phases all obstacles are to be performed at walk or trot with canter allowed between, with the exception of the jump and the bank which may be cantered.

## Novice

This level introduces the obstacles at canter. The horse should be supple, balanced (horizontally and vertically) and moving freely forward in all three gaits with a steady tempo and accepting a consistent contact with the bit.

In the Flatwork Phase the movements required are: ½ 10 metre trot circles, simple changes through walk or trot, 15 metre canter circles, leg yield/half pass, reinback and ½ turns on haunches are introduced.

In the Ease of Handling phase canter is required both between and within the obstacles except for the slaloms, which are trotted. Transitions are made at markers and are closer together. Transitions into and out of obstacles may be progressive. Changes of lead may be through trot or walk.

In Speed, the single and double slalom obstacles may be cantered.

## Elementary

This level is designed to prepare combinations to compete at the upper levels, and introduces flying changes and collected canter. The horse should be showing evidence of self carriage.

In the Flatwork phase: one-handed trot, simple changes (canter-walk-canter), leg yield/half pass at trot, 15 metre canter circles. Shoulder-in, medium and collected canter are introduced.

In the Ease of Handling phase, canter-walk transitions and simple changes should not include trot steps.

This level is to be ridden predominantly with two hands, however riders may choose to execute an obstacle one-handed in preparation for higher levels. Counter canter is permissible.

In both Ease of Handling and speed, if the rider drops any item, they must dismount and retrieve it, remount and continue to the drop off point.

## Medium level

This level is designed to prepare combinations to compete at the higher levels. The horse should show an uphill balance and lightness, with clear engagement, along with evidence of self carriage.

In the Flatwork phase the horse is expected to show more collection and suppleness. Introduced are collected canter, collected walk and trot, medium trot, walk ½ pirouette, walk half pass, collected canter 10 metre circles, medium canter 15 metre circles, steeper collected trot half pass, collected trot ½ 10 metre circles, halt to canter and canter to halt. Rein back to canter, one-handed canter, flying changes of lead.

In Ease of Handling phase flying changes are required. Riders should ride one-handed between the obstacles and may do so in the obstacles in preparation for higher levels.

In both Ease of Handling and Speed, if the rider drops any item, they must dismount and retrieve it, remount and continue to the drop off point.

## Advanced & Masters level

Advanced and Masters levels will follow the World Association of Working Equitation (WAWA) rules.

## Level Selection

The rider may select the level they believe is most appropriate for the horse/rider pair.

This allows for good welfare decisions for Horse and Rider.

WENZ strongly recommends that to compete in Working Equitation the minimum age of horse is 4 years old. Medium Level Horses will be a minimum of 6 years old to align with WAVE standards.

As WENZ do not have horse Passports or proof of age, it is acknowledged we allow a certain level of trust for the age requirements and as such advise riders that the welfare of horses is always the first consideration in competing. Blatant abuse of the above rule will not be tolerated.

A horse may be entered in two different levels (or twice in introductory) if ridden by two different riders up to Novice level.

## Tack and Attire

### General

All tack at all performance levels, regardless of tradition, must include a saddle with stirrups, and a bridle with reins securely attached.

Competitors must use the same style of tack and attire in all phases. Changes in tack, equipment, and clothing are allowed provided they maintain the same style throughout the competition.

Stallions must be identified by a red stallion tag on both sides of the bridle.

### Tack

#### Bits

Bits of rubber, nylon or other synthetic material are allowed as well as mixed metal bits.

- Fixed and loose ring Snaffles, Pelhams and Kimblewicks are permitted.
- Double bridle is acceptable from Novice level.
- Bit guards are allowed.
- A snaffle chin strap is allowed and must be a minimum of 2 cm in width.

- Curb chains may be chain or leather and must be a minimum of 2 cm in width. The curb chain must lie flat against the horse's chin.

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 (Myler)
- Dr Bristol
- Peewee
- Shank bits that exceed 10 cms in shank length as measured from the mouthpiece to the bottom where it attaches to the rein
- Any bit with a port higher than 3.5 cms, including Spade bits
- Any bit considered inhumane by the Judge

## Bitless

Natural or authentic bosal hackamores are allowed, as are flower, star, or wheel hackamores, so long as the reins are attached to the flower, star or wheel itself, and not to a shank.

Bitless bridles must not self-tighten (crossunders) or have shanks, must have a browband and have reins attached.

A combination of snaffle bit and bitless with two reins is permitted.

## Nosebands

Nosebands are not compulsory but if worn must be adjusted to allow room for at least two fingers (or gauge as supplied by WENZ) placed vertically under the noseband on the nasal planum.

## Saddles

Dressage, General Purpose, Jumping, Stock, Western or Side-Saddles, may be used but should be consistent with the tack and attire.

## Spurs

Spurs, including rowels, must be blunt (with rounded edges). Excessive use of the spurs will not be tolerated and may be grounds for Elimination.

## Whips

At Introductory through to Medium levels, a whip which does not exceed 1.2 metres in length, including lash, is allowed in Flatwork, Ease of Handling and Speed, and may be used by the rider as an aid.

If a whip is carried on a pony it must not exceed 1 metre.

The whip may be dropped during a round with no penalty.

## Boots And Leg Protection

Protective boots and bell boots are not permitted in the Flatwork phase. Hoof boots are permitted.

Protective boots, hoof boots and bell boots are permitted in Ease of Handling, Speed and Cattle phases.

Bandages are prohibited in the warmup and in all phases.

All boots must be humane.

## Other Equipment

Neck straps are allowed up to and including Preliminary level.

Monkey grips are allowed at all levels.

Breastplates and cruppers are permitted.

Nose nets may be used, but must be discreet and must not cover the mouth of the horse.

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.

## Prohibited Equipment

The following equipment is prohibited in both warm-up and competition arenas. Riders competing with prohibited equipment will be eliminated from the competition.

- Halters, headstalls, rope halters with lead rope

- Tie downs
- Tongue ties
- Martingales of any kind
- Studded, chain, or metal cavessons/nosebands
- Metal core nosebands/serretas
- Studded, spiked curb chain or chinstraps
- Bearing, side, draw, or balancing reins
- Blinkers
- Earmuffs or ear plugs
- Leg bandages and wraps
- Bits as per Bit Section above

Electronic communication devices including Headphones and Earphones may be used in the warm up arena but are prohibited in the competition arena.

## Attire

WENZ promotes Working Equitation as a sport for all riders across all disciplines.

Therefore the types of attire allowed are broad and may include:

- Pony Club/Riding Club/WE Club Uniform
- English riding attire (ie jacket, breeches and boots/chaps/gaiters)
- Western riding attire
- Stock horse attire
- Traditional Portuguese/Spanish type attire
- Side-Saddle attire

All shirts must have sleeves (no tank tops/singlets) and long sleeves are preferred.

Boots must be heeled and suitable for riding.

Tack and attire should match wherever possible, for example, western saddle and bridle to go with western attire.



Attire should be neat and tidy and workmanlike. Muted colours such as dark green, navy, and beige are preferred – remember you are going for the look of calmly working stock on a farm – not frightening them!

## Helmets

A riding helmet is compulsory for all riders. Approved Protective headgear to current ESNZ Safety Standards (yellow tag) is required for Introductory level and all riders under 18.

Clubs or venues may require this standard for all riders, which should be stated on the entry schedule.

There is a mark given by the judges in the Flatwork phase for presentation of horse and rider where the above rules will be taken into consideration.

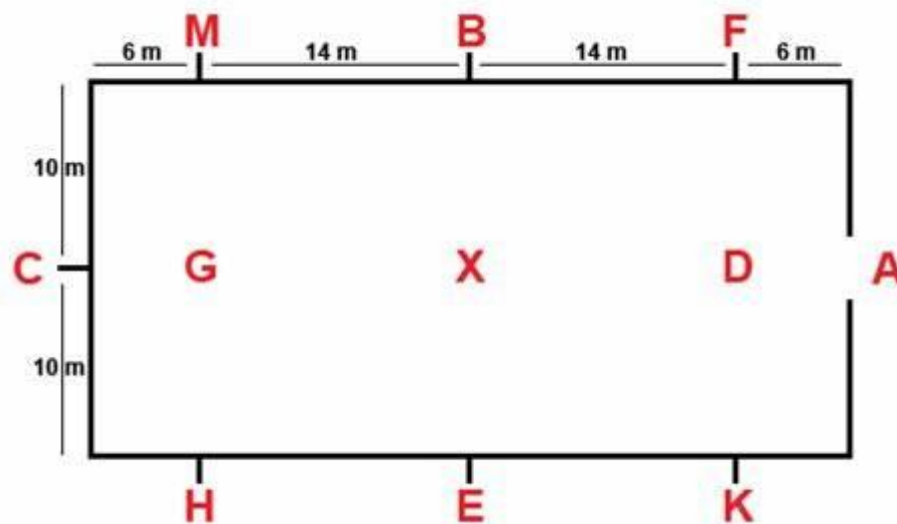
# The Flatwork Phase

## Objective

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

## Arena and surrounding area

- A. The rectangle where the Flatwork test takes place must have an even surface, preferably with a sand or artificial surface. It may be grass so long as it is not too hard or slippery.
- B. The size of the arena must be 20 metres x 40 metres and is lettered in accordance with FEI positions for Flatwork arenas.



### Notes:

- a. The edges of the area may be marked out with poles, hay bales, rails on the ground or similar. If not fully enclosed, the corners of the arena must be marked at the actual corner and extend a minimum of two metres along each side.

- b. If the phase is held indoors, the side of the arena may coincide with the enclosure's side wall.
- c. The arena entrance, positioned at A, will be approx. 2m wide and need not necessarily be closed when a competitor is in the arena. The letter A should be at least 5m back from the entrance.
- d. There must, whenever possible, be a minimum distance of 5 metres between spectators and the arena. If this is not possible, spectators should be positioned at the maximum distance possible.

## Performance of the Flatwork Phase

- a. The judge will ring the bell and give permission for the rider to enter the arena. The rider then has 60 seconds to enter through the gate at A.
- b. All riders must salute the judge at the beginning and end of the test by a nod of the head and a sweep of the arm not controlling the reins.
- c. Callers are allowed at all levels. For Novice and above a penalty of -5 points will be deducted from the score. The caller may be stationed at either position E or B on the outside of the arena, or near if judges are stationed at those locations. The caller is limited to reading the movement as it is written once only. The caller may not give any information besides the directives on the test. If the caller gives additional information the rider is awarded a penalty of -5.  
If the rider has a medical exemption certificate stating the need for a caller the penalty will not be applied.
- d. Occasional use of a soft voice is allowed in the Flatwork phase. Loud or excessive use of the voice will be penalised by the judge in the collective marks for rider.
- e. After this phase and after each judge has awarded their collective marks, the score sheet will be delivered to the competition's secretary for the totalling of scores.
- f. The number of points obtained by each competitor must be displayed on the scoreboard. The competitor may inspect their test sheet after the phase has ended and all scores have been posted on the scoreboard. However the sheets may not be able to be collected till the end of the competition.
- g. The score sheets are private and each competitor may only inspect their own sheet.

## Errors of course

- a. An error of course is defined as a change in the sequence of movements that alters the course of the test. A movement performed in the incorrect gait is not a course error but will result in a mark less than a 5 for that movement.
- b. In the event of any error, the judge may ring the bell and notify the competitor of the error.
- c. The competitor must resume the test at the point indicated by the judge to correct the error and continue with the test.
- d. Two points will be subtracted for the first error, and 4 points for the second error. The third error will result in disqualification.

The scale of marks for Flatwork are as follows:

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

Half marks are acceptable.

Collective marks are given for:-

- **Paces** - Rhythm, clarity, freedom and regularity.
- **Impulsion** - Desire to move forward, availability and readiness for any task at hand.
- **Willing cooperation** - Harmony, confidence, bend, straightness, acceptance of contact, lightness of forehand, ease of movement.
- **Rider** -

*Position:* Alignment, posture, stability, weight placement, and following mechanics of the gaits.

*Effectiveness of the aids:* Clarity, subtlety, independence, and accuracy.

- **Overall presentation** - Cleanliness, appropriateness and completeness of horse, tack and attire.

## Penalties/Grounds for disqualification

### Penalty

- If not a full arena (i.e. discontinuous uprights) the competitor may not be penalised provided that the exit and re-entry are performed rapidly and within very close proximity to the line demarcating the arena. If the horse deviates more than this the competitor will be awarded a penalty of -5.
- Outside assistance (-5 point penalty each occurrence).
- For Novice and above a penalty of -5 points will be deducted from the score if using a caller.
- With the exception of the Introductory level, the caller giving additional information to the rider will be awarded a penalty of -5 for each occurrence.

### Disqualification

- If a full arena, overstepping any of the sides of the arena with all four legs.
- Refusal to move forward for a period of more than 15 seconds.
- Failure to comply with the sequence of movements or to correct a course error as advised by the judge.
- Three course errors.

# Ease of Handling Phase

## Objective

The Ease of Handling phase 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 phase is not timed.

## Arena and Surrounding area

- a. The arena must have a surface that is even and free of stones, preferably with a sand or artificial surface. It may be grass so long as it is not too hard or slippery.
- b. There are no minimum dimensions for this phase, although the recommended dimensions are 70 metres x 40 metres, demarcated by a fence or bunting with no gaps except for entry/exit.
- c. The entrance to the course should have a width of at least 2 metres and may be located at any side of the enclosure. The entrance to the course need not necessarily be closed.
- d. Unless a sturdy fence exists between, a minimum distance of 5 metres between spectators and the course is recommended.
- e. There must be a distance of at least 10 metres between obstacles in the line of travel between obstacles.
- f. A warm-up area will be provided and should have some practice obstacles.

## Performance of the Ease of Handling Phase

- a. Before the start of the phase, competitors will join the Head Judge or the Course Designer to walk the course on foot. This is in order to acquaint themselves with the obstacles and understand the course directives. Riders are expected to attend in full competition attire unless otherwise specified by the Head Judge or Organising Committee. The course will be open to the riders and trainers for a minimum period of 30 minutes.

The Head Judge, or Course Designer in accordance with the Head Judge's instructions, will signal the course's opening and closing times with a bell or by verbal instructions.

- b. Any adjustment or alteration to obstacles or position of obstacles can only be made by the Head Judge and Course Designer before the completion of the course walk.

- c. The phase should begin no less than 30 minutes after the completion of the course walk.
- d. The rider must enter and depart the arena mounted through the designated gate.
- e. The Judge will give their authorisation for the start of the phase by ringing the bell. Once the bell has been rung, competitors have 60 seconds to salute the judge from an immobile halt and pass through the start markers.
- f. Riders will salute the judge with a slight nod of the head and a sweep of the arm not controlling the reins.
- g. On completion of the phase, competitors must pass through the finish markers in the correct direction, come to a halt facing the judge and salute.
- h. Any entry and exit flags, numbers and transition markers are considered part of the obstacle. If knocked over, a lower score will apply.
- i. All levels of riders may have a caller during the EOH phase. For Novice and above a penalty of -5 points will be deducted from the score unless the rider has a medical exemption certificate, in which case the penalty will not be applied. The caller may be stationed outside of or within the arena out of the line of travel. Only the obstacle name and directive may be called.
- j. If transition markers are present, the horse will transition to the walk prior to the markers indicating the point of transition.
- k. Occasional use of a soft voice is allowed in the Ease of Handling phase. Loud or excessive use of the voice will be penalised by the judge in the collective marks for rider.
- l. After this phase and after each judge has awarded their collective marks, the score sheet will be delivered to the competition's secretary for the totalling of scores.
- m. The number of points obtained by each competitor must be displayed on the scoreboard. The competitor may inspect their test sheet after the phase has ended and all scores have been posted on the scoreboard. However the sheets may not be able to be collected till the end of the competition.
- n. The score sheets are private and each competitor may only inspect their own sheet.

## Errors of Course

A course error is deemed to have occurred if the combination

- a. Starts to perform an obstacle without having completed the previous obstacle (unless waived on by the judge).
- b. Approaches one of the obstacle's components without passing between the transition markers (if present).
- c. Does not perform the correct movements within the obstacle.

- d. Begins to perform the next obstacle without having corrected a course error before starting the next obstacle.
- e. Knocks down or dislodges an obstacle, or a part thereof, which has not yet been performed.
- f. Passes through the start/finish markers before all obstacles of the course have been executed.
- g. Passes through the start/finish markers in the direction opposite of that indicated on the course map.

Minus 5 marks for each of the first two Course errors, and disqualification after the third.

## Disqualification

Competitors have 60 seconds from the time the bell has been rung to begin the phase, after which time they will be disqualified for failing to begin.

Touching the obstacles (hand or horse) prior to the bell.

## Avoidance of Course Error

Failure to perform an obstacle may be remedied before passing through the entry approach markers/flags of the next obstacle, or starting to perform the next obstacle (in the case where entry markers are not present).

After attempting the obstacle the rider may signal the Judge for permission to move on to the next obstacle.

## Three Refusals

A refusal occurs when a horse has presented to an obstacle, and clearly ceases forward motion or takes a step backwards or sideways away from the obstacle.

The judge may also ask the rider to move on if the horse is becoming unduly stressed.

After three unsuccessful attempts the following applies:

At Introductory to Preliminary levels, on the third failed attempt of an obstacle the judge will signal the rider to move to the next obstacle and the judge(s) will give a zero (0) mark for the obstacle.

At Novice and above, this will result in disqualification.



## Penalties/Grounds for disqualification

### Penalty

- Failure to salute the judge before or after the round (-5 point penalty for each occurrence)
- Outside assistance (-5 point penalty each occurrence)
- For Novice and above a penalty of -5 points will be deducted from the score if using a caller
- With the exception of the Introductory level, the caller giving additional information to the rider will be given a penalty of -5 for each occurrence
- Leaving the arena unmounted or not through the designated gate

### Disqualification

- If a full arena, overstepping any of the sides of the arena with all four legs
- Refusal to move forward for a period of more than 15 seconds
- Failure to comply with the sequence of movements or to correct a course error as advised by the judge
- Three course errors

### Inconsistent use of hand

When operating obstacles (e.g. the pole, the gate, moving a cup, the bell), the rider must use the same hand consistently throughout the phase and may not switch hands or use different hands on different obstacles.

The hand used at the first obstacle will be deemed the working hand. A zero mark will be given for subsequent obstacles where there is an inconsistent use of the hand.

The scale of marks for Ease of Handling phase are as follows:

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

Half marks are acceptable.

Collective marks are given for:

- **Navigation and Transitions** - Choice of line taken between obstacles including amount of higher allowed gait, and degree of difficulty of line. Balance of transitions between obstacles.
- **Paces** - Rhythm, clarity, freedom and regularity.
- **Impulsion** - Desire to move forward, availability and readiness for any task at hand.
- **Willing Cooperation** - Harmony, confidence, bend, straightness, acceptance of contact, lightness of forehand and ease of movement.
- **Rider** -



## Working Equitation New Zealand Inc. Rulebook 1.0

*Position:* Alignment, posture, stability, weight placement, and following the mechanics of the horse.

*Effectiveness of the aids:* Clarity, subtlety, independence, and accuracy.

# Speed Phase

## Objective

The Speed Phase 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 phase provides evidence of the rider's coordination and anticipation, and the horse's willing cooperation, speed, and attention.

## Arena and Surrounding area

Arena will have the same requirements as per Ease of Handling. The course may be adapted for this phase, and the official timer/s will be placed at the start/finish flags.

## Performance of the Speed Phase

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

The phase is performed with all or most of the obstacles from the Ease of Handling phase. The order of the obstacles and the placement of the flags may be changed. A separate course map will be provided in this case.

There is no speed phase at the Introductory level, although a second Ease of Handling round may be provided for, at the discretion of the organising committee. This second phase may be shorter than, and differ from the first Ease of Handling phase. At Preparatory level, the speed phase may be substituted for a second Ease of Handling, at the discretion of the organising committee.

Up to and including Novice level, if any part of an obstacle is dropped or knocked over, the rider will not dismount, but will receive a penalty of 60 seconds. An exception is when the Replace Pole obstacle is knocked over with the pole staying within, in which case a penalty of 10 seconds will apply.

At Elementary and above, if any part of an obstacle is dropped or knocked over, the rider must dismount, retrieve and replace the obstacle. Failure to dismount and retrieve it will result in disqualification. An exception is when the Replace Pole obstacle is knocked over with the pole staying within, in which case a penalty of 10 seconds will apply.

## TIMERS

- a. The event is timed from the moment the horse's nose passes between the start markers until the horse's nose crosses the finish markers. The start and finish markers may or may not be in the same place.
- b. This phase may be timed manually or using electronic time equipment.

If manually timed there must be two stopwatches operated by separate time stewards/judges. The fastest time taken will be used as the official time. If one stopwatch malfunctions, the time recorded by the other stopwatch will be the official time.

If electronic time equipment is used, an additional back-up stopwatch must also be used. In event of a malfunction in the electronic system, the time recorded by the back-up stopwatch will be the official time.

## Speed directives

- a. The rider must enter and depart the arena mounted through the designated gate.
- b. The judge will give their authorisation for the start of the phase by ringing the bell. Once the bell has been rung, competitors have 60 seconds to salute the judge from an immobile halt and pass through the start markers.
- c. Riders will salute the judge with a slight nod of the head and a sweep of the arm not controlling the reins.
- d. On completion of the phase, competitors must pass through the finish markers in the correct direction, come to a halt facing the judge and salute.
- e. Any entry and exit flags, numbers and transition markers are considered part of the obstacle. If knocked over, a time penalty will apply.
- f. All levels of riders may have a caller during the Speed Phase. For Novice and above a penalty of 20 seconds will be added to the time unless the rider has a medical exemption certificate. The caller may be stationed outside of or within the arena out of the line of travel. Only the obstacle name and directive may be called.
- g. Use of the voice is allowed in the Speed Phase.
- h. The Speed Phase master sheet with times and penalties/bonuses must be displayed on the scoreboard after the phase has ended and all scores have been posted.

## SPECIAL CHARACTERISTICS OF VARIOUS OBSTACLES IN THE SPEED ROUND

- a. The Stockyard is only to be performed in one direction, the direction of which will be marked on the course plan or will be at the discretion of the rider.
- b. The Gate in the Speed Phase will be a rope between two posts. The Rope Gate will conform to the dimensions outlined in the Ease of Handling description of the obstacle, and halts are not required.
- c. Obstacles not included in the Speed Phase include the Jug and the Solid Gate.
- d. In the Bell Corridor no halt is required when ringing the bell (at all levels).
- e. At Preparatory, no halt is required over the Pole.

- f. In Preliminary, the Jump obstacle may be done at trot or canter.
- g. In the Single and Double Slalom, lead changes are not required and are not specified.
- h. A bonus of -10 seconds will be given for spearing the ring or knocking the ball.

Please refer to the table below for a list of penalties and bonuses.

ERROR	DESCRIPTION	PENALTY
Knocking over or dislodging part of an obstacle	Includes jump and transition markers	+20
Knocking Pole (Halt over or Sidepass)		+10
Failure to salute the judge(s)	Applies to both before and after the phase	+10 each occurrence
Gate	Failure to latch the gate	+20
Sidepass	Any leg stepping off the pole while negotiating the obstacle	+20
Placing pole tip end into the barrel		+10
Spearing the ring with the butt end of the pole		+10 and no bonus
Bridge	Clear break of gait on the bridge	+20
At Preparatory level more than 3 canter strides at any stage on course or within an obstacle	At 3 occurrences the combination will be disqualified	+20 each time, DQ the third time
At Preliminary level more than 3 canter strides during the obstacles	At 3 occurrences the combination will be disqualified	+20 each time, DQ the third time
Uncorrected dropped object/failure to complete an	up to Novice level	+60 seconds

obstacle		
	Elementary and Medium levels, unless corrected	DQ
Knocking over the barrel when depositing the pole	If pole stays in the barrel when knocked over	+10 seconds
	If pole comes fully out when barrel knocked over (up to Novice level)	+60 seconds
	If pole comes fully out when barrel knocked over (Elementary and Medium levels) and uncorrected	DQ
Passing through start/finish flags in the wrong direction		+20
Not passing through the start/finish flags		DQ
Taking more than 15 seconds to begin an obstacle once approached		DQ
Spearing the Ring (Bonus)		-10
Knock Ball (Bonus)		-10

Failure to complete an obstacle includes: failure to latch the gate, leaving any obstacle in the wrong place, not ringing the bell, pole bouncing out of the barrel (unretrieved), knocking over the barrel and pole falling out, dropping the cup, jumping the ditch or bank.



Notes:

- a. The rider must enter and depart the arena mounted through the designated gate.
- b. The judge will give their authorisation for the start of the phase by ringing the bell. Once the bell has been rung, competitors have 60 seconds to salute the judge from an immobile halt and pass through the start markers.
- c. Riders will salute the judge with a slight nod of the head and a sweep of the arm not controlling the reins.
- d. On completion of the phase, competitors must pass through the finish markers in the correct direction, come to a halt facing the judge and salute.
- e. Any entry and exit flags, numbers and transition markers are considered part of the obstacle. If knocked over, a time penalty will apply.
- f. All levels of riders may have a caller during the Speed Phase. For Novice and above a penalty of 20 seconds will be added to the time unless the rider has a medical exemption certificate. The caller may be stationed outside of or within the arena out of the line of travel. Only the obstacle name and directive may be called.
- g. Use of the voice is allowed in the Speed Phase.
- h. The Speed Phase master sheet with times and penalties/bonuses must be displayed on the scoreboard after the phase has ended and all scores have been posted.

# The Obstacles

## Kiwi Pickup



### Construction

Two secure platforms 1 metre or higher, not exceeding 1.6 metres.

The distance between the platforms must be at least 10 metres.

The pickup item can consist of an object that is not scary, flappy or unsafe for all riders to pick up. Examples include an oilskin coat tied in a bundle, gumboot, saddle bag, hessian sack, Cowboy hat, stockwhip or soft toy.

At Introductory level the obstacle is performed at walk, or halt then walk-halt.

At Preparatory and Preliminary the obstacle is performed at walk or trot, and as above with halts and proceed in walk or trot. Transitions may be progressive.

At Novice to Medium the obstacle is performed at walk or canter, and as above with halts or in motion and then proceed in walk or canter.

The mode of pickup and dropoff is to be consistent. Either both in motion or both with halt. Inconsistency will be penalised.

### Performance

GAIT REQUIRED	Intro	Prep	Prelim	Nov	Elem	Med
Gait Between Obstacles	W	W/T	C	C	C	C
Pickup, Carry & Drop Off	W/halt	W/ T	W/T	W/C	W/C	W/C

This obstacle may be ridden as one obstacle (eg. a, b) or as two individual obstacles. Except in Preliminary where it must be numbered as one obstacle with parts a and b.

This obstacle may be ridden in motion as per the prescribed gaits.

If transitional markers are present the horse will transition down on approach to pickup and dropoff stands. The competitor will pick up the item while the horse is in motion, continue to

the dropoff stand and place the item on the stand as the horse passes by at the appropriate gait.

Riders at Novice and below will not dismount. At these levels, the rider will score a (zero) 0 (EOH) or a penalty will apply (Speed) and will be asked to move onto the next obstacle.

At Elementary and above, in Speed and EOH, if the rider drops the item before the dropoff stand, they must dismount and retrieve it, remount and continue to the drop off point.

## Judging Directives

The judge will take into consideration:

- The horse's confidence and balance throughout the performance
- The continuity and fluidity of gait

A score of 5 or less will be given:

- For a break in gait
- For circling the barrel at pick up or drop off
- If the halt is not balanced or maintained
- For inconsistency of mode of pickup and dropoff

A score of zero will be given for:

- Knocking down a barrel
- Stand at pickup or deposit
- Dropping the item
- Obstacle performed at wrong gait

## Pickup Pole



### Construction

One open top, well-balanced, and lightly weighted barrel.

Wooden, bamboo or metal pole, between approximately 2.4 metres and 3.5 metres in length, with a diameter of 25-30 mm. A length no longer than 2.5 metres is suggested for Introductory and Preparatory.

The pole is placed in the barrel, butt end down. The tip end should be easily identified as such by a pronounced taper or distinctive colouring.

The rider may request a steward to adjust the position of the pole. The pole must be positioned pointing away from the approach for safety. The rider should not alter the pole themselves.

### Performance

At Introductory level the obstacle will be performed at walk only.

At Preparatory the obstacle may be performed at either the walk or the trot. The judge will consider the additional difficulty of the trot when awarding marks.

At Preliminary the obstacle must be performed at the trot.

At Novice and above the obstacle must be performed at the canter.

GAIT REQUIRED	Intro	Prep	Prelim	Nov	Elem	Med
Gait Between Obstacles	W/T	W/T	C	C	C	C
Pickup Pole	W	W/T	T	C	C	C

This obstacle may be used in conjunction with Spear Ring and Replace Pole and it is first in the sequence. When used in a connected series (e.g. a, b, c) these obstacles must be scored as a single obstacle.

If there are other obstacles encountered between them, then they are scored separately (e.g. if Pickup Pole and Spear Ring obstacles are performed in sequence, and another

obstacle is performed before Replace Pole, then Pickup Pole and Spear Ring are scored as a single obstacle and Replace Pole is scored as a separate obstacle).

In Preliminary it must be numbered as one obstacle with parts a, b and c as the gait between elements must be trot.

If the pole has not been replaced after the previous competitor, the current rider will stop and signal to the steward and wait while the pole is replaced, and then continue with no penalty.

Riders at Novice and below will not dismount. At these levels, the rider will score a 0 (EOH) or a penalty will apply (Speed) and will be asked to move onto the next obstacle.

At Elementary and above in both Speed and EOH if the pole is dropped, the rider must dismount, retrieve the pole, and place the pole in the barrel before remounting. Failure to dismount and retrieve the pole will result in disqualification.

## Judging Directives

The judge will consider rhythm, straightness, balance and confidence on approach.

Horse and rider approach the barrel at the required pace for the level and retrieve the pole.

A score of 5 or less will be given for:

- Circling the barrel while picking up the pole
- Halting to pick up the pole

A score of 2 or less will be given for:

- Picking the pole up butt end uppermost

A score of zero will be given if:

- The pole is dropped
- The barrel is knocked over
- Obstacle performed at wrong gait

To be awarded a higher score the horse should be travelling on the correct canter lead (right canter if rider is right handed, left canter lead if rider is left handed).

## Spear Ring



### Construction

One to three supports and rings with an inside diameter of more than 15 cm.

When multiple supports and rings are used, the supports will be of varying heights between 80 cm and 1.5 metres. The supports should not extend significantly beyond the ring placed on them.

### Performance

At Introductory level the obstacle will be performed at walk only.

At Preparatory the obstacle may be performed at either the walk or trot. The judge will consider the additional difficulty of the trot when awarding marks.

At Preliminary the obstacle must be performed at trot.

At Novice and above the obstacle must be performed at canter.

GAIT REQUIRED	Intro	Prep	Prelim	Nov	Elem	Med
Gait Between Obstacles	W/T	W/T	C	C	C	C
Spear Ring	W	W/T	T	C	C	C

The rider will spear the ring with the tip end of the pole at the required gait.

This obstacle may be used in conjunction with Pickup Pole and Replace Pole. When used in a connected series (e.g. a, b, c) these obstacles must be scored as a single obstacle.

If there are other obstacles encountered between them, then they are scored separately (e.g. if Pickup Pole and Spear Ring obstacles are performed in sequence, and another obstacle is performed before Replace Pole, then Pickup Pole and Spear Ring are scored as a single obstacle and Replace Pole is scored as a separate obstacle).

In Preliminary it must be numbered as one obstacle with parts a, b and c as the gait between elements must be trot.

If the ring has not been replaced after the previous competitor, the current rider will stop and signal to the steward and wait while the ring is replaced, and then continue with no penalty.

Riders at Novice and below will not dismount. At these levels, the rider will score a (zero) 0 (EOH) or a penalty will apply (Speed) and will be asked to move onto the next obstacle.

At Elementary and above in both Speed and EOH if the pole is dropped, the rider must dismount, retrieve the pole. Failure to dismount and retrieve the pole will result in disqualification. You do not need to pick up the ring if dropped, only the pole.

## Speed Phase

At speed, a bonus of -10 seconds will be given for spearing the ring.

## Judging Directives

The judge will consider rhythm, straightness, balance and confidence of the combination while the rider spears the ring with the tip of the pole.

A score of 7 or less will be given if:

- The rider is unsuccessful in their attempt to spear the ring

A score of 5 or less will be given for:

- Hitting the obstacle base, whether or not the ring is speared
- The rider spearing the ring with the butt end of the pole

A score of zero will be given if:

- The pole is dropped
- The stand is knocked over
- The obstacle is performed at the wrong gait

## Knock Ball



### Construction

A support between 1 metre and 1.6 metres in height on to which a ball is placed.

The support should not extend significantly beyond the ball placed on top of it.

A smaller ball (tennis ball size) may be used for Elementary and above.

The ball must be made or filled in such a way that it will not bounce.

### Performance

At Introductory level the obstacle will be performed at walk only.

At Preparatory the obstacle may be performed at either the walk or trot. The judge will consider the additional difficulty of the trot when awarding marks.

At Preliminary the obstacle must be performed at trot.

At Novice and above the obstacle must be performed at canter.

GAIT REQUIRED	Intro	Prep	Prelim	Nov	Elem	Med
Gait Between Obstacles	W/T	W/T	C	C	C	C
Knock Ball	W	W/T	T	C	C	C

The rider aims to knock the ball off the support with the tip of the pole.

This obstacle may be used in conjunction with Pickup Pole and Replace Pole. When used in a connected series (e.g. a, b, c) these obstacles must be scored as a single obstacle.

If there are other obstacles encountered between them, then they are scored separately (e.g. if Pickup Pole and Spear Ring obstacles are performed in sequence, and another obstacle is performed before Replace Pole, then Pickup Pole and Spear Ring are scored as a single obstacle and Replace Pole is scored as a separate obstacle).

In Preliminary it must be numbered as one obstacle with parts a, b and c as the gait between elements must be trot.



If the ball has not been replaced after the previous competitor, the current rider will stop and signal to the steward and wait while it is replaced, and then continue with no penalty.

Riders at Novice and below will not dismount. At these levels, the rider will score a (zero) 0 (EOH) or a penalty will apply (Speed) and they will be asked to move onto the next obstacle.

At Elementary and above in both Speed and EOH if the pole is dropped, the rider must dismount, retrieve the pole. Failure to dismount and retrieve the pole will result in disqualification.

## Judging Directives

The judge will consider the rhythm, straightness, balance and confidence of the combination while the rider knocks the ball with the tip of the pole.

A score of 7 or less will be given if:

- The rider is unsuccessful in their attempt to knock the ball

A score of 5 or less will be given:

- For hitting the obstacle base, whether or not the ball is knocked
- If the rider knocks the ball with the butt end of the pole
- If the rider knocks the ball with the side of the pole (not the tip)

A score of zero will be given if:

- The pole is dropped
- The stand is knocked over
- The obstacle is performed at wrong gait

## Replace Pole



### Construction

One open top, well-balanced, and lightly weighted barrel.

Wooden, bamboo or metal pole, between approximately 2.4m and 3.5m in length, with a diameter of 25-30mm. A length no longer than 2.5m is suggested for Introductory and Preparatory.

The pole is placed by the rider in the barrel, butt end down. The tip end should be easily identified as such by a pronounced taper or distinctive colouring.

### Performance

At Introductory level the obstacle will be performed at walk only.

At Preparatory the obstacle may be performed at either the walk or the trot. The judge will consider the additional difficulty of the trot when awarding marks.

At Preliminary the obstacle must be performed at the trot.

At Novice and above the obstacle must be performed at the canter.

GAIT REQUIRED	Intro	Prep	Prelim	Nov	Elem	Med
Gait Between Obstacles	W/T	W/T	C	C	C	C
Pickup Pole	W	W/T	T	C	C	C

This obstacle may be used in conjunction with Pickup Pole, Spear Ring and Knock Ball. . When used in a connected series (e.g. a, b, c) these obstacles must be scored as a single obstacle.

If there are other obstacles encountered between them, then they are scored separately (e.g. if Pickup Pole and Spear Ring obstacles are performed in sequence, and another obstacle is performed before Replace Pole, then Pickup Pole and Spear Ring are scored as a single obstacle and Replace Pole is scored as a separate obstacle).

In Preliminary it must be numbered as one obstacle with parts a, b and c as the gait between elements must be trot.

At Novice and below, the rider will score a 0 (EOH) or a penalty will apply (Speed) and will be asked to move onto the next obstacle.

At Elementary and above in both Speed and EOH if the pole is dropped or the barrel falls over with the pole out of it, the rider must dismount and replace the obstacle. Failure to dismount and retrieve the pole will result in disqualification. If the barrel falls over but the pole remains in it, a penalty will apply.

## Judging Directives

The judge will consider rhythm, straightness, balance and confidence on approach/deposit.

Horse and rider approach the barrel at the required pace for the level and replace the pole.

A score of 5 or less will be given for:

- Circling the barrel while replacing the pole
- Halting to replace the pole

A score of 2 or less will be given for:

- Putting the pole in tip first

A score of (zero) 0 will be given if the pole is dropped or the barrel is knocked over.

If the rider is right-handed, the right canter lead will score higher than the left canter lead; if the rider is left-handed, the left canter lead will score higher than the right canter lead.

## Switch Cup

### Construction

Two posts approximately 2 metres high. A cup is placed upside down on top of a post.

The posts will be located adjacent to one another with 1.2 metres between them. For Junior riders the posts can be placed closer and lower.

### Performance

At Introductory level the obstacle will be performed at walk only.

At Preparatory the obstacle may be performed at either the walk or the trot. The judge will consider the additional difficulty of the trot when awarding marks.

At Preliminary the obstacle must be performed at the trot.

At Novice and above the obstacle must be performed at the canter.

<b>GAIT REQUIRED</b>	<b>Intro</b>	<b>Prep</b>	<b>Prelim</b>	<b>Nov</b>	<b>Elem</b>	<b>Med</b>
Gait Between Obstacles	W/T	W/T	C	C	C	C
Switch Cup	H	H	H	H	H	H

The horse and rider should transition prior to the obstacle and halt between the posts. The rider will then remove the cup and place it on the other post while the horse remains immobile. The rider will exit the obstacle at the required gait for the level. The exit will be when the horse's hindquarters have passed the exit markers or the poles.

If the cup has not been replaced after the previous competitor, the current rider will stop and signal to the steward and wait while it is replaced, and then continue with no penalty.

### Judging Directives

The judge will consider rhythm, straightness, balance and confidence in approach and in halt. The halt should stay immobile.

A score of 5 or less will be given for:

- Moving during halt
- Bumping the obstacle

A score of (zero) 0 will be given for:

- Dropping the cup
- Knocking the obstacle over

Riders at Novice and below will not dismount. At these levels, the rider will score a (zero) 0 (EOH) or a penalty will apply (Speed) and will be asked to move onto the next obstacle.

At Elementary and above in both Speed and EOH if the cup falls, the rider must dismount, retrieve and remount with the cup, and place it on the post before continuing the course. Failure to dismount and retrieve the cup will result in disqualification.

# Jug



## Construction

A secure platform 1m or higher, not exceeding 1.6 metres. The Jug must have a handle.

## Performance

At Introductory level the obstacle will be performed at walk only.

At Preparatory the obstacle may be performed at either the walk or the trot. The judge will consider the additional difficulty of the trot when awarding marks.

At Preliminary the obstacle must be performed at the trot.

At Novice and above the obstacle must be performed at the canter.

GAIT REQUIRED	Intro	Prep	Prelim	Nov	Elem	Med
Gait Between Obstacles	W	W/T	C	C	C	C
Jug	H	H	H	H	H	H

Horse and rider may transition to the walk at the approach of the obstacle or may continue the prescribed gait to the obstacle. Horse and rider will halt alongside the table.

The rider will raise the Jug above their head, and then place it back on the platform.

The horse and rider will depart at the same gait as they approached the obstacle.

The Jug must remain upright, and be replaced if it falls over.

Riders at novice and below will not dismount. At these levels, the rider will score a 0 (EOH) and will be asked to move onto the next obstacle.

At Elementary and above if the jug falls, the rider must dismount, retrieve and remount with the jug, and place it on the platform before continuing the course. Failure to dismount and retrieve the Jug will result in disqualification.

## Speed Phase

There is no Jug in the speed round.

## Judging Directives

The judge will consider rhythm, straightness, balance and confidence in approach and in halt. The halt should stay immobile.

A higher score will be considered for approaching/departing the table at a higher allowed gait.

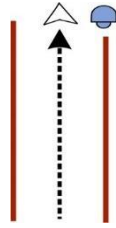
A score of 5 or less will be given for:

- Moving during halt
- Bumping the obstacle

A score of (zero) 0 will be given for:

- Knocking the obstacle over
- The Jug falling over/off

## Bell Corridor



### Construction

The corridor will consist of poles resting on supports, small fences, or walls at least 30 cm in height. They will be placed parallel to one another and spaced a distance of 1.5 metres apart. The ends are open. The corridor will be about 3.5 metres long.

A bell may be positioned on the right or left hand side at the end of the obstacle suspended at a height of about 2 metres. The ringer may be extended to allow young riders on small ponies to reach it.

The corridor may be shaped in the configuration of an “L” from Novice level and above with a single corner. The bend may be in either direction.

### Performance

At Introductory and Preparatory the obstacle must be performed at a walk.

At Preliminary the obstacle may be performed at walk or trot.

At Novice and above the obstacle may be performed at walk or canter.

GAIT REQUIRED	Intro	Prep	Prelim	Nov	Elem	Med
Gait Between Obstacles	W/T	W/T	C	C	C	C
Bell Corridor	W	W	W/T	W/C	W/C	W/C

The horse and rider transition prior to the obstacle and will proceed to the end of the corridor and halt, and the rider will ring the bell.

In Introductory and Preparatory the rider will proceed forwards after ringing the bell to exit.

At Preliminary and above the horse and rider will then rein back beyond the entry point to conclude the obstacle.



## Speed Phase

In the Bell Corridor no halt is required when ringing the bell (at all levels).

## Judging Directives

The judge will consider rhythm, straightness, balance and confidence in approach, halt and rein back. The halt should stay immobile.

A score of 7 or less will be given for:

- Incorrect rein back

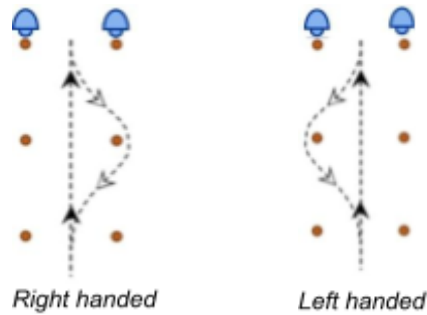
A score of 5 or less will be given for:

- Moving/shifting during halt
- Bumping the obstacle

A score of (zero) 0 will be given for:

- Knocking the obstacle over
- The horse stepping over the posts/fences
- Failing to ring the bell
- Obstacle performed at wrong gait

## Reinback Cup



### Construction

Two lines of posts, spaced 1.5 metres apart. Each line will have three posts spaced at least 2.5 metres apart.

A cup is placed upside down on each post at the destination end of the line.

### Performance

At Preliminary and Novice the obstacle is performed at trot, with rein back straight between the posts.

At Elementary and Medium the obstacle is performed at the canter, with rein back slalom around the middle post on the side from which they took the cup.

GAIT REQUIRED	Intro	Prep	Prelim	Nov	Elem	Med
Gait Between Obstacles	N/A	N/A	C	C	C	C
Entry to Rein-back Poles	N/A	N/A	T	T	C	C

This obstacle is not used at Introductory or Preparatory levels.

The horse and rider will enter, halt, pick up the cup, then rein back, halt and place the cup on the designated post.

If the cup has not been replaced after the previous competitor, the current rider will stop and signal to the steward and wait while it is replaced, and then continue with no penalty.

If the cup falls, riders will not dismount. At these levels, the rider will score a (zero) 0 (EOH) or a penalty will apply (Speed) and will be asked to move onto the next obstacle.

## Judging Directives

The judge will consider rhythm, straightness, balance and confidence in approach, halt and reinback. The halt should stay immobile.

A score of 7 or less will be given for:

- Incorrect rein back

A score of 5 or less will be given for:

- Failure to remain immobile in halt
- Bumping the obstacle

A score of 0 will be given for:

- Knocking the obstacle over
- Failure to place the cup on the designated post
- Dropping the cup
- At Elementary and above, failure to go around the middle post
- Obstacle performed at wrong gait

## Gate



### Construction

The gate may be solid or made of rope. A solid gate should swing on hinges and have a latch that can be easily worked from horseback with one hand. A rope gate should have a loop on each end (to be accessible for both left and right handed riders). The slack in the rope gate should not be excessive, and the loop should be prevented from falling down the post.

The gate is to be constructed such that the top of the gate and adjacent sides are a minimum of 1.3 metres above the ground and with minimum of 2 metres between gate poles.

The gate opens either to the left or right, in conformity to the layout of the course.

### Performance

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

At Introductory level, the gate will not be opened, but the obstacle will be performed in the following way: Approach straight to the hinge end (B) and turn to halt parallel to the gate at (A), touch the latch, then walk around the gate, once again approach straight to halt parallel and touch at the latch end.

At Preparatory, there are three options:

1. Gate open.
2. The rope may be opened only and hung up at the latch end.
3. The gate is completed fully.

The rider must indicate to the steward/judge which set-up is required.

Preliminary and above may have the rope or solid gate.

The combination will approach the gate perpendicularly, and then turn/move laterally to line up parallel to the gate at the latch end, halt and lift up the latch of the gate.

Then open the gate and walk through, rein back parallel, to halt at the gate post.

### Reverse Gate (Novice and above)

The horse will approach the gate perpendicularly, and then turn/move laterally to line up parallel to the gate at the latch end, and halt.

The rider will lift up the latch of the gate, open the gate and back through, then forward parallel, to halt at the gate post.

This obstacle may be performed in both directions as separate obstacles.

If the gate has not been closed after the previous competitor, the current rider will stop and signal to the steward and wait while it is replaced, and then continue with no penalty.

### Speed Phase

The Gate in the Speed phase will be a rope between two posts. The rope gate will conform to the dimensions outlined in the EOH description of the obstacle, and halts are not required. There will be no solid gate in the speed round.

### Judging Directives

The judge will consider rhythm, straightness, balance and confidence. The halt should stay immobile, but the movements are fluid.

A score of 7 or less will be given for:

- Incorrect rein back
- Lack of continuity

A score of 5 or less will be given for:

- Moving/shifting during halt

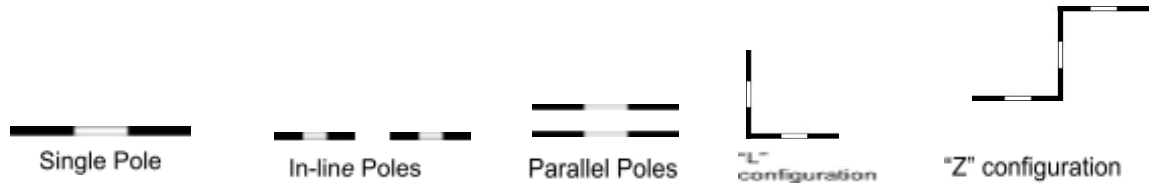
- Horse bumping the obstacle
- Moving hindquarters away in the reinback
- Loss of control of the gate
- Insecurity of the horse
- Having the rope and reins in the same hand

A score of (zero) 0 will be given for:

- Knocking the obstacle over
- Failing to close the obstacle (at Preliminary and above)

At speed, halts are not required.

## Side-pass Pole(s)



### Construction

One or more poles about 2.7 metres in length with a diameter of about 10 cm, supported 5-10 cm above the ground. In Introductory a half round pole is placed on the ground, in Preparatory and above it may be a half round or raised pole.

Poles may be arranged in the following configurations:

Single pole; In-line poles; Two parallel poles separated by at least 3 metres; Two poles in an "L" configuration; Three poles in a "Z" configuration.

The configurations at each level are:

LEVEL	POLE CONFIGURATION
Introductory and Preparatory	Single pole (halt over pole)
Preliminary	Single (sidepass)
Novice	Single, In-line, parallel or "L" configuration
Elementary & Medium	Any configuration

### Performance

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

The horse will transition to the walk prior to the transitional markers indicating the entrance to the obstacle.

At Introductory and Preparatory level the horse walks to the centre of the pole, stands over the pole for 5 seconds and then exits forward.

At Preliminary and above, the horse will perform lateral movement along the length of the obstacle with the pole between the horse's front and hind legs.

The course map should indicate which direction (right or left) the horse passes over the pole. When in a parallel configuration, the horse will pass over first in one direction (left or right) and the second in the opposite direction.

The legs should cross in the lateral movement and the pole(s) should remain between the horse's front and hind legs throughout the obstacle.

Riders will not dismount if the pole is knocked over. The rider will score a (zero) 0 (EOH) or a penalty will apply (Speed) and will be asked to move onto the next obstacle.

## Speed Phase

At Preparatory, no halt is required over the pole.

## Judging Directives

The judge will consider rhythm, straightness, balance and confidence, as well as consider the fluidity and continuity of the action, and the horse's calmness throughout.

At Introductory and Preparatory the halt should be balanced and stay immobile.

A score of 7 or less will be given for:

- Hesitation on approach or departure

A score of 5 or less will be given for:

- Failure to remain immobile in halt
- Bumping the obstacle

A score of (zero) 0 will be given for:

- Knocking the obstacle over
- Not halting over the pole
- Backing off the pole



For Preliminary and above:

The combination must side step the entire pole(s) to fully execute the obstacle.

At Novice and above, a bend in the direction of travel (half pass-like movement) will be rewarded more marks when performed correctly.

A score of 7 or less will be given for:

- Hesitation on approach or departure
- Lack of crossing of the horse's legs in the lateral movement

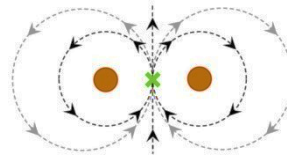
A score of 5 or less will be given for:

- Halting before, during or after the pole
- Touching the obstacle

A score of (zero) 0 will be given for:

- Knocking the obstacle over
- Stepping off the sidepass pole in a forwards or backwards direction with more than one leg
- Two or more steps sideways over the obstacle with three legs on one side

## Two Barrels



### Construction

Two barrels or similar equipment spaced 4 metres apart.

### Performance

At Introductory and Preparatory levels, the obstacle may be performed at the walk or trot. The judge will consider the additional difficulty of the trot when awarding marks.

At Preliminary the obstacle must be performed at trot.

At Novice the obstacle must be performed at canter, with a change of lead through walk or trot.

At Elementary the obstacle must be performed at the canter with walk-through transitions.

At Medium the obstacle must be performed at the canter with a flying change.

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

The horse and rider will perform a circle around the first barrel as per course directives. If there are no course directives then it is the rider's choice.

Upon completing the circle, halfway between the barrels the horse will change bend and begin a circle of the same diameter around the second barrel.

When the second barrel has been completed, the horse will pass between the barrels to exit the obstacle.

The rider may decide the size of the circles which should be determined by the training level of the horse, and these should be the same size on each side.

Riders will not dismount if a barrel is knocked over. The rider will score a (zero) 0 (EOH) or a penalty will apply (Speed) and they will be asked to move onto the next obstacle.

## Judging Directives

The judge will consider rhythm, bend, balance and symmetry of the circles and straightness of the approach, change of direction, and departure.

The change of direction should be balanced and over the halfway point between the barrels.

A score of 7 or less will be given, dependant on how many steps are incorrect in the obstacle, for:

- Circles of different sizes
- Incorrect bend on either circle
- Change of direction late

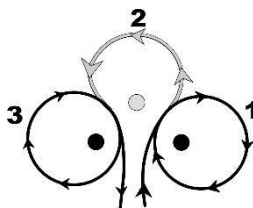
A score of 5 or less will be given for:

- Breaking gait
- Incorrect bend on both circles
- Touching the obstacle
- Unbalanced/rushed/incomplete change of direction

A score of (zero) 0 will be given for:

- Knocking the obstacle over
- Failure to complete the obstacle
- Obstacle performed at wrong gait

## Three Barrels (Clover Leaf)



### Construction

Three barrels or similar equipment arranged in the shape of an equilateral triangle with centre to centre spacing of 4m apart.

### Performance

At Introductory and Preparatory levels, the obstacle may be performed at the walk or trot. The judge will consider the additional difficulty of the trot when awarding marks.

At Preliminary the obstacle must be performed at trot.

At Novice the obstacle must be performed at canter, with a change of lead through walk or trot.

At Elementary the obstacle must be performed at the canter with walk-through transitions.

At Medium the obstacle must be performed at the canter with a flying change.

	Intro	Prep	Prelim	Nov	Elem	Med
Gait Between Obstacles	W/T	T	C	C	C	C
3 Barrels	W/T	W/T	T	C	C	C

The barrels will be circled as per course directives and in the order in relation to the entry of the obstacle: If the barrel to the right is first, the barrel across from the entry will be second, and the barrel to the left of the entry will be third.

If the barrel to the left is first, the barrel across from the entry will be second, and the barrel to the right of the entry will be third.

The horse and rider enter between the barrels, and they will perform a full circle around the first barrel after the entry, then the horse will change direction and perform a  $\frac{3}{4}$  circle around the second barrel, then the horse will change direction and ride a full circle around the third and final barrel, exiting through the entry point.

The rider may decide the size of the circles which should be determined by the training level of the horse, and these should be the same size around each barrel.

Riders will not dismount if a barrel is knocked over. The rider will score a (zero) 0 (EOH) or a penalty will apply (Speed) and they will be asked to move onto the next obstacle.

## Judging Directives

The judge will consider rhythm, bend, balance and symmetry of the circles and straightness of the approach, change of direction, and departure.

The changes of direction should be balanced and over the halfway point between the barrels.

A score of 7 or less will be given dependant on how many steps are incorrect in the obstacle, for:

- Circles of different sizes
- Incorrect bend on any circle
- Change of direction late

A score of 5 or less will be given for:

- Breaking gait
- Incorrect bend on more than one circle
- Touching the obstacle
- Unbalanced/rushed/incomplete changes of direction

A score of (zero) 0 will be given for:

- Knocking the obstacle over
- Failure to complete the obstacle
- Obstacle performed at wrong gait

## Single Slalom



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

### Construction

Five or seven vertical posts or markers, spaced in a straight line 7-10m (equally) apart.

A transition marker indicating the entry and exit of the obstacle will be placed on the appropriate side of the first and last post/marker.

### Performance

At Introductory level, the obstacle may be performed at walk or trot.

At Preparatory, Preliminary and Novice the obstacle must be performed at trot.

At Elementary the obstacle must be performed at the canter with simple changes (through walk).

At Medium the obstacle must be performed at the canter with flying changes.

GAIT REQUIRED	Intro	Prep	Prelim	Nov	Elem	Med
Gait Between Obstacles	W/T	W/T	C	C	C	C
Single Slalom	W/T	T	T	T	C	C

The Single Slalom is to be ridden as a series of shallow loops.

Each change of direction should be executed halfway between the posts. The horse's lead should be in conformity with the bend when performed in the canter.

Riders will not dismount if a post is knocked over. The rider will score a (zero) 0 (EOH) or a penalty will apply (Speed) and they will be asked to move onto the next obstacle.

### Speed Phase

In the speed phase, no lead changes are required.

## Judging Directives

The judge will consider rhythm, bend, balance and symmetry of the loops and smoothness, precision and correctness of each change of direction.

A score of 7 or less will be given for:

- Loops of different sizes
- Incorrect bend on any loop
- Change of direction late

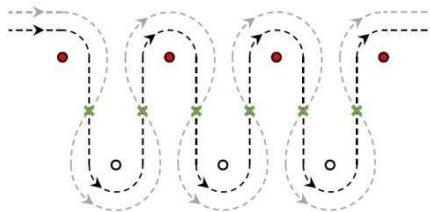
A score of 5 or less will be given for:

- Breaking gait
- Incorrect bend on more than one loop
- Touching the posts/markers
- Unbalanced/rushed/incomplete changes of direction

A score of (zero) 0 will be given for:

- Knocking the obstacle over
- Failure to complete the obstacle
- Obstacle performed at wrong gait
- Any loop at canter completed on the wrong lead

## Double Slalom



### Construction:

Five (Preparatory) or seven (Preliminary and above) vertical posts or markers, arranged in two parallel lines 7-10 metres (equally) apart. The lines will be staggered equally so that the first even-numbered post is set opposite the midpoint between the first and second odd-numbered posts.

A transition marker indicating the entry and exit of the obstacle will be placed on the appropriate side of the first and last post/marker.

### Performance

At Preparatory the obstacle may be performed at walk or trot.

At Preliminary and Novice the obstacle must be performed at trot.

At Elementary the obstacle must be performed at the canter with simple changes through walk.

At Medium the obstacle is performed at the canter with flying changes.

GAIT REQUIRED	Intro	Prep	Prelim	Nov	Elem	Med
Gait Between Obstacles	N/A	W/T	C	C	C	C
Double Slalom	N/A	W/T	T	T	C	C

The horse will perform loops or half circles of consistent sizes around each post.

Each change of direction should be done halfway between the two lines of posts. The horse's lead and bend should conform with the direction of the turn.

Riders will not dismount if a post is knocked over. The rider will score a (zero) 0 (EOH) or a penalty will apply (Speed) and they will be asked to move onto the next obstacle.



## Speed Phase

In the speed phase, no lead changes are required.

## Judging Directives

The judge will consider rhythm, bend, balance and symmetry of the loops or half-circles, and smoothness, precision and correctness of each change of direction.

A score of 7 or less will be given for:

- Loops of different sizes
- Incorrect bend on any loop
- Change of direction late

A score of 5 or less will be given for:

- Breaking prescribed gait
- Incorrect bend on more than one loop
- Touching the posts/markers
- Unbalanced/rushed/incomplete changes of direction

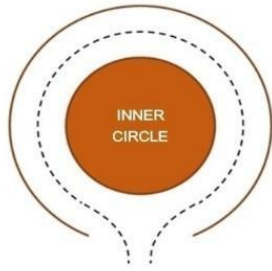
A score of (zero) 0 will be given for:

- Knocking the obstacle over
- Failure to complete the obstacle
- Obstacle performed at wrong gait
- Any loop at canter completed on the wrong lead

A balanced loop of smaller size will be awarded a higher mark than a large one.

“Teardrop” shaped loops are allowed up until Medium level. At Medium level a serpentine is expected and loops will score no more than a 5.

## Stockyard



### Construction

This obstacle consists of a circular inner yard containing farm or animal-like objects, surrounded by a circular outer yard with an opening to allow entry and exit.

The outer yard should be a minimum of 8 metres diameter with an entry/exit opening of 2 metres, and the inner yard should have a minimum diameter of 3 metres.

The actual track to ride should be a minimum of 1.5 metres in width.

The use of live animals in the inner yard is prohibited.

### Performance

At Introductory level the obstacle must be performed at walk.

At Preparatory and Preliminary the obstacle must be performed at walk or trot.

At Novice and above the obstacle must be performed at a walk or canter.

At Elementary, the change of direction will be performed as a walk pirouette.

At Medium, if cantering the change of direction, a half canter pirouette will be performed with a flying change before or after.

GAIT REQUIRED	Intro	Prep	Prelim	Nov	Elem	Med
Gait Between Obstacles	W/ T	W/T	C	C	C	C
Stockyard	W	W/T	W/T	W/C	W/C	W/C

Competitors will make one circuit of the obstacle (first circle direction as per course directives), then exit the obstacle, change direction, and return to the obstacle to repeat the circuit in the opposite direction.

When changing direction, the horse and rider may execute a teardrop (10 metres in diameter or less), turn on the haunches, or half-pirouette.

Riders will not dismount if any part of the Stockyard is knocked over. The rider will score a (zero) 0 (EOH) or a penalty will apply (Speed) and they will be asked to move onto the next obstacle.

## Speed Phase

In the Speed phase, the Stockyard is only to be performed in one direction, the direction of which will be marked on the course plan or will be at the discretion of the rider.

## Judging Directives

The judge will consider rhythm, purpose, bend and balance of the circles, confidence of the horse and precision and correctness of the change of direction. A higher degree of difficulty shown in the change of direction (if performed well) will mark higher.

A score of 7 or less will be given for:

- Incorrect bend in one direction
- Unbalanced or unclear change of direction

A score of 5 or less will be given for:

- Breaking gait within the Stockpen
- Incorrect bend in both directions
- Touching any part of the obstacle
- Unbalanced/rushed/incomplete changes of direction

A score of (zero) 0 will be given for:

- Knocking the obstacle over
- Failure to complete the obstacle in both directions
- Obstacle performed at wrong gait
- Any part of the obstacle performed at canter on the wrong lead

## Jump



### Construction

A cross rail, vertical or solid filling (preferred) with a wing on each side.

If the jump is used twice there must be at least 2 obstacles in between each jump.

Level	Intro	Prep	Prelim	Nov	Elem	Med
<b>Max. Jump Height</b>	Ground Pole	20 cm	20 cm	30 cm	40cm	50cm

### Performance

At Introductory level the obstacle is performed at walk or trot.

At Preparatory the obstacle is performed at trot.

At Preliminary the obstacle is performed at trot or canter.

At Novice and above the obstacle must be performed at canter

GAIT REQUIRED	Intro	Prep	Prelim	Nov	Elem	Med
Gait Between Obstacles	W/T	W/T	C	C	C	C
Jump	W/T	T	T/C	C	C	C

At Introductory level this obstacle will be a pole on the ground.

If the jump has not been reset after being knocked by the previous competitor, the current rider will stop and signal to the steward and wait while it is replaced, and then continue with no penalty.

Riders will not dismount if any part of the jump is knocked over. The rider will score a (zero) 0 (EOH) or a penalty will apply (Speed) and they will be asked to move onto the next obstacle.

## Speed Phase

In Preliminary, the Jump obstacle may be done at trot or canter.

## Judging Directives

The judge will consider the horse's rhythm, purpose, balance, confidence, straightness and technique, and the riders subtlety of the aids, position.

A score of 7 or less will be given for:

- Obstacle not performed straight
- Loss of rhythm

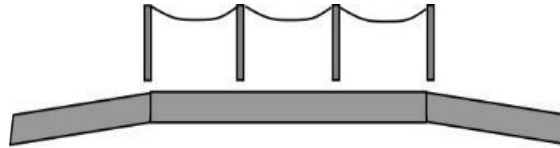
A score of 5 or less will be given for:

- Breaking gait
- Hesitation
- Touching any part of the obstacle
- Unbalanced or rushed performance

A score of (zero) 0 will be given for:

- Knocking any part of the obstacle over
- Refusal/ stopping
- Obstacle performed at wrong gait

## Bridge



### Construction

The bridge should be made of wood and be of solid construction.

Minimum width: 1.2 metres (preferably 1.5 metres), minimum length: 4 metres.

The bridge will rise from flush or near flush with the ground on either end to a minimum height at centre of 20 cm, with a 1 metre slope on either end.

The Bridge must have transition markers.

Rails or other barriers if used, will be affixed to or positioned next to both sides of the bridge. The rails or barriers will be a minimum of 90 cm and a maximum of 1.2 metres in height without projections or gaps less than 30 cm and must be constructed such that they can be quickly and easily removed without the use of tools.

The surface of the bridge must not be slippery.

### Performance

GAIT REQUIRED	Intro	Prep	Prelim	Nov	Elem	Med
Gait Between Obstacles	W/T	W/T	C	C	C	C
Bridge	W	W	W	W	W	W

In the EOH phase and the Speed phase the horse and rider must walk the bridge.

This obstacle may be performed in both directions as separate obstacles on a course, as long as there are at least two obstacles between both instances.

Riders will not dismount if any part of the bridge obstacle is knocked over. The rider will score a (zero) 0 (EOH) or a penalty will apply (Speed) and they will be asked to move onto the next obstacle.

## Judging Directives

The judge will consider rhythm, straightness, balance and confidence of the combination. The horse may stretch down their neck on approach and exit of this obstacle.

A score of 7 or less will be given for:

- Obstacle not performed straight
- Loss of rhythm

A score of 5 or less will be given for:

- Breaking gait
- Hesitation
- Tripping on the obstacle
- Touching the sides of the obstacle (if present)
- Unbalanced or rushed performance

A score of (zero) 0 will be given for:

- Stepping off the side of the bridge
- Knocking any part of the obstacle over
- Refusal/ stopping
- Obstacle performed at wrong gait

## Bank

### Construction

The approach to the drop off may either be flat or an inclined ramp rising to about 30-60 cm. If an inclined ramp is used, the top of the ramp will be a level plateau and a minimum of 3 metres long in the direction of travel.

### Performance

This obstacle is not used at Introductory or Preparatory level.

At Preliminary or Novice the obstacle may be performed at walk, trot or canter.

At Elementary the obstacle must be performed at the walk or canter.

At Medium level the obstacle must be performed at the canter.

GAIT REQUIRED	Intro	Prep	Prelim	Nov	Elem	Med
Gait Between Obstacles	N/A	N/A	C	C	C	C
Bank	N/A	N/A	W/T/C	W/T/C	W/C	C

The horse will proceed through the obstacle at the prescribed gait and jump directly from the plateau to the ground in a fluid movement.

The obstacle may also be used in reverse so that the horse jumps up.

Riders will not dismount if any part of the bank obstacle is knocked over. The rider will score a (zero) 0 (EOH) or a penalty will apply (Speed) and they will be asked to move onto the next obstacle.

### Judging Directives

The judge will consider rhythm, straightness, balance and confidence of the combination. The horse may stretch down their neck on approach to this obstacle.

A score of 7 or less will be given for:

- Obstacle not performed straight
- Loss of rhythm



A score of 5 or less will be given for:

- Breaking gait
- Hesitation
- Tripping on the obstacle
- Leaping off the bank
- Unbalanced or rushed performance

A score of (zero) 0 will be given for:

- Stepping off the side
- Refusal/stopping/stepping back
- Obstacle performed at wrong gait

## Water Obstacle

### Construction

Width of the water should be a minimum of 1.5 metres and length to be ridden should be a minimum of 3 metres.

The water will have a maximum depth of 45 cm. The footing within the water should be safe for horses to travel through. The water obstacle must have transition markers.

### Performance

This obstacle is not used for Introductory or Preparatory levels.

At Preliminary the obstacle may be performed at walk, trot.

At Novice the obstacle may be performed at walk, trot or canter.

At Elementary the obstacle must be performed at the walk or canter.

At Medium level the obstacle must be performed at the canter.

GAIT REQUIRED	Intro	Prep	Prelim	Nov	Elem	Med
Gait Between Obstacles	N/A	N/A	C	C	C	C
Riding through a Water-filled Ditch	N/A	N/A	W/T	W/T/C	W/C	C

Riders will not dismount if any part of the water obstacle is knocked over. The rider will score a (zero) 0 (EOH) or a penalty will apply (Speed) and they will be asked to move onto the next obstacle.

### Judging Directives

The judge will consider rhythm, straightness, balance and confidence of the combination. The horse may stretch down their neck on approach and exit of this obstacle.

A score of 7 or less will be given for:

- Obstacle not performed straight
- Loss of rhythm

A score of 5 or less will be given for:

- Breaking gait
- Hesitation
- Unbalanced or rushed performance

A score of 0 will be given for:

- Leaping over the obstacle
- Refusal/ stopping/stepping backwards
- Obstacle performed at wrong gait.

## General Competition Rules

At WENZ affiliated competitions it is required that all judges (Flatwork, Ease of Handling and Speed) are approved by WENZ.

Organisers, Officials, Gear Checkers, Writers and Volunteers must be briefed on the WENZ rules.

Clubs should notify WENZ of competition dates.

Course maps must be submitted and approved by the Head Judge no less than 7 days prior to the competition. Results should be sent to WENZ within 5 days of the competition for the purpose of Annual Points calculation.

It is preferable for all Competition Officials, Writers, Gear Stewards and on course volunteers should be briefed and have access to the current rulebook.

## Competition Secretary or Show Manager

The Competition Secretary is responsible for the management of the Working Equitation competition. They must abide by WENZ rules.

The Competition Secretary ensures that all necessary competition personnel are in place and properly trained, and ensures all phases are properly prepared and managed.

The Competition Secretary has the responsibility to ensure good technical, sporting, and humane conditions, required for the smooth performance of the competition.

The Competition Secretary must notify the Head Judge of any irregularity or failure to comply with the Rules and any serious incidents that occur during the competition.

## Judges

There may be a separate judge for each phase.

A collection of judges is referred to as a jury. One judge will be identified as Head Judge and will act as the chairperson of the jury. The remaining jury members are referred to as jury officers.

When more than one judge officiates in a competition phase, the scores are averaged to determine the official score for the phase.

WENZ may accept suitably qualified judges from International Working Equitation organisations to judge at individual competitions.

All judges are entitled to respect from competitors, organisers, volunteers etc.

## Placement Of Judges

In the Flatwork Phase the Head Judge is positioned at C and the other jury officers based on seniority: H, M, E and B.

In the Ease of Handling Phase and Speed Phase, the judge/s must be positioned so as to have all obstacles visible and be clear of the path of travel. The judge/s may move about the course at their discretion, though they should maintain similar positions for judging each competitor within the same class.

## Conflicts Of Interest Of Judges

Individuals who should not compete under a judge include:

- A horse owned or leased by the judge.
- No person with whom the judge has a close personal relationship.
- No employer or employee of a judge.
- At National level competitors may not get any instruction within 30 days prior to a competition from the presiding judge. This includes clinics or assistance in group activities as well as private instruction.

A judge must notify the show committee of any conflict(s) of interest that may arise.

Exception: The Conflict of Interest rules will not apply if the rider applies to ride Hors Concours (HC).

## Duties Of Judges

The judges' decisions are final and may only be questioned by way of official protest or inquiry.

The Ease of Handling judge must conduct a safety assessment of obstacles prior to the rider course walk.

The Judge or Course Designer will conduct an official course walk prior to the commencement of the phase.

## Welfare

All judges have a responsibility for the welfare of the horse. To ensure that horses appear to be well cared for and free from obvious injury. To address any welfare issues that arise from age, or conditioning/strength of horse or rider/horse weight ratio or horses performing above their level of training and balance or inappropriate tack for level of horse.

## Gear and Welfare Steward

A Gear Steward is required at all competitions and should have access to a current rulebook.

## Duties And Obligations Of Gear Steward

To inspect the tack and attire in accordance with the definitions set out in these rules, prior to entering the competition arena. Competitors with inappropriate tack/attire may be permitted to adjust their tack/attire before the start of the phase provided it does not interfere with their ride time.

To control the number of competitors in warm-up areas.

To ascertain the existence of any blood, recent wounds, lameness or welfare issues at any time while on the grounds.

The Gear and Welfare Steward must notify the Head Judge or Show Manager of any irregularity or failure to comply with the rules and may only inform the competitor of the decision after the Head Judge or Show Manager has made a ruling.

### Welfare

All stewards have a responsibility for the welfare of the horse. To ensure that horses appear to be well cared for and free from obvious injury. To address any welfare issues that arise from age, or conditioning/strength of horse, or rider/horse weight ratio, or horses performing above their level of training and balance, or inappropriate tack for level of horse.

## Course Designer

The Course Designer designs the course for the Ease of Handling and Speed Phases.

The Course Designer will coordinate with the organising committee regarding the available obstacles, the dimensions and demarcation of the course area, and any other constraints or requirements that might be present.

The Course must be submitted and approved by the Ease of Handling judge at least 7 days prior to the event, before sending out to competitors.

The Course Designer and/or the Head Judge will conduct the Course Walk for these phases.

## Emergency Medical Personnel

At least one First Aid officer with current certification must be present at competitions. It is preferable that the First Aid officer does not compete while on duty.

# Rights and Responsibilities of Riders

## Rights

A rider may enter more than one horse at the discretion of the competition organisers.

A rider must declare their intention to ride either Hors Concours or left handed when entering the competition. These may be marked on the draw.

Riders are entitled to have the Flatwork and Ease of Handling scoresheets at the end of each phase, provided that the results have been posted.

A rider may have a coach and/or groom with them in the warm-up area and course walk. These support personnel may not, under any circumstances, speak to the judges or officers during the performance of the phases.

## Responsibilities

Riders must comply with the rules and accept all of the decisions of the Jury, Gear Steward, Officials, and WENZ.

A rider must present a letter from a doctor to be given exemptions e.g. specialist equipment or support.

Riders under the age of 16 years must be represented by an adult.

It is the rider's responsibility to check the EOH course before saluting the judge, to make sure that all obstacles are set up correctly for them.

Riders may not contact judges personally without first asking permission from the Show Manager. Any queries, grievances or complaints are to be raised with the Show Manager.

Unless otherwise noted, ride times are tentative. It is the rider's responsibility to know their draw and monitor progress of the phase to ensure they are ready and at the gate when called.

## Entry Order

The Competition Secretary is responsible for posting the Entry Order.

The Show committee should endeavour to provide as much time as is feasible for riders with multiple horses.

The draw of the Flatwork phase may be used for the Ease of Handling phase. The draw should be posted for public display at least 24 hours before the phase begins. Draw and course maps of the Ease of Handling and Speed phases should be sent to competitors prior to the competition.

# Inquiries and Protests

## INQUIRIES

An inquiry must be lodged by or on behalf of a competitor about any perceived irregularity or error in scoring during the course of the competition, before presentation of awards.

## PROTESTS:

A Protests Committee will be designated for all competitions. The Protests Committee will consist of the Head Judge, jury and the Show Manager.

The protest must be lodged in writing, signed, and accompanied by a fee of \$50, which will be refunded if protest (or subsequent appeal) is upheld.

The protest is to be delivered to the Show Manager.

Protests must be filed within the following time limits:

- i. Concerning the eligibility of a horse or a competitor, not later than 30 minutes before the start of the relevant competition.
- ii. Concerning the condition of the Flatwork arena, not later than 30 minutes before the start of the relevant competition.
- iii. Concerning an obstacle, the length of the course, the condition of the course, etc., for the Ease of Handling or Speed phase, not later than 30 minutes before the relevant phase.
- iv. Concerning irregularities or incidents during the competition, or scoring, as soon as possible, and not later than 30 minutes after the publishing of the results of the relevant test.

The Protests Committee must issue a ruling on the protest within one hour of the appeal being submitted.

If the protest is upheld, the Protests Committee will post a statement to that effect and correct the posting of any course, scores and/or results affected by the ruling. The \$50 deposit will be refunded to the appellant.

If the Protests Committee upholds part of the protest but denies other portions, the protest will be considered upheld to the extent stated in the ruling. The \$50 deposit will be refunded to the appellant.

If the protest is denied, the appellant will forfeit the \$50 deposit.

Appellants are entitled to a ruling on their protest.



## Scoring

The scale of marks for both Flatwork and Ease of Handling as follows

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

Half marks are acceptable, and all flatwork and EOH scores are expressed as a final score and percentage. See example score sheets in the Organisers handbook.

## Speed scoring

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

## Scoring for overall placings

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

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

1st place =  $N + 1$

2nd place =  $N - 1$

3rd place =  $N - 2$

4th place =  $N - 3$  etc.

$N$  = 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 phases for the class. Riders who have successfully completed fewer phases cannot place above riders who have successfully completed more phases.

Competitors who have withdrawn or been disqualified in any of the phases or eliminated from the competition are not awarded any points for that phase, however they are included in the number of competitors when computing the phase points. Competitors who withdraw or are disqualified from a phase may participate in the other phases and earn competition points in those phases. Competitors eliminated may not continue in other phases.

Competitors are awarded overall prizes per show, but CEGs may choose to also provide placings for each phase.

## Handling Ties

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 Flatwork Phase, 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 Phase, the rider who incurred a (zero) 0 will be placed lower than the rider who did not. If both have (zeros) 0's, the rider with more (zeros) 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 Phase, 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 phase (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 Flatwork 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.
- f. 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.

## Amendments to Score Sheets

All amendments made by a judge on their score sheet must be properly initialled by the issuing judge. If this is not done, the secretary will not enter the score in doubt until it has been validated by the issuing judge.

In the event of the non-award of a mark for a movement or exercise, the secretary will send the score sheet back to the Head Judge for the score sheet to be completed and all marks indicated.

Judges must be unanimous when awarding a (zero) 0 point score or course error. If this is not the case, the secretary will not enter the referred score and will inform the Head Judge, who will call a judges' meeting to clarify the situation or determine the validity of the (zero) 0 score at the Head Judge's discretion.

## Prizes

WENZ Inc. encourages ribbons for placings down to 6<sup>th</sup> place (if there are sufficient entrants), and Championship awards for every level.

Prizes should be awarded (if there are sufficient entrants), for the top three overall places for every class at affiliated club competitions.

## Disqualifications and Eliminations

Whenever the words "disqualify", "disqualified", or "disqualification" are used in these rules, they refer to disqualification from a phase only. Entries disqualified from a phase are still eligible for awards.

Whenever the words "eliminate", "eliminated", or "elimination" are used in these rules, they refer to elimination from the entire competition. Entries eliminated from a competition are not eligible for any points or awards.

## Blood/Lameness

If a Steward or Official sights any blood on a horse they will inform the Head Judge or Show Manager, who will inspect the horse. The rider may be eliminated if it is deemed detrimental to the horse's welfare to continue.

If a judge sights blood anywhere on the horse during any phase they will ring the bell to stop the horse and check for injury. If there is blood caused by bite, tack, spurs, or whip, the rider will be eliminated. If the bleeding has been caused by other means the judge may still eliminate the rider if it is deemed detrimental to the horse's welfare to continue.

If a steward or official suspects a horse is showing signs of lameness they will inform the Head Judge or Show Manager, who will inspect the horse. The rider may be eliminated if it is deemed detrimental to the horse's welfare to continue.

If a judge suspects a horse is showing signs of lameness during any phase they will ring the bell to stop the horse to check for injury. The rider may be eliminated if it is deemed detrimental to the horse's welfare to continue.

There is no option for appeal in the case of elimination for either blood or lameness.

## General Disqualifications for any phase

Taking more than 60 seconds to start the phase after the bell has been rung.

Entering the competition arena with prohibited equipment.

Fall of rider or horse.

Abusing the Welfare of the horse in any way shape or form.

\*\*\*\*\* END OF DOCUMENT\*\*\*\*\*

