



Rulebook

Working Equitation Holland

Introduction

This rulebook contains an overview of all rules relevant for riders who want to participate in the working equitation competitions that will be organized in 2020 under the flag of Working Equitation Holland.

This rulebook is effective as of 1 April 2020. Any changes in the rulebook will be reported on the website of WEH. On that website you can always find the current version of the rulebook.

Working Equitation is a multifaceted discipline within the equestrian sports, aimed at maintaining the traditions and culture that originate from fieldwork with horses. Working Equitation was first practised in Southern Europe to maintain the traditions of working with cattle in Portugal, France, Italy, Spain, and other countries. Nowadays, working equitation competitions are held all over the world and the WAVE (World Association for Working Equitation) acts as an international umbrella organisation.

In the Netherlands WEH is the only association affiliated with the WAVE.

Animal welfare is high on the agenda in working equitation. The basic principle of WEH is that the sport must be fair, safe, respectful, and fun for humans, horses, and cattle. This rulebook therefore contains explicit clauses to guarantee animal welfare.

Besides the WAVE, the FITE is an international umbrella organisation for the more traditional working equitation. In the Netherlands, the 'TREC-club Nederland' organises FITE competitions, you can recognize them by the name TWE: traditional working equitation. If you want to ride both WAVE (WEH) and FITE (TWE) competitions, make sure you are well prepared and start the competition with the right test in your head!

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Chapter 1. Competition related matters

1.1 Competitions

A working equitation competition is made up of four phases: a dressage test, an ease of handling test, a speed trail and a cattle test. From 2020, the cattle test will be held and classified separately in each competition.

The combination that has collected the most points after dressage, ease of handling and speed trail AND has finished all phases of the competition is the winner of the WE-competition. In the final result combinations that are eliminated in one or more of the phases of the competition (regardless of the number of points collected) will always be placed after the combinations that have completed all phases of the competition. More information about how the final results are calculated can be found in section 2.4.

The team that sets the fastest time is the winner of the cattle test.

1.2 Levels

There are five levels at WEH-competitions:

Introduction class: introduction level (dressage, ease of handling)

WE1: novice level (dressage, ease of handling)

WE2: intermediate level (dressage, ease of handling, speed trail, cattle test)

WE3: advanced level (dressage, ease of handling, speed trail, cattle test)

WE4: master level (dressage, ease of handling, speed trail, cattle test)

In addition, in each level it is possible to start in the junior class if at least three junior riders (under 18 years) compete at the same level.

Competitors can decide at which level they want to compete at a WEH-competition. If, after judging the dressage test, the judge is of the opinion that the ease of handling should be ridden at a different level, they will confer with the competitor about that.

Note: we express that the Introduction class is not meant to be the first time to ride WE obstacles! You should get acquainted with WE obstacles during a clinic or at home, in a calm manner. In the Introduction class you can then gain experience with riding competitions.

In the Introduction class it is allowed to have the test read out. In all other levels the dressage tests must be ridden from memory; it is not allowed to have the test read out! The dressage test, ease of handling and speed trail are ridden to music, every rider brings his own music. For each competition it will be indicated how the music should be submitted (CD/USB, etc.).

Speed trail is ridden from level WE2.

The cattle test is optional from level WE2; only combinations that have a cattle certificate can compete in the cattle test. Paragraph 6.1 states how to obtain a cattle certificate.

Applies to all classes:

**Wearing an approved safety helmet is mandatory for all participants.
Incompetent use and/or abuse of the bit, spurs or whip will lead to elimination or disqualification, at the discretion of the judge(s).**

Introduction class:

Characteristics:

- 1) For horses that are at least 4 years old on January 1st of the year in question.
- 2) For combinations that want to learn to ride WE competitions.
- 3) A competition at Introduction class level consists of two phases: dressage and ease of handling.
- 4) Permitted bridles:
 - mullen mouth, jointed or double-jointed snaffle; bits with a port, shanks, curb chain or lever action are not allowed;
 - the thickness of the mouthpiece is at least 10 mm;
 - bitless bridles;
 - nosebands or cavesons that have a metal core are not allowed (rings on the noseband/caveson are allowed);
 - the distance between the closed noseband and the bridge of the nose must be at least 2 centimetres;
 - abuse or improper use of the bridle will lead to elimination.
- 5) Competitors at Introduction class level ride with the reins in two hands.
- 6) The Introduction class dressage tests are ridden using the arena letters.
- 7) The dressage test can be read out to the rider.
- 8) Rising and sitting trot are both allowed during the dressage test and the ease of handling.
- 9) In the ease of handling the mandatory gait between the obstacles is trot, canter is not allowed.
- 10) In the Introduction class, riders may use a whip OR blunt spurs.
- 11) In the Introduction class, wearing an approved safety helmet is mandatory for all riders.

WE1: Novice level

Characteristics:

- 1) For horses that are at least 5 years old on January 1st of the year in question.
- 2) For combinations that consider themselves to be novices.
- 3) A competition at WE1 level consists of two phases: dressage and ease of handling.
- 4) Permitted bridles:
 - mullen mouth, jointed or double-jointed snaffle; bits with a port, shanks, curb chain or lever action are not allowed;
 - the thickness of the mouthpiece is at least 10 mm;
 - bitless bridles;
 - nosebands or cavesons that have a metal core are not allowed (rings on the noseband/caveson are allowed);
 - the distance between the closed noseband and the bridge of the nose must be at least 2 centimetres;
 - abuse or improper use of the bridle will lead to elimination.

- 4) Competitors at WE1 level ride with the reins in two hands.
- 5) The WE1 level dressage tests are ridden using the arena letters.
- 6) Rising and sitting trot are both allowed during the dressage test and ease of handling.
- 7) In the ease of handling the mandatory gait between the obstacles is canter, trot is not allowed. Simple changes in the ease of handling at WE1 level can be done through a few steps of trot or walk. Annex 4 states per obstacle if it should be performed in walk, trot, or canter.
- 8) In the WE1 level, riders may use a whip OR blunt spurs.
- 9) In the WE1 level, wearing an approved safety helmet is mandatory for all riders.

WE2: Intermediate level

Characteristics:

- 1) For horses that are at least 5 years old on January 1st of the year in question.
- 2) A competition at WE2 level consists of four phases: dressage, ease of handling, speed trail and cattle test (optional and only with a cattle certificate).
- 3) Permitted bridles:
 - all bits with or without lever action, shanks with a maximum length of 7 cm, pelham and kandare with 2 sets of reins;
 - the thickness of the mouthpiece is at least 10 mm;
 - bitless bridles;
 - nosebands or cavesons that have a metal core are not allowed (rings on the noseband/caveson are allowed);
 - the distance between the closed noseband and the bridge of the nose must be at least 2 centimetres;
 - abuse or improper use of the bridle will lead to elimination.
- 4) Competitors at WE2 level ride with the reins in two hands.
- 5) The WE2 level dressage tests are ridden using the arena letters.
- 6) Sitting trot is mandatory during the dressage test, unless rising trot is specifically asked for.
- 7) In the ease of handling the mandatory gait between the obstacles is canter. Simple changes are done through walk.
- 8) In the WE2 level, riders may use a whip OR spurs.
- 9) In the WE2 level, wearing an approved safety helmet is mandatory for all riders.

WE3: Advanced level

Characteristics:

- 1) For horses that are at least 6 years old on January 1st of the year in question.
- 2) For advanced riders and horses.
- 3) A competition a WE3 level consist of four phases: dressage, ease of handling, speed trail and cattle test (cattle certificate is mandatory).
- 4) Permitted bridles:
 - all bits with or without lever action, shanks with a maximum length of 12 cm, pelham and kandare with 2 sets of reins;
 - double bridle;
 - the thickness of the mouthpiece is at least 10 mm;
 - bitless bridles;

- nosebands or cavesons that have a metal core are not allowed (rings on the noseband/caveson are allowed);
 - the distance between the closed noseband and the bridge of the nose must be at least 2 centimetres;
 - abuse or improper use of the bridle will lead to elimination.
- 5) Competitors at WE3 level ride with the reins in two hands.
 - 6) The WE3 level dressage tests are ridden without using the arena letters.
 - 7) Sitting trot is mandatory during the dressage test.
 - 8) The use of spurs is permitted. The use of a whip is not permitted.
 - 9) In the WE3 level, wearing an approved safety helmet is mandatory for all riders.

WE4: Masters level

Characteristics:

- 1) For horses that are at least 6 years old on January 1st of the year in question.
- 2) For very advanced riders.
- 3) A competition at WE4 level consist of four phases: dressage, ease of handling, speed trail and cattle test (cattle certificate is mandatory).
- 4) Permitted bridles:
 - kandare (with unjointed mouthpiece), shanks with a maximum length of 12 cm;
 - the thickness of the mouthpiece is at least 10 mm;
 - the distance between the closed noseband and the bridge of the nose must be at least 2 centimetres;
 - abuse or improper use of the bridle will lead to elimination.
- 5) Riding with the reins in one hand is mandatory. The rider can choose in which hand he holds the reins. During the tests the rider cannot switch hands. The use of the second hand is considered a fault. Rewarding the horse by touching it with the second hand is not allowed and is counted as a fault. Three faults lead to elimination. Exception: the rider may very briefly use the second hand behind the first hand to shorten or lengthen the reins. Between the individual reins are max. 2 fingers.
- 6) The WE4 level dressage tests are ridden without using the arena letters.
- 7) Sitting trot is mandatory during the dressage test.
- 8) The use of spurs is permitted. The use of a whip is not permitted.
- 9) In the WE4 level, wearing an approved safety helmet is mandatory for all riders.

Junior level

- 1) Open for riders that are max. 17 years old on January 1st of the year in question.
- 2) All juniors need to submit a consent form signed by their parents/caretakers when entering for a competition. The consent form can be found on WEH's website: <http://www.workingequitationholland.nl/documenten.html>
- 3) Wearing a safety helmet is mandatory for all juniors.
- 4) A competition can have a junior class when at least three juniors compete at the same level.

1.3 Working Equitation horses: competition requirements

WE originally originated in Southern Europe. Nowadays, WE is practised all over the world with all kinds of horse breeds. In the Dutch WE competitions horses of all breeds are

welcome. All combinations are judged based on the same principles, within the possibilities of the breed in question.

A legal passport must accompany each horse at any WE competition.
Horse and rider combinations may only compete at one level at any competition.

All horses participating in a WEH competition must be vaccinated against influenza (in accordance with KNHS guidelines). The vaccinations must be valid at the time of the competition.

At any time during the competition, the judges and officials present may ask the rider to produce the horse's passport with listed vaccinations. If the rider is unable to produce these documents, he/she will be disqualified.

KNHS: Vaccinations (Article 47 of the KNHS General Competition Rules). The vaccinations must be listed in the passport:

- first vaccination (two vaccinations given with a minimum of 21 days and a maximum of 92 days apart)
- the annual booster (no more than 12 months after the last vaccination)
- all vaccinations must have a vaccination date, batch sticker/written batch number, signature, and stamp of the veterinarian
- No horse or pony should attend a competition less than 7 days after a vaccination

Note: Are you going to ride in a WE competition abroad? Please note there will be additional requirements regarding vaccinations and veterinary examinations; please inform yourself which requirements you have to meet!

1.4 Working Equitation riders: responsibilities, obligations, and trivia

1.4.1 General rules of conduct

Both the participating riders and the public are expected to behave fair. WE is a rapidly growing sport that is practiced as a hobby by most competitors. It should be and remain fun for rider AND horse.

To organize competitions, we depend on the efforts of officials and volunteers. Disrespectful or otherwise inappropriate treatment of these officials and volunteers will lead to disqualification. Disrespectful behaviour towards other participants, public or animals will also lead to disqualification.

1.4.2 The warmup area

An official (paddock officer) is present at the warmup area. Riders are expected to behave fair and treat their horse properly in the warmup area. Horses may only be ridden by their own riders. Excessive use of whip and/or spurs, the use of auxiliary reins or abuse or improper use of the bit will lead to disqualification. Only trainers and grooms of horses that are in the warmup area are allowed to be there. Wearing a safety helmet is mandatory for every person on horseback on the entire competition area, including the warmup area.

1.4.3 During the tests

During the tests, the jury will keep an eye on the rider's fairness and horse-friendliness. Excessive behaviour will not be tolerated and will lead to disqualification. After disqualification, the combination must leave the competition grounds immediately. If necessary, an appeal can be lodged with the President of the Jury (see below).

1.4.4 Riders rights

A rider can enter a competition with more than one horse. Each competitor can file a complaint if he/she disagrees with a decision of the judge. Complaints have to be filed with the President of the Jury within half an hour after the decision of the judge. Complaints must be accompanied by a fee of 75 euro. If the complaint is upheld the fee will be returned.

The dressage test sheets will be available for the riders at the competition secretariat until two hours after the competition.

Every rider can bring a trainer and a groom, both the trainer and the groom are permitted to be in the warmup area and the stables.

1.4.5 Riders obligations

Competitors have to report at the secretariat at least one hour before the beginning of their first test.

Participants and their grooms and trainers must respect this rulebook, decisions of the jury and the paddock officer at the warmup area. Failure to respect a decision of the jury and/or approaching the jury and/or other officials in an inappropriate manner will result in disqualification and may result in possible suspension for subsequent competitions. Decisions regarding suspension will be communicated by the WEH board to the participant concerned within one week after the competition. Each participant is responsible for the behaviour of his or her groom and trainer.

1.4.6 Riding dress and tack

Working Equitation stems from the traditions of working with horses and cattle. It is a folkloric sport, at international competitions all countries ride in a national dress that recalls the original traditions in the country concerned.

The Netherlands is a small country, our cattle lives close to home, not on large open plains. We therefore have no long lasting traditions when it comes to herding cattle on horseback. But the Netherlands has always had an active cavalry. That is why we use elements of the cavalry costumes in our national dress, supplemented with orange, red, white, and blue details. The basic colour is blue, referring to the important role water plays in the Netherlands.

For national competitions, the starting point in 2020 is that the riders outfit and the horse's tack are matched to the tradition of the country of origin of the rider or to the tradition of the country of origin of the horse. In both cases, the use of subdued colours (dark blue, brown, black, earth tones) is required. We choose subdued colours because the equipment

originally had to be suitable for work between and with cattle on (dusty) land. Unobtrusive, subdued colours are best suited for this purpose.

Fluor colours, bold colours and glitter are not allowed.

In the levels WE1, 2, 3 and 4 riders are required to wear a jacket during the dressage and ease of handling phases. During the speed trail and cattle test wearing a waistcoat is allowed. In case of high temperatures, the President of the Jury can decide that summer wear (long-sleeved blouse and waistcoat) is allowed.

Riders in the Introductory class will at least wear a long-sleeved blouse.

Wearing riding boots or shoes is mandatory.

Due to stricter insurance conditions it is no longer possible to start with a hat; wearing a safety helmet is mandatory for all riders.

An appropriate outfit can for example consist of dark riding breeches, boots or riding shoes and chaps, a light blouse with long sleeves, a waistcoat and/or jacket, and a safety helmet.

Animal friendliness of the tack is of great importance. Nosebands that are tied too tightly (there must be at least 2 cm space between the noseband and the bridge of the nose), curb chains that are tied too tightly or too loosely, nosebands that have a iron core, bridles and saddles that do not fit properly are not allowed. The jury may at any time examine the bridle and saddle of a combination and decide to eliminate a combination if it does not meet the principles formulated in this rulebook or if it is used in an animal-unfriendly manner.

During the ease of handling, the speed trail and the cattle test the use of protective boots (brown or black) is allowed. Leg wraps are not permitted. During the speed trail and cattle test the use of bell boots is permitted.

Ear bonnets in subdued colours are allowed. Ear plugs are not allowed.

1.4.7 Insurance

The participants in a WE-competition are expected to take out appropriate personal insurance. The organiser of the competition and/or WEH can under no circumstances be held liable for damage to rider and/or horse, bystanders, or damage to property of third parties sustained on the competition grounds.

1.4.8 Doping

During all WEH-competitions, horses and ponies can be checked for illegal substances. This means that every participant in a competition, regardless of his level, can be confronted with this.

For the most current FEI list of prohibited substances, the Prohibited Substances Database and other information, please visit www.feicleansport.org.

1.5 The judges

WEH will publish a list of WEH judges each year.

At WEH these judges have gone through a WE-judging course after which it is determined up to what level they are allowed to judge.

At least two judges (WEH/WAWE/WED) are present at a competition: one to judge and one as paddock officer. The judges can be recognized by their WEH badges.

For each competition, one of the judges will act as the President of the Jury. The President of the Jury is authorized to make all decisions on behalf of WEH at the competition with regard to the course of events during the competition in the broadest sense of the word. The President of the Jury will deal with any objections of the participants (see Section 1.4).

Judges will never judge family members. Pupils they have given lessons to in the two-week period prior to the competition can only enter HC (out of competition).

All judges are responsible for adhering to the principles, rights and obligations described in this rulebook.

The judges will check the course of the ease of handling and speed trail before it is opened for the riders to walk. Obstacles will be measured and checked for sturdiness, distances between obstacles will be checked, position of any flags will be checked, start and finish line will be checked. During the walking of the course by the riders, a judge is available in the ring to answer questions.

All remarks and improvements on a test sheet have to be initialled by the concerning judge.

Position of the judges

During the dressage test the table for the judge is placed at the short side of the arena, opposite the side where the competitors enter. The main judge is seated in the middle. The table is preferably 2 to 5 meters away from the track.

In the ease of handling the judges must be situated so that they can clearly see all the obstacles.

During the cattle test the judges are situated so that there is an optimum view of the cattle test.

Chapter 2. Riding competitions

2.1 Veterinary inspection, additional examination by a veterinarian, authority of the judge

Prior to each WEH competition a mandatory veterinary inspection can take place. The competitor (wearing competition dress) shows the horse with starting number and wearing the bridle it will wear during the competition. During the veterinary inspection, the identity number (chip), passport and vaccinations will be checked. The horse must be presented in walk and trot after which the veterinarian, in consultation with the head judge, will determine whether the horse is fit to compete and can participate in the competition.

Prior to or during a test, the judge may decide that additional examination by a veterinarian is necessary. This examination will be aimed at determining the horse's current state of health. In case of lameness or other impediments, the jury may decide to eliminate or disqualify the combination.

In case of obvious and persistent irregularity in the movement pattern, the judge may decide to disqualify a combination at any time and without further veterinary examination.

2.2 Order of entry

Dressage

The order of entry for the dressage tests will be announced at least one hour before the start of the competition.

Competitors have one minute after they have been called, to leave the warmup area and enter in the ring. After ringing the bell competitors have one minute to start their test. If they fail to do so they can be eliminated at the discretion of the President of the Jury.

Ease of handling

The order of entry for the ease of handling is determined by the results of the dressage test: the winner of the dressage starts last in the ease of handling. The order of entry for the speed trail will be announced after the ease of handling; the highest placed competitor after the dressage test and ease of handling will start last. On one-day competitions the judge may decide in advance to keep the same order of entry for the dressage, ease of handling and speed trail.

2.3 Marking the tests

A separate marking system is used for the four phases of WE.

In the case of the **Dressage tests** the judges give marks for the exercises listed on the dressage test sheet (see overview per test). Penalty marks are given for errors: 5 penalty marks for the first error, 5 penalty marks for the second error. After the third error the rider will be eliminated. Half a mark can be given in the Introduction class and WE1, 2 and 3. In WE4 only whole marks are given.

In the **ease of handling** the judges give marks for each obstacle completed. However, also the way of riding between the obstacles and the precision with which the obstacle course is

performed, are taken into account in the judging. Half a mark can be given in the Introduction class and WE1, 2 and 3. In WE4 only whole marks are given.

5 penalty marks are given for errors or refusals during the ease of handling. The third error or refusal leads to elimination.

An error is approaching or riding an obstacle the wrong way (the other way around, wrong obstacle, riding an obstacle the wrong way) and not correcting the error. If the rider corrects the error before beginning with the next obstacle, no penalty marks will be given.

Standing still for longer than 5 seconds or going backwards while approaching an obstacle is considered a refusal.

Not going forward for longer than 15 seconds leads to elimination.

In the Master class, touching the horse with the free hand (petting, stroking) is considered an error.

After the third error or refusal the rider must leave the arena immediately! An exception to this is the Introduction class, in this class the combinations are allowed to finish the obstacle course after elimination, but only until the maximum amount of time for the obstacle course. The maximum time allowed will be announced per competition.

The **speed trail** points are given according to the time score, penalty points are given for errors. Penalty points are converted into extra seconds. The overview per obstacle shows which error results in how many penalty seconds. The time keeping can be done electronically or manually by a jury member. If an electronic device is used, the time must also be kept manually. If there is a malfunction in the electronic device during the competition, the manually kept times apply to all tests.

In the **cattle test** the marks are given according to the time spent.

The marks given by the judges can be processed electronically or manually. The written test sheets are always decisive in case of ambiguities.

The jury judges the horse in the dressage test and the ease of handling on the following points:

- purity and regularity of the gaits, fluency in taking the obstacles and riding the figures;
- acceptance of the rider's aids;
- obviousness with which the obstacles are performed and taken;
- willingness to work, lightness, silhouette when taking the obstacles.

The jury judges the rider in the dressage test and the ease of handling on the following points:

- posture and seat;
- precision in performing the exercises;
- correctness in giving the aids;
- horse friendliness;
- one-handed riding in the Master class.

Competitors are not allowed to use their voice during the tests. The goal of WE is to ride with one hand using your seat, not your voice.

If a horse adopts an unacceptable posture while riding a test (for example: no or poor contact, persistently walking behind the bit, head high and resisting the bit), the combination can be eliminated or disqualified at the discretion of the judges.

All exercises judged by the jury (dressage test and ease of handling) are described and numbered in the test sheets. In addition to the marks for the exercises, general marks will also be given.

The exercises are marked 0 - 10 according the following scale

- 10 excellent
- 9 very good
- 8 good
- 7 fairly good
- 6 satisfactory
- 5 sufficient
- 4 insufficient
- 3 fairly bad
- 2 bad
- 1 very bad
- 0 not performed

In the WE4 only whole marks are given. In the other levels half a mark can also be given.

2.4 Calculation of the final results

All the tests have the same points in the general ranking. For each test, the points are attributed in the following way:

first position $n+1$

second position $n-1$

third position $n-2$

fourth position $n-3$ etc.

n being equal to the number of competitors in each class.

Appendix 2 contains a practical overview of the number of participants, placement, and corresponding points.

Competitors who are eliminated during a test will have zero points in that test.

Competitors who are eliminated during a test will in the final results always finish below all competitors who have completed all tests, regardless of their total points.

Competitors that are eliminated during a test will in the final results finish ahead of those that have not started a test voluntarily, regardless of their total points.

If more than one participant has the same number of points for a test, the placement points of these participants will be added together and divided by the number of equally placed participants.

In the case of a tie with regards to the number of points the final results will be determined by the marks in the dressage test.

2.5 The difference between elimination and disqualification

Elimination means that you get 0 points for the test in question. This has no consequences for your further participation in the competition, you can start in the next phase. It does have consequences for your final ranking (see 2.4).

Disqualification means that you will be excluded from further participation in the competition, you are requested to leave the competition grounds as soon as possible.

Reasons for elimination in each phase:

- a) Delay of more than one minute after being called to enter the arena.
- b) Starting your test before the bell rings.
- c) Delay for more than one minute after the bell rings before starting your test.
- d) Not saluting the judge (wait until the judge reacts to your salute!) before and after the test.
- e) Masters: In this level riding with one hand is mandatory, the rider can choose in which hand he holds the reins. Between the individual reins are max. 2 fingers. The use of the second hand in front of the hand that holds the reins leads to elimination. Adjusting the length of the reins with the second hand must be a very short action, using the second hand BEHIND the first hand!
- f) Any form of incorrect tack or dress.
- g) Unacceptable behaviour of the horse, e.g. going against the bit, persistent resistance, rearing.
- h) Obvious persistent irregularity in gait.
- i) Exceeding the time limit in the dressage, ease of handling or cattle test.
- j) Refusal to move forward for more than 15 seconds.

Reasons for disqualification:

- a) Old or new wounds on the horse (whether or not accompanied by blood).
- b) Lameness of the horse.
- c) Abuse of the horse by the rider.
- d) If a rider falls off his horse.
- e) If horse and rider fall together.
- f) Use of substances to camouflage wounds (e.g. blue spray, silver spray, shoe polish, etc.).
- g) Use of any auxiliary reins on the competition grounds or the immediate surrounding area.
- h) Disrespectful or otherwise inappropriate treatment of the judge, other officials, and volunteers.

Chapter 3. Dressage

3.1 Working dressage

In Working Equitation, we ride working dressage. Essential is that the horses are light on the aids. If you spend the whole day in the field with your horse, it is not useful if you have to give leg aids to your horse at every step. That is therefore rated negatively in the WE tests. Furthermore, on the field you regularly need a hand to open fences, handle a garrocha and so on. So we work towards riding with one hand in working dressage. This means that you have to ride and steer the horse with your seat and legs, and that the horses are light on the hand. The above aspects mean that combinations that usually score high in regular dressage, do not necessarily score very high in working dressage. After all, in working dressage we strive for a different, lighter image than in regular dressage. The same goes for combinations that have ridden western dressage, scoring well in western dressage does not mean that you also score well in WE dressage. WE is a different riding style, compared to western dressage. Of course, there are a lot of similarities between the various disciplines. But WE has its own specific points of departure, so in that sense it is not more of the same only with different tests. Working Equitation is a different way of riding and thinking!

All WE tests are ridden to music. You may choose or compose that music yourself.

Internationally within WE there is some difference in the dressage tests that are ridden. With WEH, the Introduction class, the WE1 and WE2 are dressage tests ridden with use of the arena letters, for the WE3 and WE4 the international tests without use of arena letters are used.

3.2 The dressage ring

- a) The rectangle where the dressage test takes place must have a flat surface, free of stones, preferably with sand or grass.
- b) The arena will be 20x40 meters, bounded by a fence of at least 20 cm high.
- c) The judges must be positioned as defined in paragraph 1.5.
- d) The arena will be marked with letters in the places as described by the FEI.

3.3 Riding the test

- a) Riders bring their own music. The music will be started when the rider puts up his hand while still outside the ring.
- b) The President of the Jury rings the bell to indicate permission to enter the dressage ring. The bell also signals the start of the test, the rider must start the test within 60 seconds after the ringing of the bell, if not he will be eliminated.
- c) The salute to the judge will always be carried out from the halt. Male riders pretend to take off their helmet with their right hand. Female riders nod and make a downward movement with their right arm.
- d) Errors will result in the subtraction of points: 5 points for the first error and 5 points for the second error. A third error will lead to elimination. The judge will note these penalty points. If an error occurs the judge will ring the bell, the timer will be paused and the rider will be informed of his mistake. The competitor must recommence the test at the point of the faulty exercise in accordance with the protocol.
- e) The dressage tests ends after the salute to the judge.

Note: during the dressage tests the use of protective boots or leg wraps is not allowed!

The dressage tests can be found in annex 3.

Chapter 4. Ease of handling

The objective of the ease of handling test is to test the competence of the rider and horse in overcoming obstacles quietly and accurately. The obstacles that are used replicate difficulties you might encounter whilst working in the field.

The ease of handling test is a dressage test with obstacles. The test should be performed in a steady tempo, riding the lines dictated by the design of the obstacle course with the correct flexion and bending.

Before the ease of handling test begins, the competitors have 20 minutes to walk the course to familiarize themselves with the course and the obstacles. The maximum available time to ride the ease of handling test can vary per course and per competition. Exceeding the maximum amount of time leads to elimination.

4.1 The ease of handling test

- a) The place where the ease of handling test takes place must have a flat surface, free of stones, preferably with a sand surface. It can be grass, so long as it is not slippery (to be assessed by the judge).
- b) The course consists of a number of the obstacles as defined in annex 4.
- c) The judges must be situated so that they can clearly see all the obstacles.
- d) The public are to be separated from the course by at least 3 meters if possible.

4.2 Riding the ease of handling test

- a) Before the test begins, the competitors may walk the course to familiarise themselves with the course. The course will be open for 20 minutes.
- b) The rider will salute the judge, the judge will ring the bell. After the bell has rung, the competitor has 60 seconds to begin the test. If the rider fails to cross the starting line within one minute he will be eliminated. At the end of the test the rider must cross the finish line and salute the judge. If he fails to do so he will be eliminated.
- c) Between the obstacles the mandatory gait is canter. Trot will lead to a lower mark. The exception is the Introduction class, in this class the mandatory gait between the obstacles is trot.
- d) Errors and refusals during the course will result in penalty points: 5 penalty points for the first error and 5 penalty points for the second error. A third error results in elimination. For each error the judge will ring the bell, the timing is paused and the rider will be advised of the error. The competitor must recommence the test at the obstacle where the error occurred.
- e) Standing still or moving backwards for longer than 5 seconds is considered a refusal.
- f) Not moving forward for longer than 15 seconds leads to elimination (exception: WE4/Masters: maximum 10 seconds).
- g) In the Master class touching the horse with the free hand (rewarding, stroking) is considered to be an error and leads to 5 penalty points.
- h) After the third error or refusal the combination must leave the arena immediately! Exception is the Introduction class, riders are allowed to complete the course after elimination, providing they do not exceed the maximum time allowed.
- i) The test ends after saluting the judge.

- j) A new course can be designed for each competition. An overview of the obstacles that can be used per level can be found in annex 4.

Note: The abovementioned rules also apply to the speed trail.

4.3 Obstacles and start and finish line

- a) The term obstacle means a difficulty or test that must be performed by the horse and rider.
- b) All obstacles are bounded by flags, markers, or blocks, red on the right and white on the left.
- c) To complete an obstacle, the rider must:
- pass between the two flags of entry in the correct direction;
 - complete the technical manoeuvre as required by the obstacle;
 - exit the obstacle through the exit flags.
- d) The obstacles are numbered in a clear manner, with the number on the right side of the entry flag. Each obstacle must be completed in the direction dictated by the design of the course.
- e) The start and finish line are marked with red and white flags and/or by the letters S and F.
- f) The course consists of a number of the obstacles as defined in annex 4.
- g) When entering the arena, before the bell has rung it is not allowed to cross through an obstacle, unless the judge has, during the walking of the course, explicitly indicated that a line may be crossed.
- h) When riding the course, the rider is not allowed to cross through obstacles that have not been completed yet. It is also not allowed to cross the start and finish line during the test. These actions lead to elimination.

The order of entry for the ease of handling will be in reverse order according to the placings following the dressage test, except when a rider competes in a class with more than one horse. Then there will be an interval of at least 4 competitors.

An overview of the obstacles for the ease of handling can be found in annex 4.

Chapter 5. Speed trail

The speed trail shows the capacity of the rider with regard to co-ordination, speed and foresight, and the capacity of the horse with regard to throughness, speed, attention, and submission. The obstacle course has to be ridden as fast as possible. Riding the speed trail is mandatory from level WE2. Riding the speed trail is about speed and efficiency while riding the course, clever riding, quick turns, speed when and where possible, but always while taking into account the abilities of your horse. Teamwork, lightness, and speed. That is speed trail.

5.1 Riding the speed trail

- a) In the speed trail the placings are based on the time taken to complete the course. Penalty seconds are added for errors.
- b) The speed trail is made up of all or some of the obstacles used in the ease of handling.
- c) The time will be clocked by at least two persons with stop watches if no electronic time keeping is available.
- d) The rider is free to choose the gait in which he rides the obstacles. The starting point is that the riding remains animal friendly, safe, and responsible. If this is not the case the rider will be eliminated, at the discretion of the President of the jury.

Chapter 6. Cattle test

Working with cattle is the starting point of Working Equitation. In international competitions a cattle test is part of the team challenge, four combinations are in the ring at the same time. Each rider gets a designated cow. Each combination must separate his cow from the herd and take it out of the containment zone without the help from his team members. After the cow has crossed the line, the team members can help to herd the cow into the catchment box. The time limit to separate a cow is 3 minutes. In the cattle test the placings are based on the time taken to separate the cow into the catchment box.

At international competitions, teams of a country often have trained a lot together and work as a team. In local competitions, a team is often put together ad hoc in which participants from the same class (sometimes supplemented by participants from another class) work together.

Animal friendliness is important in the cattle test. This means taking a cow out of the herd is done as calmly as possible. No shouting and howling, the herd must remain as calm as possible. Wherever possible, the rider keeps distance from the cow he is herding. It is not allowed to use your horse to literally clamp the cow against the fence. The time is stopped as soon as the cow is in the catchment box and the rider raises his hand. The rider closes the cage with his horse. The cow does not have to be driven into the back of the catchment box, so the rider does not have to ride into the catchment box.

Participating in the cattle test is possible from level WE2.

Participating in the cattle test during a competition is not mandatory. The cattle test is a separate part of the competition with a separate final result. Therefore, the final result of the cattle test has no influence on the final result of the working equitation competition (but the dressage test, ease of handling and speed trail do).

6.1 Cattle certificate

A cattle certificate is mandatory for participation in the cattle test in a competition. The cattle certificate is not only for the rider but also for the horse with which the cattle test is ridden. So also each horse that participates in the cattle test must have a cattle certificate. This is to prevent that the cattle test is ridden with an inexperienced horse. This can lead to unsafe situations.

The WEH cattle certificate can be obtained by rider and/or horse with a WEH-cattle trainer.

Please note: Prepare yourself and your horse for the cattle test! Take lessons, let your horse get used to cows, make sure that you understand what you need to do.

If it turns out in the arena that a combination lacks experience the judge will intervene and eliminate the combination to prevent unsafe situations.

6.2 Cattle test arena

- a) The arena for the cattle test consists of a 20 x 40 m rectangular shape which must be flat, without stones or other irregularities.
- b) The surface of the arena is preferably sand, a grass surface can only be used if it is not slippery.
- c) The arena must be fenced off appropriately with railings that are recommended for cattle.
- d) A sketch of the arena for the cattle test can be found in annex 7.

6.3 Order of entry and draw for the cattle test

- a) Each combination gets assigned a cow by drawing lots.
- b) The order of entry of the cattle test is determined by the judge.

6.4 The cattle test

- a) Each rider herds a cow across the line.
- b) The test ends when the designated cow is herded into the catchment box while the rest of the herd remains in the containment zone (at the other side of the line).
- c) Each rider has a maximum of 3 minutes to separate the cow from the herd, take it across the line and into the catchment box. If the time passes 3 minutes and the rider is unsuccessful, the rider is eliminated.
- d) The time starts when the rider enters the containment zone and continues until the selected cow has reached the catchment box, while the rest of the herd remains in the containment zone.
- e) The rider must start his test within a minute after the ringing of the bell.

6.5 Classification

- a) The riders are placed on the basis of the time taken to complete the test and will be penalised for any mistakes committed.

6.6 Time penalties

- a) If a cow other than the designated cow, crosses the line of the containment zone a penalty of 10 seconds per cow is placed. These cows must be returned to the containment zone by the team members before the rider can continue separating his designated cow.
- b) The test can be stopped if the sum of the penalty seconds and the time already spend adds up to more than 3 minutes. The rider will not receive any points.

6.7 Safety of horses and cattle

- a) Riders may not adopt any behaviour that may result in danger to the horse or cattle. If this does happen the rider will be eliminated. The judge can stop the test at any moment and eliminate the rider or the whole team.
- b) The judge can decide at any moment that the herd must be settled again.

Annex 1

Overview of the levels and phases of the competition

Note: the table in this Annex is a non-exhaustive list of characteristics of the levels. Do not only base yourself on this summary, but also study what is stated in chapter 1.

Level	Min. age horse per 1-1	Level of the rider	Dress*	Helmet / accessories	Tack**	Phases	Two or one handed	Dressage	Ease of handling	Juniors
Introduction class	4	Learning to ride WE competitions	Long sleeved blouse, optional: waistcoat and/or jacket	Safety helmet mandatory. Whip or blunt spurs	Snaffle (min. 10 mm thick) Bitless	Dressage Ease of handling	Two handed	Test using arena letters Rising and sitting trot both allowed Reading out of test allowed	Walk or trot, canter not allowed	Per 1-1 max. 17 years old. Separate class with 3 juniors in a level.
WE1	5	Novices	Dressage and ease of handling with jacket	Safety helmet mandatory. Whip or blunt spurs	Snaffle (min. 10 mm thick) Bitless	Dressage Ease of handling	Two handed	Test using arena letters Rising and sitting trot both allowed	Canter between obstacles, simple change through trot and/or walk	Per 1-1 max. 17 years old. Separate class with 3 juniors in a level.
WE2	5	Intermediate level	Dressage and ease of handling with jacket, speed/cattle: waistcoat allowed	Safety helmet mandatory. Whip or spurs	All bits, min. 10 mm thick, shanks max. 7 cm. Bitless Pelham/kandare: 2 reins	Dressage Ease of handling Speed trail (Cattle test)	Two handed	Test using arena letters Sitting trot	Canter between obstacles, simple change through walk	Per 1-1 max. 17 years old. Separate class with 3 juniors in a level.
WE3	6	Advanced riders	Dressage and ease of handling with jacket, speed/cattle: waistcoat allowed	Safety helmet mandatory. Spurs allowed Whip not allowed	All bits, min. 10 mm thick, shanks max. 12 cm. Bitless Pelham/kandare: 2 reins	Dressage Ease of handling Speed trail Cattle test	Two handed	Test without arena letters Sitting trot	Canter between obstacles, flying changes	
WE4	6	Very advanced riders	Dressage and ease of handling with jacket, speed/cattle: waistcoat allowed	Safety helmet mandatory. Spurs allowed Whip not allowed	kandare (unjointed mouthpiece), min. 10 mm thick, shanks max. 12 cm.	Dressage Ease of handling Speed trail Cattle test	One handed	Test without arena letters Sitting trot	Canter between obstacles, flying changes	

* Dress matches tradition of country or horse breed. Subdued colours are required (dark blue, brown, black, earthy tones). Not allowed: fluor-/bold colours, glitter

** Noseband should be loose (min. 2 cm between nose bridge and noseband); curb chain not too loose or too tight, bridle and saddle must fit

Allowed:

Brown or black protective boots during ease of handling, speed, and cattle test

Bell boots during speed and cattle test

Ear nets in subdued colours

Not allowed:

Leg wraps

Ear plugs

Protective boots during dressage test

Annex 2

Calculation of the final ranking

The underlying principle behind the awarding of points is as follows: each competitor receives 1 point for his/her participation plus another point for each rider preceding them in the final results.

Accordingly, in 20 competitors, the points will be:

1	21	points
2	19	points
3	18	points
4	17	points
5	16	points
6	15	points
7	14	points
8	13	points
9	12	points
10	11	points
11	10	points
12	9	points
13	8	points
14	7	points
15	6	points
16	5	points
17	4	points
18	3	points
19	2	points
20	1	point

Annex 3

Dressage tests

Introduction class

Name rider:

Competition number:

Name horse:

Date:

N°	Letter	Test	Mark		Remarks
			whole	half	
1	A-X X	Enter in working trot Halt and salute			
2	X C	Proceed in working trot Turn right			
3	K X M	Change rein			
4	C	15 m circle			
5	E X X B	10 m half circle left 10 m half circle right			
6	A	15 m circle			
7	Between K and E	Working walk			
8	E M	Change rein			
9	Between M and H	Working trot			
10	E B E	20 m circle, during which			
11	Between E and B E	Working canter left Follow track			
12	Between A and F B H	Working trot Change rein			
13	B E B	20 m circle, during which			
14	Between B and E B	Working canter right Follow track			
15	Between E and H	Working trot			
16	M X K	Change rein			
17	Before X	Working walk			
18	Before K	Working trot			
19	A	Turn down centre line			
20	Between X and G	Halt and salute Leave the arena at free walk			

Collective marks				
21	Walk, purity of gait and impulsion			
22	Trot, purity of gait and impulsion			
23	Canter, purity of gait and impulsion			
24	Relaxation and submission of the horse, contact and connection			
25	Seat and influence of the rider			
26	Presentation			
Subtotal:				(max. 260)
Penalty points (and reason)				
Total:				
Name judge:				
Signature judge:				
<p>Every exercise is rated on a scale of 0 to 10 points, in total 260 points. The test starts on the signal of the President of the jury when a bell is rung. The rider can bring music to aid his/her test. Sitting and posting trot are both allowed during the dressage test. First mistake: 5 penalty points, second mistake: 5 penalty points, third mistake: elimination</p>				

WE1 Novice level

Name rider:

Competition number:

Name horse:

Date:

N°	Letter	Test	Mark		Remarks
			whole	half	
1	A-X X	Enter in working trot Halt and salute			
2	X C	Proceed in working trot Turn left			
3	E X X B	10 m half circle left 10 m half circle right			
4	A	Turn down centre line, min. 5 m leg yield to the left, follow track right			
5	M X K	Change rein, showing lengthening of strides for a few strides			
6	A	Turn down centre line, min. 5 m leg yield to the right, follow track left			
7	Between H and E	Working walk			
8	E F F	Change rein in medium walk Working walk			
9	A	Halt, min. 5 sec.			
10	A	3-5 steps rein back Proceed in working walk			
11	Between A and K	Working trot			
12	E B E	20 m circle, during which			
13	Between B and E E	Working canter right Follow track			
14	C	20 m circle, with a few strides in medium canter			
15	M X K Between X and K	Change rein Working trot			
16	Between K and A	Working canter left			
17	B E B Between E and B	20 m circle A few strides in medium canter			
18	Between M and C	Working trot			
19	H X F	Change rein, allowing the horse to stretch forward and downward Shorten the reins before F			
20	A	Turn down centre line			

21	Between D and X	10 m circle right			
22		Followed by 10 m circle left			
23	Between X and G	Working walk			
24	G	Halt and salute Leave the arena at free walk			
Collective marks					
25	Walk, purity of gait and impulsion				
26	Trot, purity of gait and impulsion				
27	Canter, purity of gait and impulsion				
28	Relaxation and submission of the horse, contact and connection				
29	Seat and influence of the rider				
30	Presentation				
Subtotal:					(max. 300)
Penalty points (and reason)					
Total:					
Name judge					
Signature judge:					
<p>Every exercise is rated on a scale of 0 to 10 points, in total 300 points. The test starts on the signal of the President of the jury when a bell is rung. The rider can bring music to aid his/her test. Sitting and posting trot are both allowed during the dressage test. First mistake: 5 penalty points, second mistake: 5 penalty points, third mistake: elimination</p>					

WE2 Intermediate level

Name rider:

Competition number:

Name horse:

Date:

N°	Letter	Test	Mark		Remarks
			whole	halve	
1	A-X X	Enter in working trot Halt and salute			
2	X C	Proceed in working trot Turn right			
3	K	10 m circle			
4	K-E E	Travers Straight			
5	C	Halt, 6 steps rein back, proceed in working trot			
6	M X K K	Change rein, lengthen strides Working trot			
7	F	10 m circle			
8	F-B B	Travers Straight			
9	C	Collected walk			
10	H M	Quarter turn on the haunches left Turn right			
11	B	Quarter turn on the haunches right			
12	E M M	Change rein, with a few strides of medium walk before M Working walk			
13	Between C en H	Working canter left			
14	E B E E	20 m circle in medium canter Working canter			
15	A X	Turn down centre line in collected canter 10 m circle left			
16	X	Simple change			
17	X C	10 m circle right Turn right			
18	B E B B	20 m circle in medium canter Working canter			
19	A	Collected canter, 3 loop serpentine with simple changes on the centre line			
20	M E E	Change rein with simple change on centre line Collected canter			
21	A	Turn down centre line			

22	G	Halt and salute Leave the arena at free walk			
Collective marks					
23		Walk, purity of gait and impulsion			
24		Trot, purity of gait and impulsion			
25		Canter, purity of gait and impulsion			
26		Relaxation and submission of the horse, contact and connection			
27		Seat and influence of the rider			
28		Presentation			
Subtotal:					(max. 280)
Penalty points (and reason)					
Total:					
Name judge:					
Signature judge:					
<p>Every exercise is rated on a scale of 0 to 10 points, in total 280 points. The test starts on the signal of the President of the jury when a bell is rung. The rider can bring music to aid his/her test. Sitting trot. First mistake: 5 penalty points, second mistake: 5 penalty points, third mistake: elimination</p>					

WE3 Advanced level

Name rider:

Competition number:

Name horse:

Date:

	Test	Marks		Remarks
		whole	half	
1	Enter at collected canter Halt and salute Proceed in working walk			
Movements in walk				
2	Collected walk in a straight line (minimum 10m)			
3	Full pirouette on right rein			
4	Full pirouette on left rein			
5	Halt. Rein back (min. 6 steps and max. 10 steps) and exit at walk			
6	Half pass to the right (minimum 10m)			
7	Half pass to the left (minimum 10m)			
Movements in trot				
8	Perform a 3 loop serpentine			
9	Two leg yields, one each side (min. 10m each)			
10	Medium trot (min 15m)			
11	Halt, rein back 6 steps, proceed in working canter, right lead			
Movements in canter				
12	Describe 3 circles to the right: the first circle (20m) in extended canter; the second circle (15m) in medium canter; the third circle (10m) in collected canter. All the circles must begin and finish at the same point			
13	Flying change			
14	Describe 3 circles to the left: the first circle (20m) in extended canter; the second circle (15m) in medium canter; the third circle (10m) in collected canter. All the circles must begin and finish at the same point			
15	Describe 2 circles with the same diameter (max 10m) to describe a figure of "8" with flying change			
16	Half turn on left rein			
17	Flying change			

18	Half turn on right rein			
19	Change of canter on three sides of arena. The canter must be extended on the long side of the arena, collected on the short side, and extended again on the next long side			
20	Increase speed and stop. Proceed in canter			
21	4 loop serpentine with flying changes at every crossing of the centre line			
22	Centre line. Halt and salute			
Collective marks				
23	Gaits	Freedom and regularity		
24	Impulsion	Desire to move forward, elasticity of the steps, suppleness of the back and engagement of the hind quarters		
25	Submission	Attention and obedience, lightness and ease of the movements, acceptance of contact		
26	Rider	Position and seat of the rider. Correct use and effectiveness of the aids		
27	Artistic mark	Music and sequence		
Subtotal:				(max 270)
Penalty points (and reason)			-	
Total:				
Name judge:				
Signature judge:				
<p>The test is not ridden on the arena letters, use the whole arena. Every exercise is rated on a scale of 0 to 10 points, in total 270 points. WE3: ride with two hands. The test starts on the signal of the President of the jury when a bell is rung. The rider has a maximum of 8 minutes (in 20x40 arena) to complete all the required exercises. First mistake: 5 penalty points, second mistake: 5 penalty points, third mistake: elimination</p>				

WE4 Masters

Name rider:

Competition number:

Name horse:

Date:

	Test	Marks		Remarks
		whole	half	
1	Enter at collected canter Halt and salute Proceed in working walk			
Movements in walk				
2	Collected walk in a straight line (minimum 10m)			
3	Full pirouette on right rein			
4	Full pirouette on left rein			
5	Halt. Rein back (min. 6 steps and max. 10 steps) and exit at walk			
6	Half pass to the right (minimum 10m)			
7	Half pass to the left (minimum 10m)			
Movements in trot				
8	Perform a 3 loop serpentine			
9	Two leg yields, one each side (min. 10m each)			
10	Medium trot (min 15m)			
11	Halt, rein back 6 steps, proceed in working canter, right lead			
Movements in canter				
12	Describe 3 circles to the right: the first circle (20m) in extended canter; the second circle (15m) in medium canter; the third circle (10m) in collected canter. All the circles must begin and finish at the same point			
13	Flying change			
14	Describe 3 circles to the left: the first circle (20m) in extended canter; the second circle (15m) in medium canter; the third circle (10m) in collected canter. All the circles must begin and finish at the same point			
15	Describe 2 circles with the same diameter (max 10m) to describe a figure of "8" with flying change			
16	Half turn on left rein			
17	Flying change			

18	Half turn on right rein			
19	Change of canter on three sides of arena. The canter must be extended on the long side of the arena, collected on the short side, and extended again on the next long side			
20	Increase speed and stop. Proceed in canter			
21	4 loop serpentine with flying changes at every crossing of the centre line			
22	Centre line. Halt and salute			
Collective marks				
23	Gaits	Freedom and regularity		
24	Impulsion	Desire to move forward, elasticity of the steps, suppleness of the back and engagement of the hind quarters		
25	Submission	Attention and obedience, lightness and ease of the movements, acceptance of contact		
26	Rider	Position and seat of the rider. Correct use and effectiveness of the aids		
27	Artistic mark	Music and sequence		
Subtotal:				(max 270)
Penalty points (and reason)			-	
Total:				
Name judge:				
Signature judge:				
<p>The test is not ridden on the arena letters, use the whole arena. Every exercise is rated on a scale of 0 to 10 points, in total 270 points. WE4: ride with one hand. The test starts on the signal of the President of the jury when a bell is rung. The rider has a maximum of 8 minutes (in 20x40 arena) to complete all the required exercises. First mistake: 5 penalty points, second mistake: 5 penalty points, third mistake: elimination</p>				

Annex 4

Description of the obstacles and judging criteria

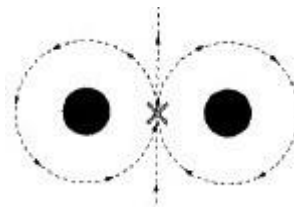
1. Figure 8 between drums

The obstacle consists of two drums placed at a distance of **three (WE3 and 4) or six (WE1 and 2) meter** away from each other.

The combination enters the obstacle in canter between the two drums and first rides a circle of about **three (WE3 and 4) or six (WE1 and 2) meter** around the right drum.

A flying change must be performed between the two drums, followed by a circle around the left drum. Then the combination exits the obstacle between the two drums in the original direction of travel.

This obstacle can be performed in rein back in level WE4, first rounding the right-hand drum.



Introduction class	WE1	WE2	WE3	WE4
the obstacle is performed in trot	the obstacle is performed in canter, with a simple change through walk or trot between the drums	the obstacle is performed in canter with a simple change through walk between the drums	the obstacle is performed in canter with a flying change between the drums	the obstacle is performed in canter with a flying change between the drums the obstacle can also be performed in rein back

Assessment by the judge

the judge assesses if the (flying) change is correct and has bounce, if the (flying) change is executed in the correct place (exactly in the middle between the two drums), rhythm and impulsion, the shape and symmetry of the circles, as well as the throughness and posture of the horse. An incorrect (flying) change will lead to a negative rating (lower than 5 points)

Time penalties speed trail

- Knock down a barrel, per barrel: +5 sec.
- Not performing the obstacle correctly: elimination

2. Bridge

The obstacle consists of a wooden bridge, that has to be crossed in walk (except in the speed trail).

The obstacle is at least 2 meters long, 1,20 m wide and at most 50 cm high.

The obstacle can be performed twice (one time in each direction). The surface of the bridge should not be slippery.

The obstacle must be made from sturdy materials in such a manner as not to endanger either horse or rider.

Introduction class	WE1	WE2	WE3	WE4
approach the bridge in trot, transition to walk before the red/white markers, cross the bridge in walk, transition to trot after passing the red/white markers	approach the bridge in canter, transition to walk (few steps of trot allowed) before the red/white markers, cross the bridge in walk, transition to canter (few steps of trot allowed) after passing the red/white markers	approach the bridge in canter, transition to walk before the red/white markers (no trot steps allowed), cross the bridge in walk, transition to canter (no trot steps allowed) after passing the red/white markers	approach the bridge in canter, transition to walk before the red/white markers (no trot steps allowed), cross the bridge in walk, transition to canter (no trot steps allowed) after passing the red/white markers	approach the bridge in canter, transition to walk before the red/white markers (no trot steps allowed), cross the bridge in walk, transition to canter (no trot steps allowed) after passing the red/white markers

Assessment by the judge

the judge assesses the rhythm of the walk, the confidence with which the combination approaches the obstacle and the quality of the transitions.

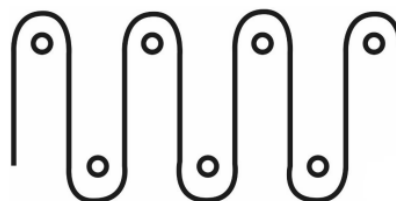
The judge will rate the performance negatively (lower than 5 points) if the obstacle is performed awkwardly, hesitantly, in an irregular walk or in the wrong gait.

Time penalties speed trail

- Bridge is not crossed: elimination.
- Bridge is not touched by the horses' hooves: elimination.
- Knocking down a part of the obstacle: +5 sec.

3. Double slalom

The obstacle consists of seven (five for WE1 and 2) perpendicularly placed poles which are not anchored in the ground. The posts are placed in two parallel rows at a distance of **six (WE3 and 4)** or **nine (WE1 and 2) metres** from each other. One row with four (three) poles (no. 1, 3, 5 and 7) placed **six (WE3 and 4)** or **nine (WE1 and 2) meters** apart, and one row with three (two) poles (no. 2, 4 and 6) placed **six (WE3 and 4)** or **nine (WE1 and 2) meters** apart.



Pole no. 2 is midway between poles 1 and 3, pole no. 4 is midway between poles 3 and 5, pole no. 6 is midway between poles 5 and 7.

The obstacle is performed as follows: the combination rides half circles around posts 1 to 7 (5) in the direction prescribed in the course design, with a (flying) change on the centre line between the two rows of poles each time.

Introduction class	WE1	WE2	WE3	WE4
the double slalom is not used in the ease of handling of the introduction class	the double slalom will be performed in trot	the double slalom will be performed in canter with simple changes through walk	the double slalom will be performed in canter with flying changes	the double slalom will be performed in canter with flying changes

Assessment by the judge

the judge will assess the evenness, harmony and precision of the movements of the horse, the way the rider gives his aids, the precision with which the obstacle is performed, the execution of the (flying) changes and the possible knocking down of one or more poles.

The judge will rate the performance negatively (lower than 5 points) if one or more (flying) changes are not correct (WE2, 3, and 4).

Time penalties speed trail

- Knocking down a pole: +3 sec.
- Not performing the obstacle correctly: elimination.

(Flying) changes are not judged in the speed trail.

4. Jump over straw bales or a cross pole

The obstacle consists of three or four small straw bales with a pole on top.

A cross pole should not be higher than 50 cm in the middle.

The obstacle must be approached and jumped with lightness and as naturally as possible.

Introduction class	WE1	WE2	WE3	WE4
the jump is not used in the ease of handling of the introduction class	approach obstacle in canter	approach obstacle in canter	approach obstacle in canter	approach obstacle in canter

Assessment by the judge

the judge assesses the way the horse jumps, the confidence and rhythm with which the combination approaches and jumps the obstacle and the way the rider gives the aids. The obstacle should be jumped in the middle. A knockdown will be rated negatively (lower than 5 points).

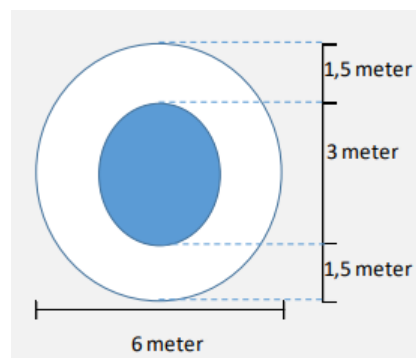
Time penalties speed trail

- Knocking down a pole: +5 sec.
- Third refusal: elimination.

5. Livestock pen

The obstacle consists of a round enclosure with one entrance, containing another enclosure which can house small animals (chickens, geese, ducks). The enclosure in the centre has a diameter of 3 meters, the outer enclosure is at a distance of 1,5 meters from the inner enclosure.

The obstacle is performed correctly when the combination enters the obstacle and does a full turn, or does a turn in both directions if the course dictates that. When performed in both directions a half pirouette in the chosen gait (walk or canter) must be performed after leaving the pen and passing the red/white markers for the first time and before entering it in the other direction.



Introduction class	WE1	WE2	WE3	WE4
the pen is performed in walk	approach in canter, transition to walk (few steps of trot allowed) before the red/white markers, perform pen in walk, transition to canter (few steps of trot allowed) after passing the red/white markers	approach in canter, transition to walk before the red/white markers (no trot steps allowed), perform pen in walk, transition to canter after passing the red/white markers (no trot steps allowed)	approach in canter, transition to walk before the red/white markers (no trot steps allowed), perform pen in walk, transition to canter after passing the red/white markers (no trot steps allowed) OR: approach in canter, perform pen in canter	approach in canter, transition to walk before the red/white markers (no trot steps allowed), perform pen in walk, transition to canter after passing the red/white markers (no trot steps allowed) OR: approach in canter, perform pen in canter

Assessment by the judge

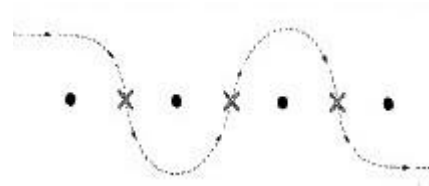
the judge assesses the self-assurance and confidence of the combination, the way the rider gives the aids, rhythm, bending and flexion.

Time penalties speed trail

- Knocking down a part of the obstacle: +5 sec.
- If the horse places 4 feet outside of the pen anywhere other than at the entrance: elimination

6. Slalom

The obstacle consists of at least four perpendicularly placed poles which are not anchored in the ground, laid out in a straight line at a distance of **six (WE3 and 4) or nine (Introduction class, WE1 and 2) meters** from each other. The direction and the side at which the first pole must be passed and the entrance and exit are defined by the course design. The obstacle should be approached in canter. Each change of direction should correspond to a change of hand (simple or flying change). Changes of hand should always be performed half-way between the posts.



Introduction class	WE1	WE2	WE3	WE4
the slalom is performed in trot	the slalom is performed in trot	the slalom is performed in canter with simple changes through walk	the slalom is performed in canter with flying changes	the slalom is performed in canter with flying changes

Assessment by the judge

the judge assesses the way the rider gives the aids, the quality of the (flying) changes, bending and flexion, smoothness, and rhythm. The judge will rate the performance negatively (lower than 5 points) if one or more (flying) changes are not correct.

Time penalties speed trail

- Knocking down a pole: +3 sec.
- Not performing the obstacle correctly: elimination

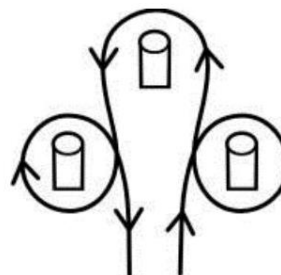
(Flying) changes are not judged in the speed trail.

7. Drums

The obstacle consists of three drums arranged in a triangle spaced **three (WE3 and 4)** or **six (WE1 and 2)** meters (measured from the centre of the drums).

The obstacle should be performed as follows: the horse enters at a canter between the drums on the side indicated on the course map. It will round the drum placed to the right and will then proceed to the next drum, performing a (flying) change over the imaginary line between both drums and will then round the second drum. It will then approach the last drum and perform a (flying) change along the imaginary line between the 2nd and 3rd drums and then perform a full turn around the latter drum, exiting from the same point in which the exercise began.

The objective of this obstacle is to test the thoroughness of the horse and the capacity to perform in tight areas while also maintaining the impulsion and rhythm of the canter.



Introduction class	WE1	WE2	WE3	WE4
the drums are not used in the ease of handling of the introduction class	the drums are performed in trot	the drums are performed in canter with simple changes through walk (no trot steps allowed)	the drums are performed in canter with flying changes	the drums are performed in canter with flying changes

Assessment by the judge

the judge assesses the submission of the horse, the way the rider gives the aids, the rhythm, impulsion and the quality and correctness of the (flying) changes.

Time penalties speed trail

- Knocking down a drum, per drum: +5 sec.
- Not performing the obstacle correctly: elimination

8. Gate

The gate is made of wood, metal or plastic and can be moved. The opening part may be replaced by a rope in the speed trail.

Depending on the lay out of the course the gate can be opened to the left or to the right.

The obstacle should be performed as follows: the combination approaches the gate in canter at a right angle to the middle of the gate, followed by a transition to walk a few steps before the gate. Through a turn on the forehand the horse is placed parallel to the gate. The rider opens the gate and rides through the opening. When the horse has passed through the gate the rider may ride one or two steps rein back in order to be able to close the gate. The rider closes the gate, performs a quarter turn on the haunches and makes a transition to canter. In level WE3 and WE4 the rider is not allowed to let go of the gate (except in the speed trail). The rider is self-confident, precise, and self-assured. The horse is ridden with seat and legs where needed.

Introduction class	WE1	WE2	WE3	WE4
the gate is not used in the ease of handling of the introduction class	approach in canter, transition to walk (few steps of trot are allowed), not closing the gate will be rated negatively (lower than 5 points) but will not lead to elimination. In level WE1 the gate will only be performed forward	approach in canter, transition to walk (no trot steps allowed), perform obstacle as described above. Not closing the gate leads to elimination	approach in canter, transition to walk (no trot steps allowed), perform obstacle as described above. Do not let go of the gate. Not closing the gate leads to elimination	approach in canter, transition to walk (no trot steps allowed), perform obstacle as described above. Do not let go of the gate. Not closing the gate leads to elimination

Assessment by the judge

the judge assesses the way the rider gives the aids and the movements of the horse, both should be smooth and confident. The horse is attentive and co-operates in opening and closing the gate, it should not show signs of uncertainty, stress, or disobedience. Letting go of the gate leads to a negative rating (lower than 5) in level WE3 and 4. Uncertainty of the horse or rider or hitches in the performance of the obstacle are also rated negatively. Not closing the gate leads to elimination in level WE2, 3 and 4.

Time penalties speed trail

- Not closing the gate: elimination.
- Knocking down the gate: +10 sec.

9. Bell at end of corridor (straight or L-shaped)

The obstacle consists of:

- four poles of about 4 m long, placed on small supports (5 - 60 cm high), forming a straight corridor or an L, at a distance of 1,50 m from each other.
- a bell located at the end of the straight corridor or L at a height of about 2 meters.

The obstacle should be performed as follows: the combination performs a transition to walk before the red/white markers and moves forwards towards the end. The horse halts square and in contact. The rider rings the bell and the combination leaves the obstacle in rein back, until the front legs of the horse have passed the red/white markers.

Introduction class	WE1	WE2	WE3	WE4
the obstacle consists of a straight corridor, the combination exits the obstacle going forward after ringing the bell	the obstacle consists of a straight corridor, the combination exits the obstacle in rein back after ringing the bell	the obstacle can be a straight corridor or L-shaped. Enter in walk and exit in rein back after ringing the bell	the obstacle can be a straight corridor or L-shaped. Enter in walk or canter (riders' choice), exit in rein back after ringing the bell	the obstacle can be a straight corridor or L-shaped. Enter in walk or canter (riders' choice), exit in rein back after ringing the bell

Assessment by the judge

the jury assesses the willingness of the horse, going forwards as well as in rein back, the way the rider gives the aids, rhythm (also of the rein back), contact and square halt. The obstacle should be performed securely, fluidly, and smoothly. Touching a pole leads to a negative rating. Knocking down a pole will be rated negatively (lower than 5 points). Not clearly ringing the bell leads to elimination.

Time penalties speed trail

- Knocking down a part of the obstacle: +5 sec per part of the obstacle
- Not ringing the bell: elimination.
- If the horse places 4 feet outside of the corridor: elimination
- Not reining back to the end of the corridor: elimination

10. Table with jar, bottle, or jug

The obstacle consists of a table with a maximum height of 1,50 m, with a jug filled with fluid (water) placed on top.

The obstacle should be performed as follows: the combination approaches the table in canter (trot in Introduction class), performs a transition and stands square next to the table. The horse should remain immobile while the rider lifts the jug above his head and puts it back on the table. The combination then proceeds in the gait prescribed for their level.

If the jug falls on the ground after it has been put back on the table, the rider must dismount, pick up the jug, mount the horse while holding the jug and put the jug back on the table from the horse. If the table is knocked down the rider must dismount and put the table upright, mount the horse while holding the jug and put the jug back on the table from the horse.

Introduction class	WE1	WE2	WE3	WE4
the combination approaches the table in trot, transitions to walk and then halts	the combination approaches the table in canter, transitions to trot and then halts	the combination approaches the table in canter and transitions to halt (few steps of walk allowed)	the combination approaches the table in canter and transitions to halt (few steps of walk allowed)	the combination approaches the table in canter and transitions to halt (few steps of walk allowed)

Assessment by the judge

the judge assesses the self-confidence with which the combination approaches the table and halts next to the table. The jug must not fall down after it has been put back and the horse must not hit the table, this will lead to deduction of points. In level WE4 approaching in canter is marked higher than approaching in walk. Not lifting the jug above the head is rated negatively (lower than 5 points). Not putting the jug back on the table withing 120 seconds leads to elimination.

Time penalties speed trail *(not recommended to use in speed trail)*

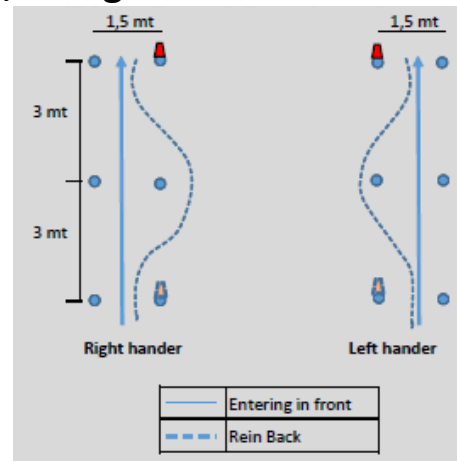
- Knocking down the table: +5 sec.
- If the table is knocked down the rider must dismount, put the table upright and put the jug back on the table while sitting in the horse.
- Not putting back the jug (or it rolls of the table): elimination.

11. Corridor wit hat/cup: switch hat/cup, straight or slalom rein back

The obstacle consists of 2 lines of a minimum of 3 posts 1,5 m apart, the posts are separated at least 2,5 m from each other. The corridor can also be L shaped and made of low fences.

The obstacle is performed as follows: the combination transitions to walk before the red/white markers and rides to the last pole on which a hat/cup is placed. The horse halts square and in contact between the last two poles.

The obstacle is performed correctly if the hat/cup is switched to the correct pole, the obstacle has been exited in the right way and the first and last pole are still standing. If the first or last pole is knocked down the rider must dismount, replace the pole, mount the horse with the hat/cup in his hand and place the hat/cup on the right pole from the horse.



Introduction class	WE1	WE2	WE3	WE4
the rider switches the hat/cup from the right to the left pole or vice versa and exits the obstacle going forwards	the rider switches the hat/cup from the right to the left pole or vice versa and exits the obstacle in rein back	the rider picks up the hat/cup and reins back to the first pole on the same side of the corridor, paces the hat/cup on that pole and exits the obstacle in rein back until the front legs of the horse have passed the red/white markers	the rider picks up the hat/cup and performs a rein back slalom to the first pole on the same side of the corridor, places the hat/cup on that pole and exits the obstacle in rein back until the front legs of the horse have passed the red/white markers. Entering the obstacle in canter instead of walk is permitted. A correct execution in canter will be marked higher	the rider picks up the hat/cup and performs a rein back slalom to the first pole on the same side of the corridor, places the hat/cup on that pole and exits the obstacle in rein back until the front legs of the horse have passed the red/white markers. Entering the obstacle in canter instead of walk is permitted. A correct execution in canter will be marked higher

Assessment by the judge

the judge assesses if the combination enters and exits the corridor or L in a self-assured way, if the obstacle is performed smoothly and the way the rider gives the aids and how the horse reacts to them. Touching the fences or poles will lead to lower points, knocking down a pole or fence will be rated negatively (lower than 5 points).

Time penalties speed trail

- Knocking down a part of the obstacle: +3 sec.
- Not placing the cup on the first pole: elimination
- If the horse places 4 feet outside of the corridor or L: elimination
- Not reining back to the end of the corridor or L: elimination
- Not replacing the first or last pole after knocking them down: elimination

12. Sidepass over a pole

The obstacle consists of a pole at least 4 m long positioned on blocks at least 5 cm above the ground, marked by red/white entry and exit markers. The course design dictates at which side the head of the horse must be.

The combination approaches the obstacle perpendicularly to the pole. After a half turn on the forehand the combination proceeds by sidestepping in half pass position, with the pole between the front legs and hindlegs of the horse. The pole may not be touched by the horse's hooves. The obstacle can consist of more poles, e.g. two parallel poles, or two poles in a 90° angle, or a zig zag.

On entry and exit all four hooves of the horse must pass between the red and white markers.

Introduction class	WE1	WE2	WE3	WE4
the sidepass is not used in the ease of handling of the introduction class	the sidepass is not used in the ease of handling of the WE1 level	the obstacle is performed in walk	the obstacle is performed in walk	the obstacle is performed in walk or canter. A correct execution in canter is rewarded with higher marks

Assessment by the judge

the judge assesses the smoothness and continuity of the movements, rhythm must be maintained even when riding a corner. Touching the pole(s) will lead to lower points, knocking down a pole will be rated negatively (less than 5 points)

Time penalties speed trail

- Knocking down one or more poles (on blocks): +7 sec.
- Front leg or hindleg placed on the wrong side of the pole: + 5 sec.

13. Removing the garrocha from a drum

The combination approaches the drum (or holder) in canter and removes the garrocha from the drum without the horse reacting to that in any way. The horse continues to canter relaxed and keeping the rhythm and shows no fear or uncertainty while approaching the drum or when the rider removes the garrocha from the drum. While removing the garrocha the rider may canter around the drum one time.

Introduction class	WE1	WE2	WE3	WE4
the garrocha is not used in the ease of handling of the introduction class	the garrocha may be removed in walk	remove garrocha as described	remove garrocha as described	remove garrocha as described

Assessment by the judge

the judge assesses the self-assuredness of the combination while approaching the obstacle, the relaxation while removing the garrocha and the skill of the rider in handling the garrocha. Disturbances in rhythm and impulsion and knocking down the drum will lead to lower marks.

Time penalties speed trail

- Not removing the garrocha: elimination.
- Removing the garrocha, letting it drop and not dismounting to pick it up: elimination.
- Knocking down the drum: +5 sec.

14. Placing the garrocha in a drum

Same rules as described under 13. only now the garrocha is placed in the drum. While placing the garrocha the rider may canter around the drum one time.

If the drum is knocked down, the rider must dismount, replace the drum, and mount the horse while holding the garrocha, and then place the garrocha in the drum from the horse. If the garrocha touches the bottom of the drum but then bounces out the drum, the rider must dismount, pick up the garrocha, mount the horse while holding the garrocha and then place the garrocha in the drum from the horse.

Note: even if the garrocha is placed in the drum but then bounces out again the obstacle is not finished. If this happens the rider must dismount, pick up the garrocha, mount the horse and place the garrocha in the drum from the horse. This also applies if the garrocha falls down anywhere else in the course.

Introduction class	WE1	WE2	WE3	WE4
the garrocha is not used in the ease of handling of the introduction class	the garrocha may be placed in walk	place garrocha as described	place garrocha as described	place garrocha as described

Assessment by the judge

the judge assesses the self-assuredness of the combination while approaching the obstacle, the relaxation while placing the garrocha and the skill of the rider in handling the garrocha.

Disturbances in rhythm and impulsion and knocking down the drum will lead to lower marks. Not correctly placing the garrocha or picking up a fallen garrocha leads to elimination.

Time penalties speed trail

- Not placing the garrocha: elimination.
- Garrocha dropped, picked up and placed in the drum from the horse: no time penalties.
- Knocking down the drum after placing the garrocha: + 5 sec.
- Knocking down the drum before placing the garrocha without replacing the drum: elimination.

15. Skewering the ring

In canter, the competitor will skewer a ring with a diameter of ca. 15 cm with the tip of the garrocha.

The obstacle is performed as follows: the combination approaches the ring in canter. The ring is skewered with the tip of the garrocha, then taken with the garrocha and placed in the drum together with the garrocha.

Introduction class	WE1	WE2	WE3	WE4
the garrocha is not used in the ease of handling of the introduction class	the ring may be skewered in walk	skewer the ring as described	skewer the ring as described	skewer the ring as described

Assessment by the judge

the judge assesses the relaxed attitude of the horse as it canters towards the ring, and the way the rider handles the garrocha and skewers the ring.

Changes in rhythm and impulsion, tension, and insecurity lead to lower marks. Not skewering the ring or dropping the ring will be rated negatively (lower than 5 points).

Time penalties and bonus points speed trail

- If the ring is skewered correctly and stays on the garrocha until it is placed in the drum: -5 sec.
- Knocking down the bull or other base of the ring: +10 sec.

Exercises 13, 14 and 15 may be classified as one obstacle.

16. Riding through water

The combination rides through water without hesitation in a gait of their choice.

Introduction class	WE1	WE2	WE3	WE4
perform the obstacle as described	perform the obstacle as described	perform the obstacle as described	perform the obstacle as described	perform the obstacle as described

Assessment by the judge

the judge assesses whether the horse walks through the water confidently and without hesitation, without the rider having to push the horse.

Time penalties speed trail

- first refusal: +10 sec.
- second refusal: +10 sec.
- third refusal: elimination.

17. Bank

The obstacle consists of a ramp that ends in a sheer drop of about 50 cm high.



Introduction class	WE1	WE2	WE3	WE4
the bank is not used in the ease of handling of the introduction class	the bank is not used in the ease of handling at WE1 level	approach the bank in walk or canter	approach the bank in walk or canter	approach the bank in walk or canter

Assessment by the judge

the judge assesses if the horse walks up the ramp in a calm and confident manner, showing confidence in its rider, and if the horse does not need a lot of encouragement from the rider to jump off the bank. If the horse needs a lot of time to jump off the bank or is unwilling to jump points will be deducted.

Time penalties speed trail

- first refusal: +10 sec.
- second refusal: +10 sec.
- third refusal: elimination.
- no forward movement for more than 20 seconds before the bank: elimination.

18. Switching a cup or coat from one pole to another

The obstacle consists of two 2 m long wooden or metal poles placed at a distance of 1,20 m from each other, in stands but not anchored in the ground. A cup or coat is placed on one of the poles.

The rider halts the horse in the right place: between the poles and just so that the rider can switch the cup without effort from one pole to the other. The horse stands still, square and in contact. After switching the cup the combination exits the obstacle going forward. If a pole is knocked down the rider has to put it upright.

Introduction class	WE1	WE2	WE3	WE4
transition to walk before the red/white markers	transition to walk before the red/white markers	approach in canter	approach in canter	approach in canter

Assessment by the judge

the judge assesses if the obstacle is performed smoothly and if the cup is switched correctly.

Time penalties speed trail

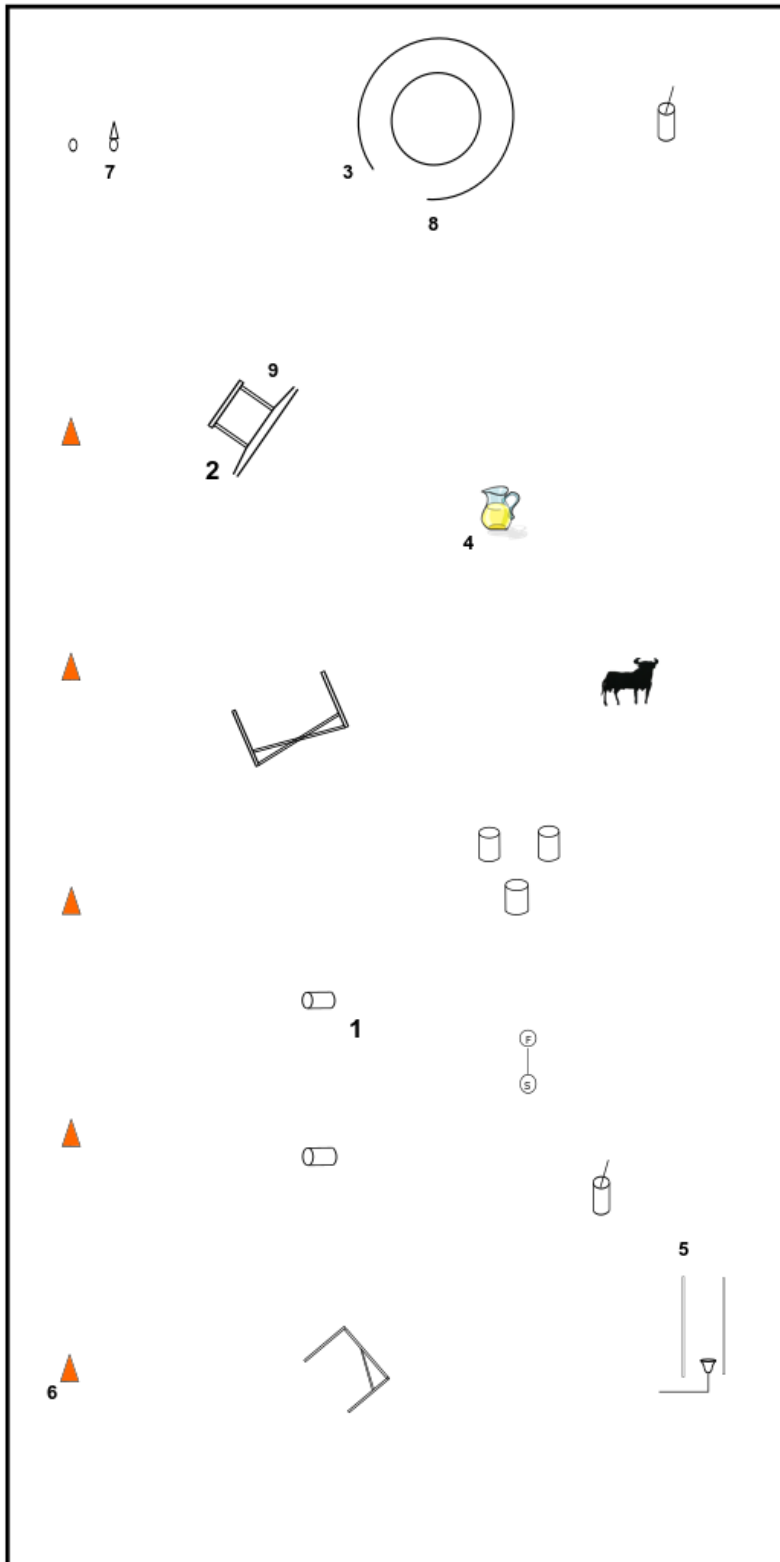
- Knocking down a pole and not putting it back upright: elimination

Overview of the obstacles per level

Obstacle	Introduction class	WE1	WE2	WE3	WE4	Time penalties speed trail
1. Figure 8 between drums	6 m - trot	6 m - canter, simple changes		3 m - canter, flying changes	3 m - canter, flying changes rein back also possible	knocking down drum: +5
2. Bridge	2m*1,2m - walk, transition at markers					knocking down part: +5
3. Double slalom	N.A.	5 poles at 9 m - trot	5 poles at 9 m - canter, simple changes	7 poles at 6 m - canter, flying changes		knocking down pole: +3
4. Jump	N.A.	max. 50 cm - approach in canter				knocking down pole: +5
5. Livestock pen	walk	1 or 2x in walk		1 or 2x in walk or canter		knocking down part: +5
6. Slalom	9 m - trot		9 m - canter, simple changes	6 m - canter, flying changes		knocking down pole: +3 per pole
7. Drums	N.A.	6 m - trot	6 m - canter, simple changes	3 m - canter, flying changes		knocking down drum: +5
8. Gate	N.A.	forwards closing not required	forwards or rein back, closing required			knocking down: +10
9. Bell at end of corridor/L	corridor, exit forwards	corridor, exit rein back	corridor or L, enter in walk, exit rein back	corridor or L, enter in walk or canter, exit rein back		knocking down part: +5 per part of obstacle
10. Table with jug	trot - walk - halt	canter - trot - halt	canter (- walk) - halt			knocking down table: +5
11. Rein back slalom - cup	2,5 m * 1,5 m, 6 poles					
	switch cup - exit forwards	switch cup - rein back	take cup - rein back - place cup on first pole	take cup - rein back slalom - place cup on first pole		knocking down pole: +3
12. Sidepass	N.A.	N.A.	walk		walk or canter	knocking down pole: +7 Front or hindleg on wrong side of pole: +5
13. Remove garrocha	N.A.	walk allowed	canter - one turn around drum allowed			knocking down drum: +5
14. Place garrocha	N.A.	walk allowed	canter - one turn around drum allowed			knocking down drum: +5
15. Skewer ring	N.A.	walk allowed	canter			skewer ring: -5 knocking down bull: +10
16. Riding through water	max 40 cm deep - any gait					refusal: +10
17. Bank	N.A.	N.A.	walk	walk or canter		refusal: +10
18. Switch cup	transition to walk at markers		approach in canter			

Annex 5

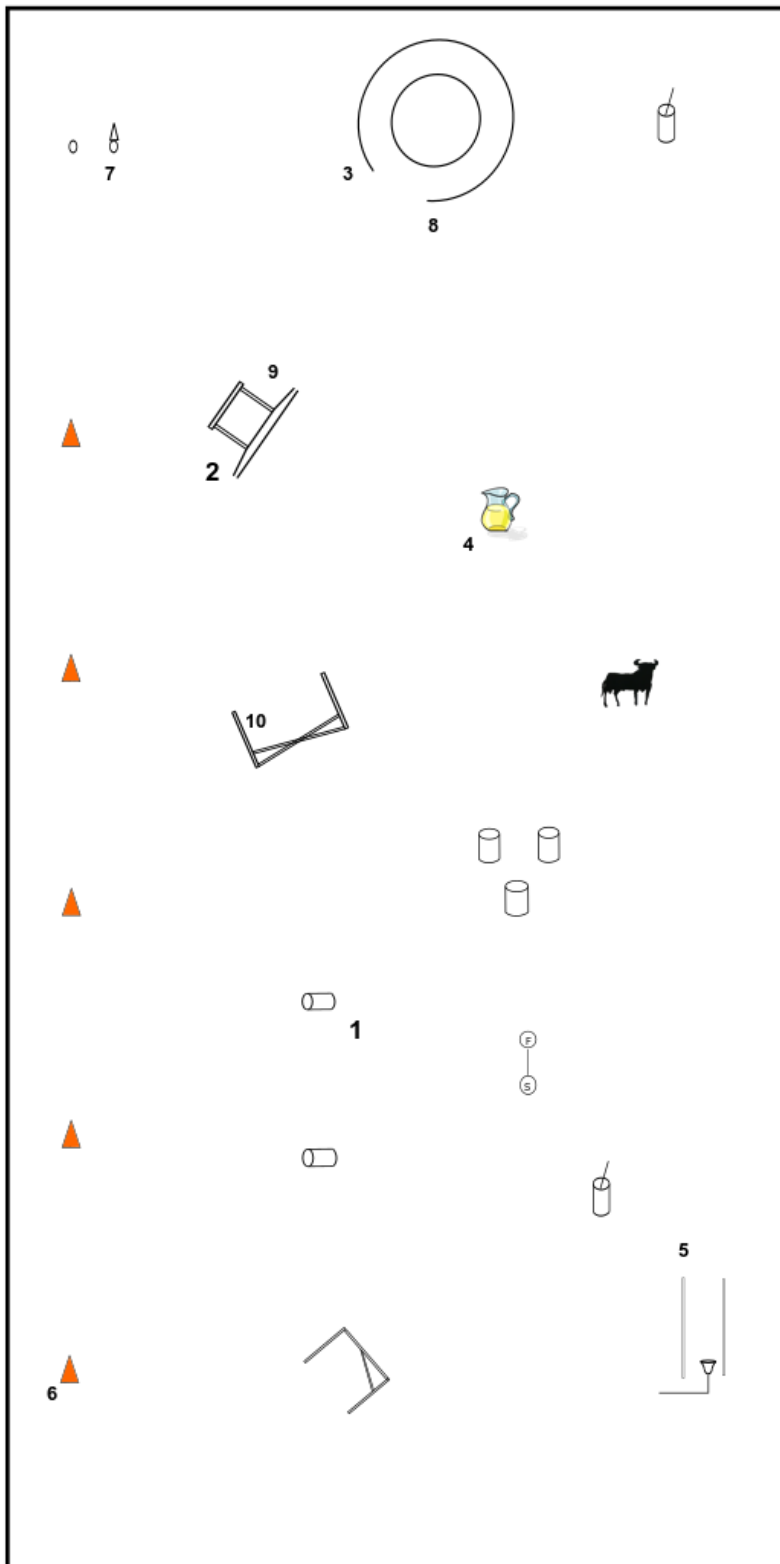
Examples of ease of handling and speed trail courses



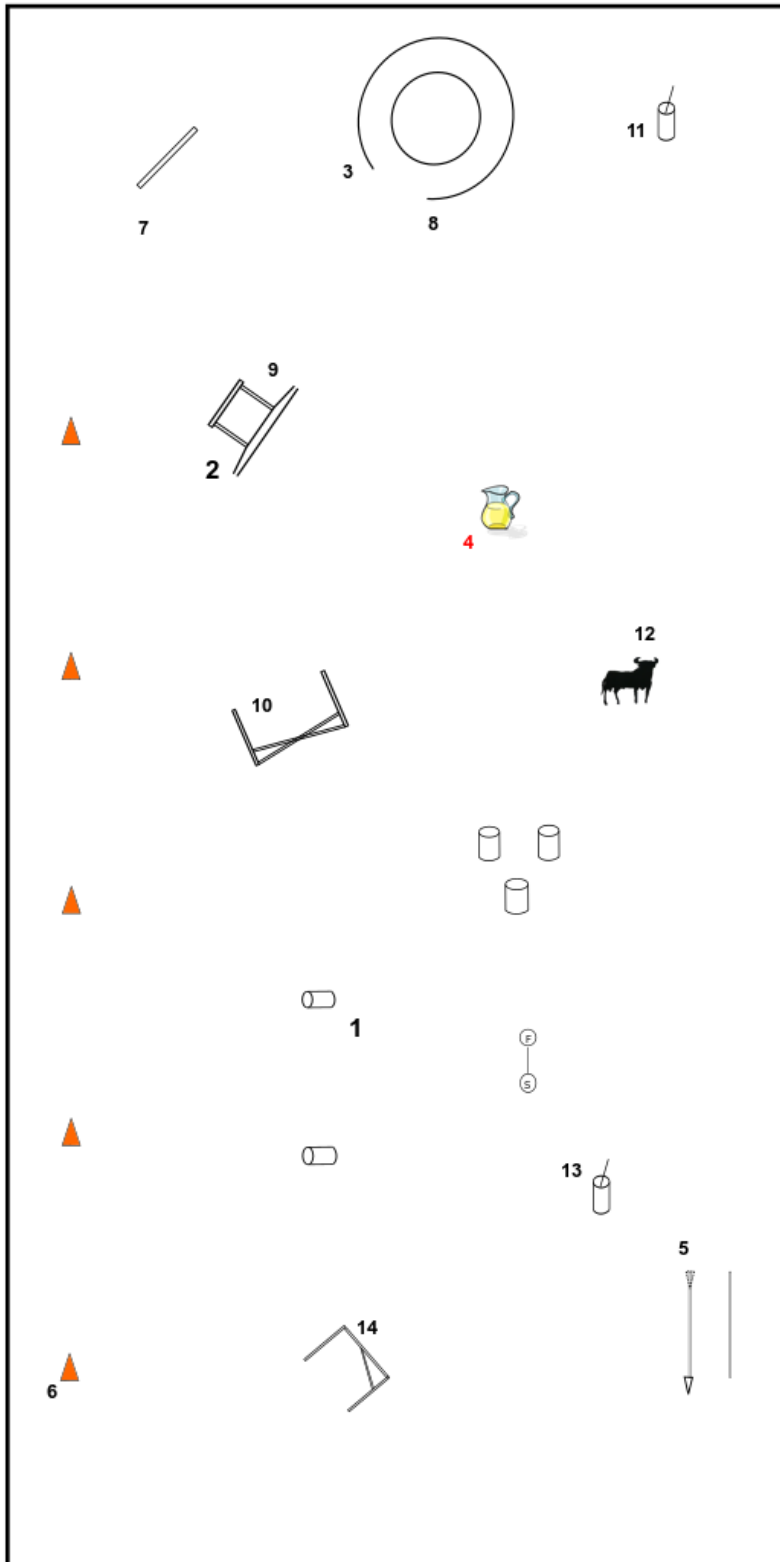
Introduction class

1. figure 8
2. bridge
3. pen, right hand
4. jug
5. corridor with bell, exit forwards
6. slalom
7. switch cup, exit forwards
8. pen, left hand
9. bridge

WE1



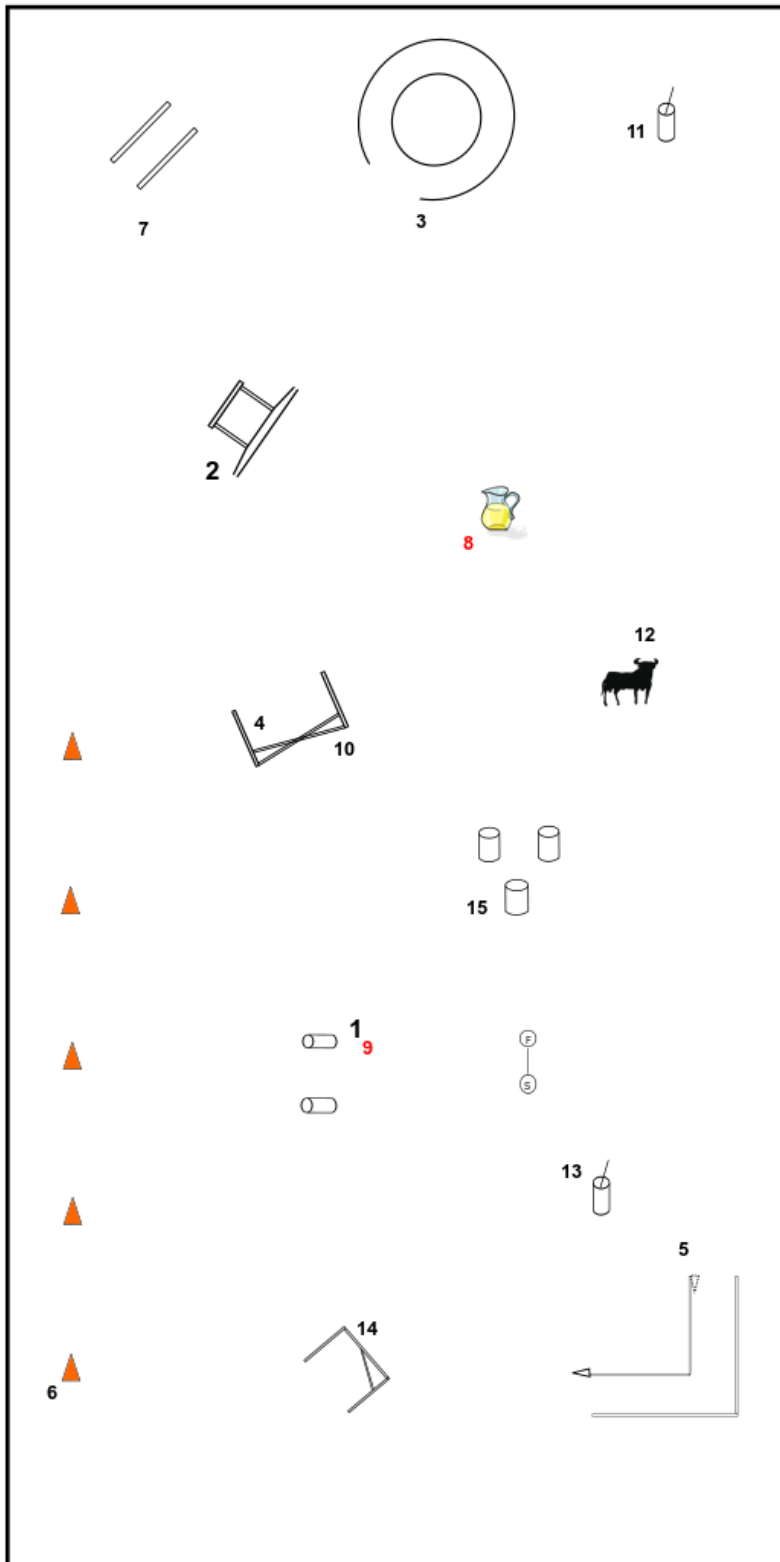
1. figure 8
2. bridge
3. pen, right hand
4. jug
5. corridor with bell
6. slalom
7. switch cup
8. pen, left hand
9. bridge
10. jump



WE2

1. figure 8
2. bridge
3. pen, right hand
4. jug*
5. corridor with cup, switch cup to first pole
6. slalom
7. sidepass
8. pen, left hand
9. bridge
10. jump
11. remove garrocha
12. skewer ring
13. place garrocha
14. gate

* not in speed



WE3-4

1. figure 8
2. bridge
3. pen, 2x
4. jump
5. L-rein back with cup, switch cup to first pole
6. slalom
7. sidepass, 2x
8. jug*
9. rein back figure 8
10. jump
11. remove garrocha
12. skewer ring
13. place garrocha
14. gate
15. drums

* not in speed

Annex 6

Overview of time penalties speed trail

- Figure 8 between drums and/or drums:
- Knock down a barrel, per barrel: +5 sec.
 - Not performing the obstacle correctly: elimination.
- Bridge:
- Bridge is not crossed: elimination.
 - Bridge is not touched by the horses' hooves: elimination.
 - Knocking down a part of the obstacle: +5 sec.
- Slalom, double slalom:
- Knocking down a pole: +3 sec.
 - Not performing the obstacle correctly: elimination.
- Jump
- Knocking down a pole: +5 sec.
 - Third refusal: elimination.
- Livestock pen:
- Knocking down a part of the obstacle: +5 sec.
 - If the horse places 4 feet outside of the pen anywhere other than at the entrance: elimination.
- Rein back L/slalom with cup:
- Knocking down a part of the obstacle: +3 sec.
 - Not placing the cup on the first pole: elimination
 - If the horse places 4 feet outside of the corridor or L: elimination
 - Not reining back to the end of the corridor or L: elimination
 - Not replacing the first or last pole after knocking them down: elimination
- Gate:
- Not closing the gate: elimination.
 - Knocking down the gate: +10 sec.
- Corridor/L with bell:
- Knocking down a part of the obstacle: +5 sec per part of the obstacle
 - Not ringing the bell: elimination.
 - If the horse places 4 feet outside of the corridor: elimination
 - Not reining back to the end of the corridor: elimination
- Table with jug:
(not recommended to use in speed trail)
- Knocking down the table: +5 sec.
 - Not putting back the jug (or it rolls off the table): elimination.
- Sidepass over a pole
- Knocking down one or more poles (on blocks): +7 sec.
 - Front leg or hindleg placed on the wrong side of the pole: + 5 sec.

- Removing the garrocha from a drum:
- Not removing the garrocha: elimination.
 - Removing the garrocha, letting it drop and not dismounting to pick it up: elimination.
 - Knocking down the drum: +5 sec.
- Placing the garrocha in a drum:
- Not placing the garrocha: elimination.
 - Garrocha dropped, picked up and placed in the drum from the horse: no time penalties.
 - Knocking down the drum after placing the garrocha: + 5 sec.
 - Knocking down the drum before placing the garrocha without replacing the drum: elimination.
- Skewering the ring:
- If the ring is skewered correctly and stays on the garrocha until it is placed in the drum: -5 sec.
 - Knocking down the bull or other base of the ring: +10 sec.
- Bank:
- first refusal: +10 sec.
 - second refusal: +10 sec.
 - third refusal: elimination.
 - no forward movement for more than 20 seconds before the bank: elimination.
- Riding through water:
- first refusal: +10 sec.
 - second refusal: +10 sec.
 - third refusal: elimination.
- Switching cup or coat
- Knocking down a pole and not putting it back upright: elimination

Annex 7

Diagram cattle test

Cattle test

