

2014

# AUSTRALIAN WORKING EQUITATION INC

## *SAFETY MANAGEMENT RULES & REGULATION Edition: 1 2014*

Working Equitation is a new discipline recently formed in Australia. To perform correctly the horse needs to be supple obedient and precise. For this, the rider needs to train gradually by using lateral work and classical training; he will then develop his muscle tone and also his mind. This will enable horse and rider working in the correct outline, to perform all the movements required for Working Equitation; originating from working on the farm. While working in harmony and empathy with his rider without force or harshness. The objective of Working Equitation is to achieve and sustain a versatile and willing horse.



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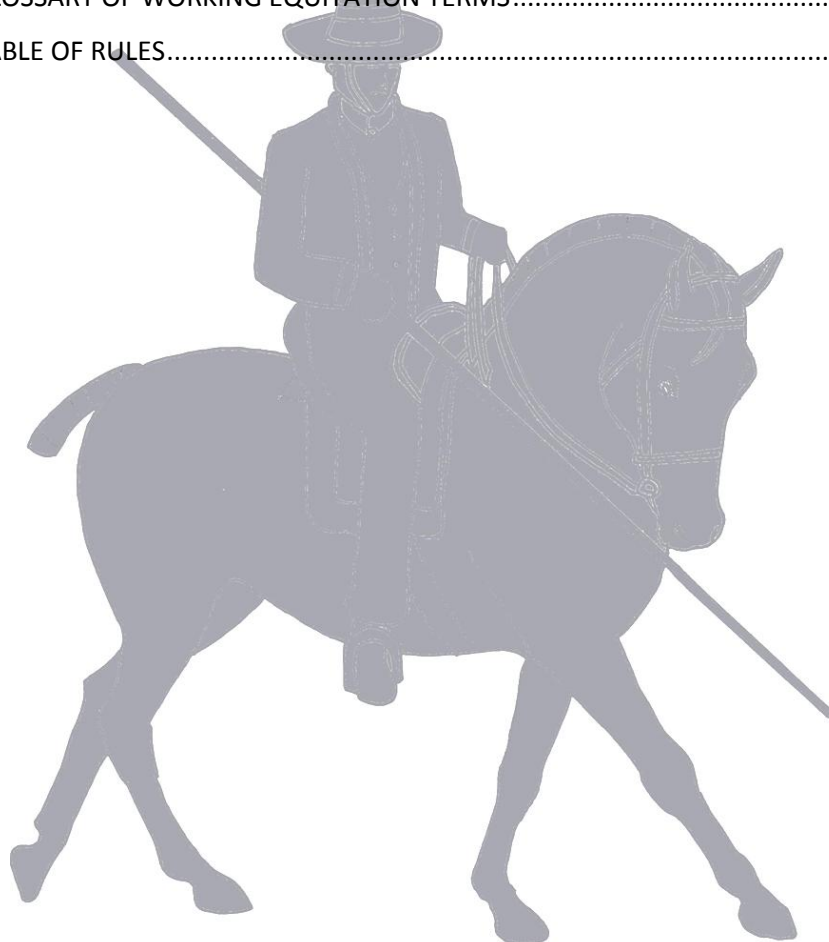
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# AUSTRALIAN WORKING EQUITATION INC

## 1 INTRODUCTION

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The discipline of Working Equitation was created with the objective of promoting the different types of equitation techniques developed in countries that use the horse to work on the farm.

The aim is to preserve and perpetuate not only this type of equitation but also the cultural traditions of each country and their horses.

The four founder countries of Working Equitation are Portugal, Spain, France, and Italy. Now this discipline is practiced in many countries like Sweden, Germany, United Kingdom, Brazil, USA and has now made its way to Australia. Each country has its own rules for its National levels but the rules for International competitions are the same for all countries. WAVE provide the international rules.

These rules have been created with Australian riders and working traditions in mind and from the World Association for Working Equitation as a guide.

## 2 GENERAL INFORMATION

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Each competition is comprised of 3 sections. The final result is determined by totalling the score from all three sections.

The three sections are:

- Dressage
- Ease of Handling (with obstacles) and
- Speed Obstacles (with obstacles).
- In Team and International Competitions a fourth section is included which is a Cattle Penning Test.

**OUTSIDE ASSISTANCE:** No outside assistance is allowed in any phase of Working Equitation Competition. Violation will mean elimination. Outside assistance is defined as, but not limited to: verbal or non-verbal signals from anyone else that would unfairly help a competitor while competitor is being judged.

Callers are allowed for the dressage phase. Test must be read in English unless permission is granted by the Jury before the competition for another language to be used.

Lead Line competitors ARE allowed to have verbal communication from the handler.

## 3 SAFETY MANAGEMENT PLAN

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References: AWE Rules, EA Risk Management Guidelines: EA Sample Event Risk Management Plan

The objectives of Australian Working Equitation INC is to maintain affiliation with Equestrian Australia as a registered association club to obtain standard recognition and guidance as it grows.

This process will require that all members abide with EA safety standards and codes of conduct that are available to new or interested members on [www.equestrian.org.au](http://www.equestrian.org.au)

It will be a requirement for the committee and all the AWE Inc members to comply with EA rules or rulings submitted at any time during membership. Failure to comply with rules and regulations as stipulated by EA may result in cancellation of membership to AWE or its affiliated clubs. Any EA breach may require compliance to the discipline policies of EA.

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## AWE Inc Representatives & Organisers:

Event Organisers must have adequate facilities and knowledge for competition or events for the safety of both horse and rider. Demonstrated equine skill, management & knowledge will be required to be a representative on behalf of AWE Inc.

- 3.1. This safety management plan must read in conjunction with the rules and regulations of Working Equitation as set out in this document in order to better understand the processes or requirements that affect the safety aspects of any event, training, instruction and directives by authorised representatives of Australian Working Equitation Inc.
- 3.2. Waivers must be signed by all attendees (Competitors and officials) of an AWE event. (The only exception to this is the general public) All officials, competitors, judges, stewards, show managers and volunteers must sign the waiver for the competition day.
- 3.3. Trainers must have a written certificate from an authorised and insured certifying organisation. The person who has given authority must have a minimum Certificate 4 in training and assessment and sound knowledge and experience with working equitation. The system of accreditation must retain written records of the assessment and the examination must be passed in order to qualify. Other forms of prior learning could be assessed to qualify as a recommended trainer.
- 3.4. An AWE authorised person would be a person who is either a Committee member, a person that has been delegated a process on behalf of the committee, a person who has been engaged by the committee to represent the committee on its behalf.
- 3.5. It is the responsibility of all officials, competitors, judges, stewards, show managers, etc., involved in a competition event of AWE to know and follow these rules and safety requirements.
- 3.6. It is the responsibility of the event management and any officials, etc., to enforce the rules of Working Equitation before, during, and after any sanctioned competition.
- 3.7. The lunging area must be separate from the riding warm-up area.
- 3.8. The judge and gear steward has the right to ask the competitor to drop the bit out of the horse's mouth for a bit check at the conclusion of their test. The competitor has the right to ask that a groom with a halter and lead be present for the bit check. For safety, if the bit is to be dropped out of the mouth, then a halter should be fitted first. A new pair of disposable gloves must be worn each time. There is also the option of having a gear check after the test, but gear check is compulsory.
- 3.9. There is a timer required for the obstacle speed phase only. The timer starts when the start is crossed and ends when the finish line is crossed. The rider must leave the ring at a walk after crossing the finish line. All times will be noted on the rider's score sheet.
- 3.10. Dressage Times are set prior to the show.  
Ease of Handling order is determined by the dressage scores, and riders will go from lowest to highest score. For simplicity the order of the dressage may also be the order of the EOH and the timed event.  
The Speed Phase order is determined by the lowest combined score from both the Dressage and the Ease of Handling phases for international competition.
- 3.11. The appropriateness (legality and safety) of both tack and attire will be checked prior to the competitor's entry into the competition ring by an official appointed by the committee. Refer to allowable equipment.
- 3.12. Gear Check Steward: The person with this responsibility will be appointed by the AWE committee and will be a person who has demonstrated ability and experience



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with horse related activities including saddle fit, appropriate attire & footwear, riding, ability to detect faulty or defective issues with tack. This person has the authority to report a rider from entering or continuing to ride or prepare to ride as they see fit for the purpose of safety to horse and rider. This person also has authority to report a rider or horse continuing in any form as they see fit if either horse or rider is not sound, unhealthy, lame or injured in any way that may cause safety issues to itself or other persons or horses.

- 3.13. Safety Official: The person with this responsibility has the authority at any time to cease any activity that may inflict harm to a horse, a rider, a spectator, a member of the public or any other person or property that may be put at risk due to an activity that is not authorised under the rules and codes of AWE Inc or EA. To assist the safety officer there will be nominated Technical Delegates, and Ground Jury.
- 3.14. Incident Prevention: AWE Inc has provided a safety analysis process that will be carried out prior to commencing a competition or training event. This process is listed in the addendums to this document as "AWE Event Management Plans" and is available on request.
- 3.15. 1<sup>st</sup> Aid: A person or persons delegated as a 1<sup>st</sup> aid representative will possess a current 1<sup>st</sup> aid certificate and will be required to wear a coloured vest that is vastly different from other officials or AWE representatives so that the 1<sup>st</sup> aid persons are easily identifiable during an event. It is preferred that a 1<sup>st</sup> aid official wears a red vest and an AWE official wears a green/yellow vest. (St Johns Vest)
- 3.16. Helmets: All riders must comply with the relevant stipulations for the event Helmet regulation unless otherwise allowable to provide a helmet waiver such as an international competition. Generally a helmet must be worn at all EA events.
- 3.17. Waivers: A waiver document must be completed before attending an event or proceeding to carry activities related to the event. It is a condition of entry to the grounds and facilities that the waiver is supplied or completed before proceeding to carry out activities related to the horses. All persons must locate the appropriate official to provide or complete the waiver before unloading or attempting to carry out activities related to horses or riding purposes. Failure to provide or complete the waiver within this time frame may result in being asked to cease the activity or leave the location or grounds. A copy of the waiver is available in the "Event Management Plans" and available on request. Electronic acceptance of the waiver also constitutes acceptance of the waiver
- 3.18. Pre- Event: Safety Induction & Discussion: A riders/officials briefing is required between all committee members, riders, volunteers and representatives before proceeding to commence the event. The discussions should cover subjects including and most importantly, safety of the riders and horses, safety aspects of the grounds and facilities and the emergency response requirements. This information should be made available via a PA system so as to ensure that everyone is able to attend the brief and listen to the information as it is being presented.
- 3.19. Mounting/Dismounting: This should only occur when there is sufficient room so as not to cause any horse to spook, bolt or move quickly from the sudden movement of mounting/dismounting. There should also be sufficient warning given to others if a rider has to dismount in a space where it would be beneficial and safer for the horses to give way with extra room to allow safe dismount.
- 3.20. Riding: All riding should be done without causing intentional pain to a horse. The rider should be capable of the class or respective level elected. No cruelty will be tolerated and immediate removal from the horse or being asked to leave the grounds may be required. AWE officials will have the authority to remove any rider that is deemed to have been cruel to a horse whether the horse is being ridden or on

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- the ground. Riders must also comply with regulations and codes set out by EA. An example is the “dangerous riding rules for eventing” that is covered in point form.
- 3.21. Securing Horses and Traversing The Venue: Horses must be tied or secured with suitable clearance from other horses so as not to cause or allow kicking, tangling or being able to access another horses food. Use of tie up strings or blocker ties should be used so the horse can get free in the event of something scaring it or another horse/dog etc attacking it. When leading a horse there should be vigilance to ensure horses are not in proximity to be able to kick another horse or human. There should also be awareness that horses can be unpredictable and steps taken to foresee events potentially occurring and then avoiding them wherever possible. Horses are not to be allowed loose to roam or feed in any designated public/pedestrian/parking areas and should be securely lead in safe allocated zones as per a venue plan. A sample venue plan is attached in the “Event Management Plans”.
  - 3.22. Horses Can Be Unpredictable: All horses no matter how well trained can have reactions to things that humans may NOT interpret as being dangerous. This aspect should always be an integral part of any horse event safety strategy and all persons should maintain this in mind when attending any AWE event.

## 4 JUDGES

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- 4.1. Judges are people approved and appointed by AWE to judge a Working Equitation competition. All judges must conform to the code of practice for judges in accordance with Equestrian Australia regulations and rules as a guide.
- 4.2. The Judge must have a comfortable, separate space so they may judge impartially.
- 4.3. Every judge must have a pencil. (Judge Secretary)
- 4.4. The Judge is the President of the Jury, and as such has final authority at the competition. It is the Event Manager's responsibility to ensure the competition runs smoothly.
- 4.5. During the Dressage portion of the test, the Judge is placed at C.
- 4.6. During the Ease of Handling phase the Judge must have a clear view of all obstacles.
- 4.7. During the Speed phase the Judge should be situated with a clear view of the obstacles as well as the timer.
- 4.8. All changes or amendments made to the scoring sheet by the Judge must be initialled by the Judge for verification purposes.
- 4.9. Local events must have at least one judge in each phase.  
State Championships must have at least two judges in each phase.  
National Championships must have at least three judges in Dressage and Ease of Handling and two judges in the Speed phase.
- 4.10. Conflict of interest: The Judge is prohibited from judging a test for the following reasons:
  - 4.10.1. The owner or breeder of the horse competing
  - 4.10.2. Has a monetary/commercial or personal interest in the competitor or the horse (i.e. trainer, clinician, groom, coach, student, etc.)

## 5 SHOW SECRETARY

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- 5.1. Calculation, processing, verification and posting of the Judge's Scores is the responsibility of the Secretary.
- 5.2. The Secretary is responsible for the entry order, the required releases, entries, and the information packet for the Judge as well as the competitors.



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- 5.3. The Secretary will process the Judge's marks, arrange and post the entry order for all phases of the competition (using the guidelines set forth by Equitation) and give competitors the final placings based on their scores and times.
- 5.4. It is the responsibility of the Secretary to post results and handle appeals. Tests will be made available to the competitors after all scoring and placings have been made.
- 5.5. Entry order in all phases is the responsibility of the Show Secretary.
- 5.6. The first phase will be the Dressage Phase, followed by the Ease of Handling Phase. The Speed phase will be the third phase of the competition. Cattle Trials (if held) will be held as the fourth phase.
- 5.7. Working Equitation competitions can be held over one, two, three, or four days.
- 5.8. The Entry order should be posted as soon as possible prior to the start of Ease of Handling, Speed, or the Cattle Trials.
- 5.9. The entry order for the Dressage Phase must be posted and available two days prior to the date of competition.
- 5.10. In the event that the competition is on a single day the Entry order may remain unchanged.
- 5.11. The Riders have one minute from the scheduled time of entry (or after being called to the ring) to enter the ring. If they do not arrive in that time, they will be eliminated.
- 5.12. The Rider will also be eliminated if they do not enter the ring within 45 seconds after the bell or whistle has indicated the judge is ready for entry.
- 5.13. In the event of a multi-day event, the Speed Test Entry order will be in reverse order of the Dressage and Ease of Handling combined placings, going from lowest to highest placings. In the event of a tie it is the discretion of the Show Secretary to determine the Entry order for the riders in a tie. The lowest collective marks in the dressage will determine the placing.

## 6 RIDERS

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- 6.1. All riders have the right to lodge a complaint or protest. A fee of \$50.00 must be paid at the time of the complaint/protest. If the complaint is upheld a full refund will be given.
- 6.2. All riders have the right to a written response to their complaint.
- 6.3. The Jury will be comprised of the Judge(s), The Show Manager, and one other AWE representative.
- 6.4. All minors must be accompanied by a responsible adult as included on their entry form. (subject to AWE approval for junior riders)
- 6.5. All riders are required to wear an Australian certified helmet while mounted.
- 6.6. All riders must complete the AWE entry form in full as well as any releases, waivers', etc, required by the show facility and show management. Electronic forms are also accepted.
- 6.7. A single mount may not be entered into multiple levels of the competition with different riders with the exception of Lead Line. (i.e. a horse may be entered in a Lead Line level with one rider and a different level with another rider.)
- 6.8. The appropriateness (legality and safety) of both tack and attire will be checked prior to competitor's entry into the competition ring by an official appointed by AWE. Refer to gear steward within this document
- 6.9. Rider grading. The dressage score determines the viability of a rider to progress into higher levels. As a reference the EA National Dressage rules 2013 are the basis for determining the level. As of October 2013 the rule for grading is as follows.

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- a) The 1<sup>st</sup> score of over 60% requires the rider to voluntarily consider going up a level.
- b) The 2<sup>nd</sup> score of over 60% requires the rider to compulsory go up a level.
- c) If the rider is unable to go up a level but is intending to use the same horse used in the scores above 60% then the rider can remain in the previous level but must not be in the ribbon or points tally. This is non competitive entering in a class, HC (Hors Concours)
- d) If any rider uses different horses during a calendar year, the rider must notify and request permission to use a horse that may be likely to exceed the level the rider has entered. Your entry and the score sheet provide details of each horse ridden and this information can be collated during each event.

## 7 SCORING

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7.1. The Scoring for both the Dressage Phase and the Ease of Handling phase will use the following numbered scoring system with the corresponding remarks:

10 Excellent	6 Satisfactory	2 Bad
9 Very Good	5 Sufficient	1 Very Bad
8 Good	4 Insufficient	0 Not Performed or Attempted
7 Fairly Good	3 Fairly Bad	

- 7.2. In addition to the whole Score marks given above, the Judge may also use half marks (eg 0.5, 1.5 etc)
- 7.3. The highest score that can be earned in the Ease of Handling Phase by a competitor that does an obstacle at a lesser gait then required is a 6. Any further disobedience will be deducted from the base score of 6.
- 7.4. The Dressage Phase and Ease of Handling Phase will be scored by a percentage out of 100%. The percentage is then transformed into points (see Appendix Points Chart). The rider with the highest points wins the Phase. In the event of a tie, the tie will stand. Points will be used both in determining the final placings of all three phases and for year-end awards.
- 7.5. The Speed phase will be scored by the optimum time, keeping in mind that safety should always be the highest priority.
- 7.6. In accordance with the 2013 WAVE rules for judging the speed phase. AWE will adopt the same scoring system as WAVE and deduct time penalties for each obstacle. The optimum time after penalty deductions will become the 1<sup>st</sup> place rider.
- 7.7. The final placings for all three phases of the event are determined by adding a single competitor's total points from the Dressage, Ease of Handling, and Timed phases. A tie will be broken by the Dressage Score with the competitor with the most points in Dressage winning the tie.
- 7.8. All changes or amendments made to the scoring sheet by the Judge must be initialled by the Judge for verification purposes.

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## 8 LEVELS

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### 8.1. LEAD LINE (ONLY FOR TRAINING PURPOSES & NOT COMPETITION)

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- 8.1.1. Purpose in Dressage and Ease of Handling Phases is to introduce children to Working Equitation in a safe environment with correct equitation and training. To be ridden on the lead line in a snaffle bridle using two hands on the reins. Handler must be an Adult. Rider can be assisted by Handler if needed. No whip is allowed. No spurs allowed. No Speed phase.
- 8.1.2. No whips are allowed in the Ease of Handling Phase.
- 8.1.3. The Lead Line rider completes only two Phases, the Dressage Phase and the Ease of Handling Phase. There is no Speed Phase for the Lead Line rider.
- 8.1.4. All obstacles in the Ease of Handling Phase are to be ridden at a walk or halt when appropriate.
- 8.1.5. The age of the Lead Line rider is 10 and under.
- 8.1.6. Any rider in Lead Line may not compete in any other level.
- 8.1.7. Any rider in Lead Line must have an Adult handler with a lead attached to the horse at all times when mounted.
- 8.1.8. Please refer to the Tack and Attire Section for full appropriate attire and tack information.
- 8.1.9. All Lead Line riders are required to wear an approved helmet at all times when mounted. Minimum horse age is 6.

### 8.2. PREPARATORY

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- 8.2.1. Purpose in Dressage and Ease of Handling Phases is to introduce the beginner rider or the new working equitation rider to Working Equitation competition in an inviting and educational atmosphere. To be ridden in a snaffle using two hands on the reins. Rider may carry a whip in Dressage Phase. Spurs allowed. Transitions into and out of the halt may be made through the walk. While the horse does not have to be on the bit or round in the top line, the horse would show acceptance of the connection from the leg to the elastic hand without undue resistance. The walk and trot should be energetic and ground covering but without losing balance.
- 8.2.2. Any age rider may compete at this level.
- 8.2.3. Horse must be at least 3 years of age.
- 8.2.4. Dressage test is walk and trot.
- 8.2.5. Ease of Handling and Speed are walk and trot.
- 8.2.6. No whips are allowed in the Ease or Handling or the Speed Phases of the competition.

### 8.3. PRELIMINARY

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- 8.3.1. Purpose in Dressage and Ease of Handling Phases is to test and encourage the correct training of the preliminary Working Equitation rider. To be ridden in a snaffle using two hands on the reins. Horses under 5 years of age must be ridden in a snaffle. Rider may carry a whip. Spurs are allowed. Transitions into and out of the halt may be made through the walk. The horse should be in acceptance of the connection from the leg to the elastic hand showing the start of a round outline. The walk, trot, and canter should be energetic and ground covering with the strides tracking up or over striding in the walk and trot.
- 8.3.2. There is no age limit for the rider at this level.
- 8.3.3. Horses must be least 3 years of age.
- 8.3.4. Dressage is walk, trot and canter.

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- 8.3.5. Ease of Handling and Speed is walk and trot.
- 8.3.6. No whips are allowed in the Ease or Handling or the Speed Phases of the competition.

## 8.4. NOVICE

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- 8.4.1. Purpose in Dressage and Ease of Handling Phases is to test the progression of the horse's training at the Novice level and to introduce the beginnings of lateral work (IE Leg yielding). Horses over 5 years of age may be ridden in an AWE approved bit. Any horse under 5 years of age must be ridden in a snaffle. Rider may carry a whip. Spurs allowed. The horse should now be reliably in acceptance of the aids, with more impulsion and with a rounded and more uphill balance in the working gaits than at Elementary Level.
- 8.4.2. There is no age limit for the rider at this level.
- 8.4.3. Horses must be 4 years of age or older.
- 8.4.4. All phases are walk, trot, and canter.
- 8.4.5. No whips are allowed in the Ease of Handling or the Speed Phases of the competition.

## 8.5. ELEMENTARY

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- 8.5.1. Purpose in Dressage and Ease of Handling Phases is to test the progression of the horse's training at the Elementary level and to introduce forward/sideways Lateral movements. To be ridden in a snaffle. Rider may carry a whip. Spurs allowed. The horse is now reliably in acceptance of the aids, greater impulsion is thrusting the horse into a rounded and uphill balance that leads to moments of collection.
- 8.5.2. Open to riders of 14 years old and above.
- 8.5.3. Horses must be 4 years of age or older.
- 8.5.4. All phases are walk, trot, and canter.
- 8.5.5. To be ridden in a snaffle.
- 8.5.6. No whips are allowed in the Ease of Handling or the Speed Phases of the competition.

## 8.6. MEDIUM

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- 8.6.1. To test the correct progression of the training at the Medium level and to introduce the half pass and flying changes. To be ridden in a snaffle. Rider may carry a whip. Spurs allowed. The horse now accepts and responds readily to the aids of the rider. This level has greater levels of impulsion and collection than at the Elementary level. Reins will be held in one hand for the walk and the trot. All collected trot is done sitting.
- 8.6.2. Open to all riders 15 years old and above.
- 8.6.3. Open to horses 5 years old and over.
- 8.6.4. All phases are walk, trot, and canter.
- 8.6.5. To be ridden in a snaffle.

## 8.7. ADVANCED

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- 8.7.1. To test the correct progression of the training at the Advanced level and to introduce the half/ canter pirouette. The horse now accepts and responds readily to the aids of the rider. This level has greater levels of Impulsion and Collection than at the Medium level. Reins will be held in one hand for the duration of the test.
- 8.7.2. Open to all riders 16 years of age and older.
- 8.7.3. Open to all horses 6 years of age and older.
- 8.7.4. All phases are walk and canter.

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8.7.5. To be ridden in a snaffle bridle.

8.7.6. Can be ridden in a Pelham, curb or double bridle at International Advanced Level.

## 9 DIVISIONS

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Each member will choose only one division for themselves.

### 9.1. RIDER DIVISIONS

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9.1.1. Children (training only)- Levels offered in this division - Lead Line and Preparatory.

9.1.2. Juniors (training only) -  
Levels offered in this division - Preparatory, Preliminary, Novice, Elementary.

9.1.3. Young Riders - Open to all Young Riders ages 15 to 21 on the date of the event.  
Levels offered in this division - all levels but Lead Line.

9.1.4. Adult - Open to adults over the age of 21 on the date of the event.  
Open to all horses and large ponies.  
All Levels offered excepting Lead Line.

## 10 THE DRESSAGE PHASE

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### WORKING EQUITATION DRESSAGE:

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Dressage is the first phase of the competition.

Working Equitation Dressage encourages harmony between horse and rider through their understanding of the language of the aids.

Working Equitation Dressage demands humane and correct training of horse and rider. Working Equitation Dressage promotes physical soundness and mental well-being through relaxation, lateral suppleness (bending), longitudinal suppleness (roundness), and progressive conditioning.

### 10.1. GUIDELINES

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10.1.1. The Official Working Equitation Dressage arena must be a 20 x 40 meter area clearly marked off as the competition ring.

10.1.2. A standard 20 x 60m dressage arena is also acceptable at some events. (subject to AWE approval).

10.1.3. The entrance to the arena must be about 2 meters and located directly across from the judge on the short side of the ring containing A.

10.1.4. It is not required to close the entrance to the arena. (is preferred if possible)

10.1.5. The dressage arena must have dressage letters set up following the measurements given in the arena diagram and will include the letters A, K, E, H, C, M, B, F given along the outside of the ring. (See Appendix for a Dressage Arena Diagram).

10.1.6. The Dressage Phase has 7 levels available.

10.1.6.1. Lead Line (training only)

10.1.6.2. Preparatory

10.1.6.3. Preliminary

10.1.6.4. Novice

10.1.6.5. Elementary

10.1.6.6. Medium

10.1.6.7. Advanced



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- 10.1.7. Spectators must be kept a safe distance from the ring, preferably a minimum of 10 meters. If this is not possible, the safety of the horse & rider as well as the safety of the spectators must be taken into account and extra provisions implemented.
- 10.1.8. The riders must follow the instructions given on the dressage test for each level.
- 10.1.9. The riders must halt and salute the Judge at the beginning and end of each test as described in the tests.
- 10.1.10. The test ends when the rider halts and salutes the Judge.
- 10.1.11. All riders will salute by making a nod of the head and dropping one hand straight down, keeping the reins and whip in the other hand. (i.e. Do not salute with the hand holding the whip.)
- 10.1.12. The entry into the arena will be signalled by either a bell or whistle, to be blown or rung by the Judge.
- 10.1.13. Once the bell or whistle has been given, the rider has 45 seconds to enter the arena or they may be disqualified.
- 10.1.14. Rider is not required to start their dressage test before their scheduled time. But may do so in cases of scratchings etc, but at the riders consent
- 10.1.15. First error of course = two point deduction.  
Second error of course= four point deduction.

## 10.2. DISQUALIFICATIONS FOR DRESSAGE

(SEE ALSO GENERAL DISQUALIFICATIONS)

- 10.2.1. Failing to enter dressage arena within 60 seconds of being called or signalled to enter arena.
- 10.2.2. Failure to salute the judge.
- 10.2.3. The horse leaving the arena with all four feet. Subject to arena construction and standards
- 10.2.4. Beginning dressage test without being called or signalled.
- 10.2.5. Failure to ride the compulsory order of movements in the dressage test.
- 10.2.6. More than two errors of course.

## 11 EASE OF HANDLING PHASE

Ease of Handling in Working Equitation is the second phase of the competition.

The objective of this trial is to demonstrate a rider's and horse's capacity to calmly, precisely, stylishly and regularly deal with any obstacles designed to simulate difficulties which could be encountered by a farm working horse.

The attributes of the correct working horse include:

- Rhythm, Relaxation, Regularity
- Obedience and confidence
- Acceptance of and Response to the Aids
- Suppleness of the Bend and Roundness
- Impulsion



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- Straightness
- Collection and Balance
- This phase also tests the attributes of a correct working rider. These attributes include:
- Balance and Relaxation
- Flexibility
- Strength
- Coordination
- Feel
- Athletic and fitness

There are no minimum dimensions for this trial although the ideal, recommended dimensions are 70m x 40m

**At the Novice level canter or trot may be used in the obstacles with no penalty for trotting the individual obstacle.** However, (under the Notes For The Course Score) the canter will be awarded a coefficient of 1.5, a combination of trot and canter a coefficient of 1.25, and trotting the course will be a coefficient of 1.

All obstacles are numbered in order of completion. Markers will also indicate the start and finish of the obstacle zone as well as the direction with the red marker being on the rider's right and the white marker being on the rider's left.

Any obstacle already ridden is considered "dead" and may be ridden through in any direction without penalty, although be aware that knocking an obstacle (even a dead one) will affect final scores.

Please refer to Obstacles Section for specific guidelines regarding Ease of Handling.

## 11.1 DISQUALIFICATIONS FOR EASE OF HANDLING

(SEE ALSO GENERAL DISQUALIFICATIONS)

- 11.1.1. Any rider entering an obstacle backward (without the red flag (or number) on the right) will be penalised.
- 11.1.2. Failing to cross start line in Ease of Handling or Speed within 45 seconds of being called or signalled to start.
- 11.1.3. Failure to salute judge.
- 11.1.4. Three refusals on course.
- 11.1.5. Beginning any phase without permission to start.
- 11.1.6. Not completing an obstacle.
- 11.1.7. Failing to start and finish at the designated start and finish lines.
- 11.1.8. Showing the horse an obstacle prior to starting the test. Unless the course steward allows the horse and rider to enter the area unmounted for safety reasons.
- 11.1.9. Failing to complete the obstacles in the assigned order.
- 11.1.10. An error in the course, without correction. (Advanced levels only)
- 11.1.11. Refusal of more than 15 seconds to perform an obstacle. (advanced level only)
- 11.1.12. All four of the horse's feet leaving an obstacle
- 11.1.13. More than three complete strides of canter in the Lead Line or Preparatory levels.
- 11.1.14. Fall of rider or horse.

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## 12 OBSTACLES

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Please note that all obstacles must be attempted and executed with the horse and rider's safety in mind at all times.

### 12.1. THE JUG

---

This obstacle consists of a table of an appropriate height with a jug. The jug is empty for Lead Line, Preparatory and Preliminary. The Jug is filled with water for Novice, Elementary, Medium, and Advanced. The rider and horse approach the table, halt, and pick up the jug, raise it above his/her head, and then replace the jug on the table before moving off at the appropriate gait. This obstacle is not used in the speed phase.

Obstacle is judged on the fluency of the animal's movements, its response to the use of aids, enabling the route to be performed with the maximum perfection. Penalties are applied to any failure to complete the course correctly. Touching any of the posts shall be severely penalised.

When competing at the levels where the Jug is filled with water, the rider may choose to pour the water out onto the ground or over the horse to increase the level of difficulty of the obstacle and there by receive more points. However, if the rider chooses to pour out the water and the horse moves or shows non-acceptance of the pouring water a more severe penalty will be earned than if the rider had not poured out the water.

Penalties: Bumping table, dropping the jug, accidentally spilling the water, reacting negatively to pouring water.

The judge will take into consideration the severity or mildness of each disobedience.

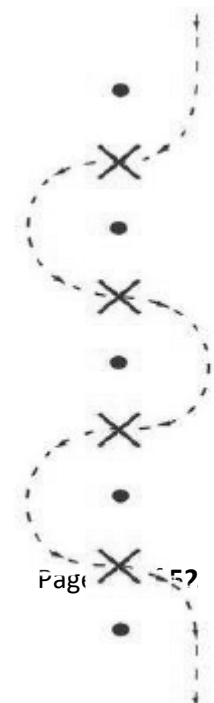
Gait Required: Horse should stand immobile while the rider lifts and returns jug

- Lead Line Walk to Halt
- Preparatory Trot to Walk to Halt
- Preliminary Trot to Halt
- Novice Canter or Trot to Halt
- Elementary Canter to Halt (Transition can be made through the walk or trot)
- Medium Canter to Halt
- Advanced Canter to Halt

### 12.2. THE SINGLE POLE SLALOM

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The obstacle comprises at least 5 wooden, plastic, or metal poles (approximately 2m high), set out in a straight line from 6 m to 10 m apart. The horse is ridden around the slalom posts performing a change in bend with each change of direction. When required the change of lead or flying changes should always be performed at the half-way point between the poles. The line taken by the rider should be in true half circles the diameter of which will equal the distance between the poles. (See diagram).



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Obstacle is judged on the rider's ordered, precise action, movement which should be fluid and continuous and the manner of performing the obstacle.

Gait Required:

- Lead Line Walk poles 10 meters apart.
- Preparatory Trot poles 10 m apart.
- Preliminary Trot poles 8 m apart
- Novice Canter or Trot poles 6 m apart.  
In canter the changes can be through the walk or trot.
- Elementary Canter with changes through the walk or trot  
and the poles 6 m apart.
- Medium Canter with flying changes in middle and the poles 6 m apart.
- Advanced Canter with flying changes in middle and the poles 6 meters apart

## 12.3. THE JUMP

---

The obstacle consists of a jump of various heights, depending on the level, from a 12' long pole on the ground to a jump of 3 to 4 bales of straw lying end to end. The jump cannot exceed the height of a straw bale. The horse should approach and jump naturally and with assurance.

Obstacle judged on the action of the horse, the rider's serenity and his/her use of aids to perform the obstacle. Knocking over any obstacle is penalised.

There is no penalty for a few strides of a relaxed canter after the jump. Touching any part of the jump will be penalised. Refusing or running out will be severely penalised.

Gait Required:

- Lead Line Walk a pole on the ground
- Preparatory Trot a pole on the ground
- Preliminary Trot a raised pole of no more than 25cm.
- Novice Canter or Trot a raised pole of no more than 25cm.
- Elementary Canter a raised pole of no more than 30cm.
- Medium Canter hay bales. Or similar
- Advanced Canter hay bales. Or similar

## 12.4. THE POLE PICKUP FROM BARREL

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The rider approaches the barrel either straight on or by circling the barrel and removes the pole without the horse reacting in any way. Rider places the pole in a horizontal position at the height of the riders elbow with the tapered end of the pole at the side of the horse's head slightly above eye level or the pole is carried on the shoulder with the tip of the pole pointing toward the horse's hindquarter. The hand position cannot be changed with the exception of moving up or down the pole. Except where noted (Lead Line and Walk Trot) the Pole will be between 3m and 3.5m in length.

Obstacle is judged on the manner in which the horse approaches the obstacle, its reaction to the movement of the pole and the relaxed manner in which the rider collects the pole. The horse should always move forward at a steady gait, and should not react to, or unduly notice, the appearance of

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the barrel or the removal of the pole. Any slowing down or change of gait by the horse will be penalised. If the rider drops the pole they must dismount, pick up the pole, deposit the Pole back in the Pick-up Barrel, and then remount. After remounting the rider then picks the Pole back up and continues from where the Pole drop occurred. Knocking over the barrel will be penalised. Touching the horse with the pole will be penalised.

Gaits Required:

- Lead Line Halt. Pole must be no longer than 1m and be small in diameter.
- Preparatory Walk. Pole should be no longer than 2m and be light in weight.
- Preliminary Trot.
- Novice Canter or Trot.
- Elementary Canter.
- Medium Canter
- Advanced Canter

## 12.5. KNOCK DOWN BALL OR SPEAR RING

Knock Down a ball: The competitor, at the required gait (refer to the selected dressage test) knocks down a ball with the tip of the pole.

The ball is located on the top of a base of at least 60cm in height. Balls of a larger size should be used for Lead Line, Preparatory and Preliminary levels while balls of a smaller size (no smaller than a tennis ball) are appropriate for Novice to Advanced levels. Balls should be constructed or filled in a way that prohibits the ball from rolling.

Spearing a Ring: The competitor, at the required gait, collects a ring from any location. The Rings are difference sizes ranges from Novice to Advanced.

- Lead Line – Preparatory Ring Approximately 20cm diameter.
- Preliminary – Elementary Ring Approximately 15cm diameter.
- Medium and Advanced Maximum of 10cm diameter

Obstacle is judged on the fact of the horse's not slowing down, always maintaining a natural attitude and the fluency with which the rider skewers the ring with the pole or knocking down of the ball.

Striking the base holding the ring or the ball will be penalised.

Gait Required:

- Lead Line Halt or walk knocking down Ball or Spearing Ring.
- Preparatory Walk knocking down Ball or Spearing Ring.
- Preliminary Trot knocking down Ball or Spearing Ring.
- Novice Canter or Trot knocking down Ball or Spearing Ring
- Elementary Canter knocking down Ball or Spearing a Ring
- Medium Canter Spearing Ring
- Advanced Canter Spearing Ring

## 12.6. THE POLE REPLACED IN BARREL

The rider approaches the barrel either straight on or by circling the barrel and replaces the pole in the barrel with the base of the Pole going in first.

Obstacle is judged on the way in which the horse approaches the obstacle, its reaction to the movement of the pole and the calm manner in which the rider places the pole.

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There should be no reaction to the movement of the pole. The horse should always move forward at a steady gait, and should not react to, or unduly notice, the appearance of the barrel or the replacement of the pole. Any slowing down or change of pace by the horse will be penalised. If the rider drops the pole they must dismount, pick up the pole, deposit the Pole back in the Pick-up Barrel, and then remount. After remounting the rider then picks the Pole back up and continues from where the Pole drop occurred. Knocking over the barrel will be penalised. Touching the horse with the Pole will be penalised.

Gaits Required:

- Lead Line Halt.
- Preparatory Walk.
- Preliminary Trot
- Novice Canter or Trot
- Elementary Canter
- Medium Canter
- Advanced Canter

## 12.7. CORRIDOR WITH BELL

The obstacle consists of 2 small fences, hay bales, or ground poles placed parallel to each other forming a corridor a width of 1.5m. A bell is located at the end of the corridor at a height of approximately 2m.

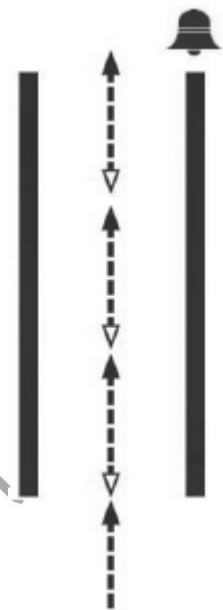
The horse approaches the corridor at the required gait, enters, and moves forwards towards the end. The rider then halts, rings the bell and exits straight ahead or performs a rein-back down the corridor depending on the level.

Obstacle is judged on the horse's attitude and straightness, the rider's use of aids, speed and the fluidity, continuity and quality of the performance. An insufficient score should be given if the horse displaces either of the sides of the corridor.

The corridor may alternatively be "L" shaped at Novice or Elementary and any safe shape at Medium and Advanced.

Gait Required:

- Lead Line Walk into the corridor, Halt and ring bell, exit obstacle in walk.
- Preparatory Walk into the corridor, Halt and ring bell, exit obstacle in walk.
- Preliminary Trot into the corridor, halt through the walk and ring bell, Rein back out.
- Novice Canter or Trot into the corridor, halt through the walk, ring the bell, Rein back out.
- Elementary Canter into the corridor, halt and ring the bell, Rein back out.
- Medium Canter into the corridor, halt and ring the bell, Rein back out. Corridor can be an "L" or a "Z".
- Advanced Canter into the corridor, halt and ring the bell, Rein back out. Corridor can be any shape that can safely be negotiated.





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## 12.8. THE BRIDGE

The obstacle consists of a wooden bridge over which the horse must walk. The obstacle measures at least 3m long x 1.5m wide. The sides of the Bridge should be at least 20cm above the ground. The surface of the Bridge must provide traction and not be slick. The Bridge should be made out of solid material and should not endanger either horse or rider.

Obstacle is judged on the rhythm and activity and regularity of the walk, transitions and confidence of rider and horse in dealing with the obstacle. Ideally the rider should have 2 strides of controlled walk prior to the bridge to demonstrate control

An insufficient score should be given if a horse shows any awkwardness, hesitation or irregularity or fails to comply with the type of walk required to perform the obstacle.

- Lead Line Walks up to the bridge and then walks the bridge.
- Preparatory Trots up to the bridge and then walks the bridge.
- Preliminary Trots up to the bridge and then walks bridge.
- Novice Cantering or trotting up to the bridge and then walks the bridge.
- Elementary Cantering up to the bridge and then walks the bridge.
- Medium Cantering up to the bridge and then walks the bridge.
- Advanced Cantering up to the bridge and then walks the bridge.

## 12.9. LIVESTOCK PEN

This obstacle consists of a more or less round enclosure with an entrance. At the centre of the pen is an inner enclosure housing an object representing an animal. The outer enclosure shall have a diameter of 6m (medium/advanced) & may be up to 8m (for all other levels) and the inner enclosure should be no more than 3m or less than 2m wide. For training and local competitions a barrel is acceptable in the middle. If a barrel is of metal instead of plastic the barrel must be protected with rubber materials to prevent or reduce injury to horse and rider.

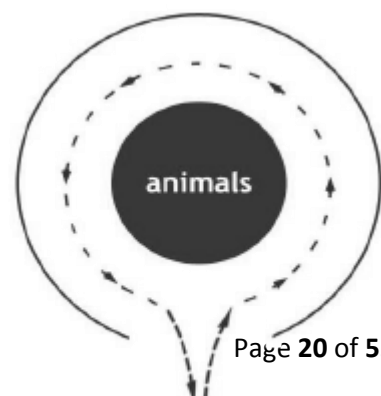
The horse enters from the direction given on the course map and describes a full circle around the inner enclosure. Livestock Pen can be done in either direction at Lead Line, Preparatory, Preliminary, Novice, and Elementary. Medium level must show this obstacle in both directions. Upon passing the exit flags after the first pass around the livestock pen, the Medium level competitor will transition to walk, perform a walk pirouette in either direction, transition back to canter on the appropriate lead and then re-enter the livestock pen to complete the obstacle in the opposite direction.

Advanced levels must show this obstacle in both directions. Upon passing the exit flags after the first pass around the livestock pen, the Advanced level competitor will perform a canter (half) pirouette and then a flying change of lead and then re-enter the livestock pen to complete the obstacle in the opposite direction. All levels except advanced can do up to a 5m pirouette.

Obstacle is judged on the rider's ordered, precise action, movement, which should be fluid and continuous and the manner of performing the obstacle.

Gait Required:

- Lead Line Walk
- Preparatory Walk or Trot
- Preliminary Trot
- Novice Canter or Trot





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- Elementary      Canter
- Medium          Canter
- Advanced        Canter

## 12.10. THE GATE

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The gate should be constructed from timber materials and have no sharp edges. (Metal frame gates acceptable for training) Gate should be opened and closed with a metal hoop or a rope loop. Two uprights made from natural material with a width of at least 2m and a height of 1.30 m should be placed at the sides of a temporary gate. The gate may open to the right or left in conformity with the course. The obstacle should be performed as follows: The rider positions the horse at the side of the gate (to the left or right depending on the direction in which it opens). Using one hand the rider lifts up the iron hoop or rope loop and opens the gate. At the Lead Line level the rider proceeds straight through the gate and does not close the gate.

At all other levels the rider will walk through the entrance without letting go of the gate and when the horse has fully exited the other side of the gate, the rider may back up one or two steps to close the gate. The rider will then put the iron hoop or rope loop in place and complete the obstacle. The rider should not let go of the gate during the course of performing the exercise. (Except in Lead Line level where the rider does not have to close the gate.)

Obstacle is judged on the horse's action which should be fluid and without any hesitation. The horse should pay attention to and participate in the opening and closing movements without showing any signs of insecurity or disobedience. The rider's action should be easy, precise and free from hesitation.

The rider should make good use of his/her legs to push the horse forward whenever necessary. Letting go of the gate is a major fault except in the Preparatory and Preliminary levels.

Gait Required:

- Lead Line      Walk to gate. Then halts and pushes or pulls gate open and walks through. Does not close the gate.
- Preparatory    Walk or Trot to gate. Then halts and pushes or pulls gate open and walks through and then closes gate.
- Preliminary    Trot to gate. Then halts and pushes or pulls gate open and walks through and then closes gate.
- Novice          Canter or trot to gate. Then halts (which can be through walk or trot.), pushes or pulls the gate open and walks through and then closes gate.
- Elementary     Canter to gate. Then halts (which can be done through the walk), pushes or pulls the gate open and then closes gate.
- Medium          Canter to gate, then halt, open and close gate.
- Advanced        Canter to gate, then halt, open and close gate.

### 12.10.1. THE ROPE GATE

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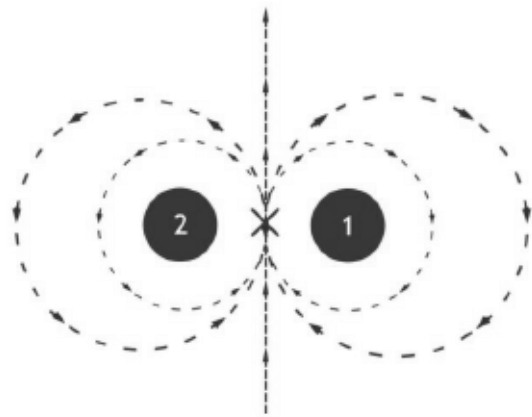
This obstacle is more commonly found in the speed rather than style trials.

The manner of performance is closely resembled to that of the Gate obstacle and the course instructions

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## 12.11. THE FIGURE 8 BARRELS

Two barrels are placed 3m apart as measure from the centre of one barrel to the centre of the other barrel. The horse is ridden mid-way between the barrels and performs a circle around the right hand barrel. Upon completing the turn and passing half way between centre of the barrels, the rider will change direction and begin the circle on the left hand side around the left hand barrel. Upon completing the circle on the left hand side, he will pass half way between the barrels to exit the obstacle. The obstacle may be performed in reverse if the obstacle is used a second time.



At the Preliminary, Novice, and Elementary levels, the barrel does not have to be the centre of the circle. However, at Medium and Advanced the barrel should be the centre of the circle.

The obstacle is judged on correctness and attitude during the change of canter, the passage half way between the drums, the shape and symmetry of the circle and the horse's response and action.

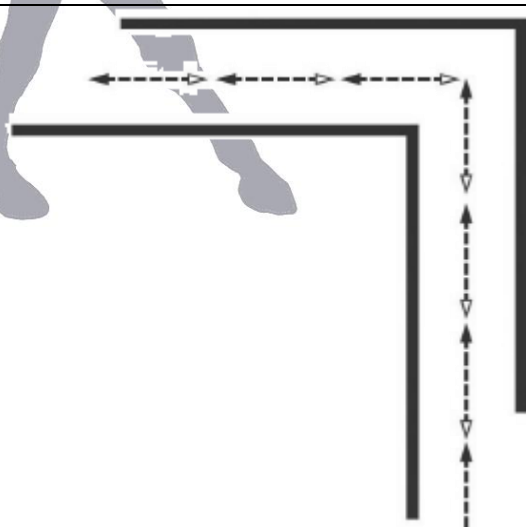
Gait Required:

- Lead Line Walk (suggested circle size is 10m)
- Preparatory Walk or Trot (suggested circle size is 10m)
- Preliminary Trot (suggested circle size is 10m)
- Novice Canter (with simple or trot changes) or Trot. (suggested circle size is 8m)
- Elementary Canter with simple or trot changes. .
- Medium Canter with flying changes.
- Advanced Canter with flying changes.

## 12.12. THE REIN BACK OBSTACLE

Rein back corridors should be either ground level (i.e. poles) or made in such a way that it is safe for the horse if the corridor is stepped on or over. This obstacle has the following variations:

- Straight Rein Back - The horse and rider backs through a straight corridor.
- "L" – comprised of an "L" shaped corridor. Competitor enters the corridor, rides to the end, halts, and then a rein back is executed back through the "L" shaped corridor.
- "Z" - comprised of a corridor shaped like a "Z". Competitor enters the corridor, rides to the end, halts, and then a rein back is executed back through the "Z" shaped corridor.
- Rein Back with a Cup - the competitor enters the corridor. At the end there is a post on his right hand side upon which a glass is placed. The rider halts, removes the cup, and reins back



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either in a straight line or in curved lines around posts. At the exit there will be another post on the right hand side - the cup is then placed on this post.

- Rein Back Slalom: comprised of a minimum of 3 posts with a minimum distance of 3 meters apart from each other. The horse must perform a slalom backwards around the posts.
- Rein Back through the Figure Eight Barrels: This rein back is performed backwards around the same barrels that were used in the Figure Eight Barrels obstacle.
- Obstacle is judged on the horse's attitude and straightness, the rider's use of aids, speed and the fluidity, continuity and quality of the performance. The rein back is a 2 beat movement and this can also be considered for judging. An insufficient score should be given if the horse displaces either of the sides of the corridor.

Gaits Required:

- Preparatory Walk in, halt, and back out. Corridor can only be straight.
- Preliminary Walk in, halt, and back out. Corridor can only be straight.
- Novice Walk in, halt, and back out. Corridor can only be an "L" or "Z".
- Elementary Walk in, halt, and back out according to the course directions. Slalom and barrel rein backs cannot be used.
- Medium Walk or canter in, halt, and back out according to the course directions.
- Advanced Walk or canter in, halt, and back out according to the course directions.

## 12.13. VARIED FOOTING

---

This obstacle will test the horse's confidence over different types of footing. Types of footing that may be used are shavings, sands of different natural colours, mulch, wet sand, and grass.

The size of the obstacle must be 2.5m x 3m at minimum. Elementary, Medium, and Advanced may use up to 3 different types of materials in one Varied Footing obstacle.

Gaits required:

- Lead Line Walk over. Only one material allowed.
- Preparatory Walk over. Only one material allowed.
- Preliminary Walk over. Only one material allowed.
- Novice Canter or Trot over. Only one material allowed.
- Elementary Canter over. Up to two materials allowed.
- Medium Canter over. Up to three materials allowed.
- Advanced Canter over. Up to three materials allowed.

## 12.14. SIDEPASS OVER A POLE

---

This obstacle consists of a pole at least 2.4 m long and can be raised 5cm above the ground and 10cm above the ground for Advanced Level. The horse approaches the pole (from the right or left, as indicated on the course map) perpendicular to the pole. The horse moves sideways, with the pole always positioned between his hind legs and front legs. He should not touch the pole. The following variations may be used:

- Straight line
- "L" shaped
- "U" shaped
- Parallel pole shape of two or three parallel poles. May be required to move forward to next pole or halt and back to the next pole, or pirouette to the next pole.
- Three poles set in half a hexagon shape with 1m distance between the poles. This variation will be performed with 1/4 canter step between the poles at advanced level only.

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Obstacle is judged on: the horse's capacity to perform the obstacle, the fluidity and continuity of the action and its serenity and its ability to move laterally and with straightness over the obstacle without touching the pole.

Gait Required: All levels are done in the walk but with the option of cantering at the Medium and Advanced levels.

- Preparatory Pole is executed in a sidepass at the walk only using a straight line that is not raised.
- Preliminary Pole is executed in a sidepass at the walk only using a straight line or "L" that is not raised.
- Novice Pole is executed in a sidepass in walk only using a straight line, "L", or parallel poles that are not raised.
- Elementary Pole is executed in a sidepass in walk only using a straight line, "L", or parallel poles. Pole cannot be raised more than 5cm.
- Medium Pole is executed in a full pass at the walk or canter using any of the options. Pole cannot be raised more than 10cm.
- Advanced Pole is executed in a full pass at the walk or canter using any of the options. Poles cannot be raised more than 10cm.

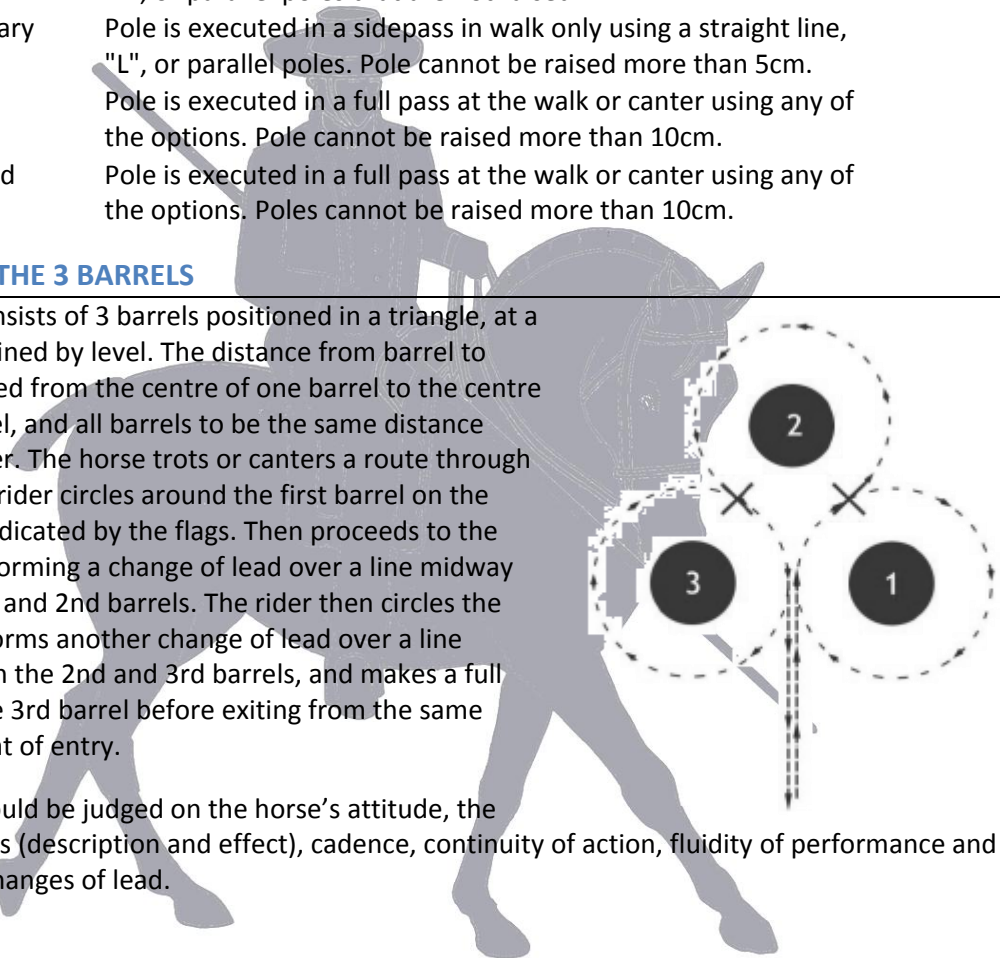
## 12.15. THE 3 BARRELS

This obstacle consists of 3 barrels positioned in a triangle, at a distance determined by level. The distance from barrel to barrel is measured from the centre of one barrel to the centre of the next barrel, and all barrels to be the same distance from one another. The horse trots or canters a route through the barrels. The rider circles around the first barrel on the right or left as indicated by the flags. Then proceeds to the next barrel, performing a change of lead over a line midway between the 1st and 2nd barrels. The rider then circles the 2nd barrel, performs another change of lead over a line midway between the 2nd and 3rd barrels, and makes a full circle around the 3rd barrel before exiting from the same point as the point of entry.

The obstacle should be judged on the horse's attitude, the rider's use of aids (description and effect), cadence, continuity of action, fluidity of performance and correctness of changes of lead.

Gait Required:

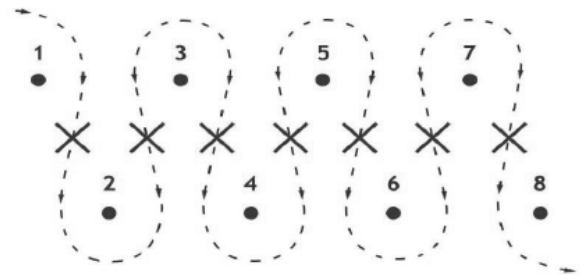
- Preparatory Trot with barrels 8m apart.
- Preliminary Trot with barrels 8m apart.
- Novice Canter (with lead changes through the walk or trot) or Trot with barrels 8m apart.
- Elementary Canter with Changes through the walk or trot with barrels 6m apart.
- Medium Canter with Flying Changes with barrels 3m apart.
- Advanced Canter with Flying Changes with barrels 3m apart.



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## 12.16. THE DOUBLE POLE SLALOM

The obstacle consists of 7 or 8 posts a minimum of 2m high. The posts should be fixed to a base which is preferably not secured to the ground. The posts are laid out in 2 parallel lines (OFFSET) with a prescribed distance between each post line and each post row. The horse takes a slalom course around the posts, with changes of lead performed on the half-way line between the posts when performed in the canter. The obstacle should be performed as indicated by the course flags.



The obstacle is judged on the continuity of the action, harmony and precision of the horse's movements, the rider's use of aids, precision of the evolutions, the way in which the changes of hand are performed and whether one or more posts are knocked over. The way in which rider/horse keep to the drawing of the exercise shall also be assessed.

Gait Required:

- Lead Line Walk with all posts 8m apart.
- Preparatory Trot with all posts 8m apart.
- Preliminary Trot with all posts 8m apart.
- Novice Canter (with lead changes through the walk or trot) or Trot with all posts 8m apart.
- Elementary Canter with Changes through the walk or trot with all posts 6m apart.
- Medium Canter with Flying Changes with all posts 6m apart.
- Advanced Canter with Flying Changes with all posts 6m apart.

## 12.17. THE CUP ON A POLE

This obstacle consists of a down-turned drinking cup on a pole. The rider approaches at walk, then halts by the pole and picks up the cup from the top of one pole and replaces it on the top of the other. Either left or right side of horse and only the right hand used to move cup. Left handed riders must not change hands and complete task with same hand the task commenced.

This obstacle can have the following variations:

- Standing Cup Pole The rider halts between two poles (approximately 1 meter apart), picks up the cup from one pole and places it on top of the other.
- Moving Cup Pole The rider halts at the pole and picks up the downturned cup and replaces it on another pole according to the course map.
- Rein back Cup Pole The rider halts at the pole and picks up the downturned cup and replaces the cup after reining back according to the course map. (This could include backing on straight or "L" or lines.)
- Slalom Cup Pole The rider halts at the pole and picks up the downturned cup and replaces it on another pole after backing through a slalom according to the course map.

Obstacle is judged on the manner in which the horse approaches and remains immobile, without showing any fear and trusting the rider's use of aids.

Gait Required: Horse should be immobile in the Cup on the Pole obstacle and then proceed immediately in the correct gait after replacing the Cup.



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- Lead Line Walk. Only the Standing Cup Pole is used at this level. Exit at Walk.
- Preparatory Walk. The Standing, Moving or Rein Back Cup Pole can be used at this level. Exit at walk or trot.
- Preliminary Trot. The Standing, Moving or Rein Back Cup Pole can be used at this level. Exit at walk or trot.
- Novice Cantering or trotting. Only the Standing or the Moving Cup Pole are used at this level. Exit at canter or trot.
- Elementary Canter Exit at the Canter from the walk. Only the Standing, Moving, or the Backing Cup pole may be used at this level.
- Medium Canter. Exit at the Canter.
- Advanced Canter. Exit at the Canter.

## 12.18. THE ELEVATED BANK

---

The Bank starts with a ramp leading to a platform positioned at around 60 cm above the ground and ends in a sheer drop of no more than 60cm. This can be a natural bank or made of an entrance ramp (with sides of at least 60cm) to a drop.

Obstacle is judged on the horse's naturalness and confidence when entering the obstacle, followed by its trust in the use of aids by the rider in which it should be urged gently forward leading it to jump down to the ground.

Gait Required: Walk Trot or Canter according to the course design.

## 12.19. THE WATER FILLED DITCH

---

The Water Filled Ditch should be no more than 20cm deep and should have a gradual grade into and out of the water. It must have suitable footing.

The horse should move through the ditch naturally without appearing to notice it, showing that it is familiar with moving through water.

The obstacle is judged on the horse's natural confidence in approaching the obstacle without the need for the major use of aids and exertion by its rider.

Gait Required: Walk Trot or Canter according to the course design.

## 12.20. POST

---

The post should be positioned in such a way as to force the horse and rider to perform a change of lead of more than 135°.

The obstacle is judged on the serenity and prompt response to the rider's use of aids when the horse rounds the post.

## 12.21. PIROUETTE IN TRIANGLE

---

The obstacle comprises two or three posts laid out on the ground to define a right angled corner or triangle with 3 m sides.

The horse canters into the triangle and performs a 1.4 or 3/4 pirouette or forequarter yeild, and exits along the other side.

The obstacle is judged on the correctness of the performance of the pirouette and the precision of the location in which it was performed.



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## 12.22. DISMOUNTING AND MOUNTING WITHOUT ASSISTANCE

---

The objective of this exercise is to observe the manner in which the horse remains engaged in its body and its mind. The horse should remain calm when the rider dismounts and re mounts.

The obstacle is judged on the manner in which the horse remains calm, collected and placid when approached by the rider or when the rider moves about 3 m away to fetch an object, in addition to the rider's ease of movement in dismounting and mounting.

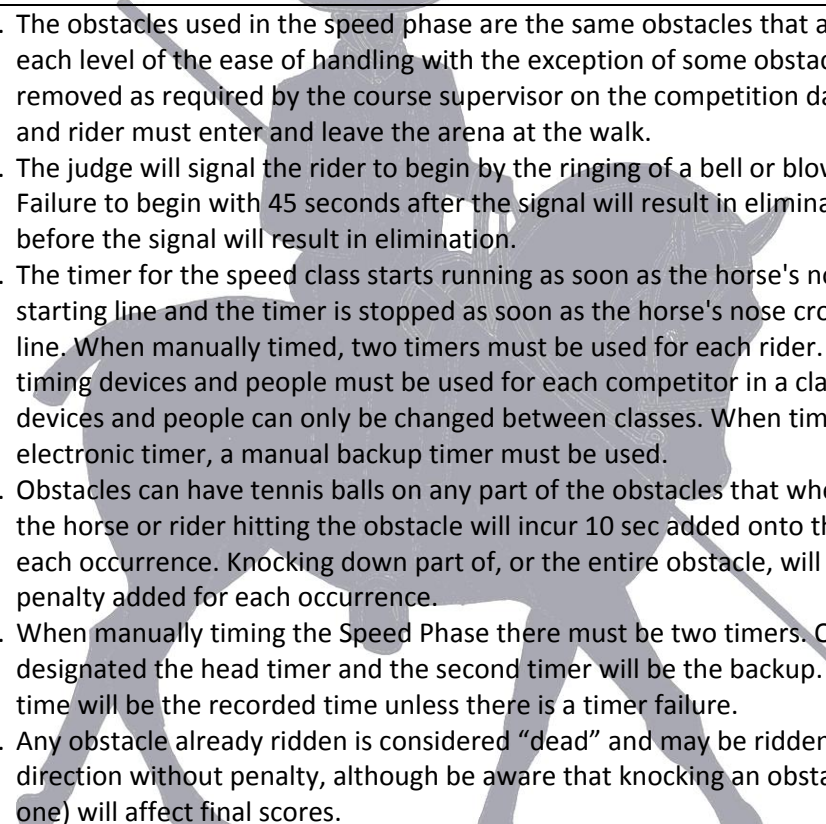
## 13 SPEED PHASE

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The Speed phase of Working Equitation is to test the speed, agility, athleticism, and submission of the horse and the balance, aids, and seat of the rider.

### 13.1. GUIDELINES

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- 
- 13.1.1. The obstacles used in the speed phase are the same obstacles that are allowed at each level of the ease of handling with the exception of some obstacles to be removed as required by the course supervisor on the competition day. The horse and rider must enter and leave the arena at the walk.
  - 13.1.2. The judge will signal the rider to begin by the ringing of a bell or blowing a whistle. Failure to begin within 45 seconds after the signal will result in elimination. Starting before the signal will result in elimination.
  - 13.1.3. The timer for the speed class starts running as soon as the horse's nose crosses the starting line and the timer is stopped as soon as the horse's nose crosses the finish line. When manually timed, two timers must be used for each rider. The same two timing devices and people must be used for each competitor in a class. Timing devices and people can only be changed between classes. When timed with an electronic timer, a manual backup timer must be used.
  - 13.1.4. Obstacles can have tennis balls on any part of the obstacles that when dislodged by the horse or rider hitting the obstacle will incur 10 sec added onto their time for each occurrence. Knocking down part of, or the entire obstacle, will result in a 20 sec penalty added for each occurrence.
  - 13.1.5. When manually timing the Speed Phase there must be two timers. One timer will be designated the head timer and the second timer will be the backup. The head timer's time will be the recorded time unless there is a timer failure.
  - 13.1.6. Any obstacle already ridden is considered "dead" and may be ridden through in any direction without penalty, although be aware that knocking an obstacle (even a dead one) will affect final scores.

### 13.2. DISQUALIFICATIONS IN THE SPEED TESTS

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- 13.2.1. Starting the course or passing through the start flags before the judge has given permission by ringing a bell or blowing a whistle.
- 13.2.2. Not starting the course within 45 seconds of the whistle or bell starting signal.
- 13.2.3. An error in the course. (Example, skipping an obstacle or doing the obstacles out of order).
- 13.2.4. Three refusals on the course.
- 13.2.5. Non-completion of an obstacle.
- 13.2.6. Failure to pass through the obstacle flags.
- 13.2.7. Refusal of more than 15 seconds to perform an obstacle.
- 13.2.8. Obviously showing an obstacle to the horse or attempting an obstacle before the test has begun.
- 13.2.9. All four of the horse's feet leaving an obstacle.

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13.2.10. Fall of the horse or rider.

13.2.11. More than three complete strides of canter in the Walk Trot or Elementary Speed phase.

## 13.3. GAITS USED FOR SPEED PHASE:

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- Lead Line There is no Speed phase for the Lead Line Division.
- Walk Trot Trot
- Elementary Trot
- Novice Canter or Trot
- Elementary Canter
- Medium Canter
- Advanced Canter

## 14. THE CATTLE TEST (OPTIONAL)

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### 14.1. THE CATTLE TEST ARENA

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- 14.1.1. The arena for the cattle test consists of a 70m x 30m (minimum) rectangular shape which must be flat, without stones or any objects that may cause harm to the riders or their horses.
- 14.1.2. The surface for the cattle test should be a natural surface i.e. grass, earth or sand, so long as it is not too hard or slippery.
- 14.1.3. Each side of the rectangular arena must be closed in an appropriate way to provide adequate safety. The use of special railings for the containment of cattle is recommended.

### 14.2. THE DRAW FOR THE CATTLE TEST

---

- 14.2.1. The draw for the marking (by colour or number) of the cows should be done once the cattle are in the containment zone. Refer to competition by laws.
- 14.2.2. At this point, the order of entry of each team will also take place.

### 14.3. THE STRUCTURE OF THE CATTLE TEST

---

- 14.3.1. In this competition, the four riders of the same team must co-ordinate their ability to separate the herd of cattle. One rider after another in an order fixed by the jury with 4 designated cows (one for each rider) and herd the appropriate cow into the marked zone, isolating it from the rest of the herd.
- 14.3.2. Each of the four members of the team manages their try in a similar way, trying to separate one cow from the herd. In each attempt to separate the cow, the other team members help to maintain the rest of the herd in the containment zone, but they are not permitted to cross the limit line, which the only the team member who is attempting to split the herd can cross.
- 14.3.3. Once the cow has been separated from the herd and taken out of the containment zone, one or more riders can help the rider who is responsible for separating the cattle, leading the cow to the catchment box.
- 14.3.4. The cows chosen for each team are identified clearly by coloured markings. so that there are no doubts. The test ends when the selected cow has reached the catchment box and the rest of the herd are in the containment zone.

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- 14.3.5. The limit time to separate a cow is 3 minutes. If the time passes 3 minutes and the rider is unsuccessful, the rider is eliminated and does not get any points.
- 14.3.6. The timer starts when the rider enters the containment zone and begins to separate the cattle and continues until the selected cow has reached the catchment zone.
- 14.3.7. The rider has 45 seconds after the President of the Jury rings the bell to begin the cattle trial.

## 14.4. CLASSIFICATION

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- 14.4.1. The riders are placed on the basis of the time taken to complete the test and will be penalised for any mistakes committed.
- 14.4.2. The classification of the cattle test corresponds to the total of the points accumulated by each team member.
- 14.4.3. The winning team has the highest number of points.

## 14.5. PENALTIES

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- 14.5.1. A variable penalty is applied (depending on the number of cows in the herd). Each time a cow (with the exception of the designated cow) crosses the line of the containment zone, the following is applied:
  - 14.5.1.1. Herd with a minimum of 6 cows – penalty of 20 seconds/cow
  - 14.5.1.2. Herd with 7 – 12 cows – penalty of 15 seconds/cow
  - 14.5.1.3. Herd with more than 12 cows – penalty of 10 seconds/cow
- 14.5.2. In the same way, a penalty of 10 seconds is placed each time a team member crosses the containment zone line before the cow has been separated and left the containment zone.
- 14.5.3. The test can be interrupted if the time taken and the penalty time exceed 3 minutes.
- 14.5.4. Each time an undesignated cow leaves the herd, it must be put back into the containment zone.

## 14.6. SAFETY OF CATTLE AND HORSES

---

- 14.6.1. Riders may not adopt any behaviour that may result in danger or physical danger to the horse or cattle and the rider shall ensure the cattle is not driven into the holding pen to cause any welfare issue for the cattle as this will result in elimination for abuse.
- 14.6.2. The objects used to guide the cattle must not provoke or harm either the horses or the cattle. Any sight of blood caused by the riders' use of the object used to guide the cattle will result in the elimination of the competitor.

## 15. TACK AND ATTIRE

---

The differences in tack and attire for Working Equitation are to show and preserve the working tack and attire that is a part of the culture of each country. In Australia, people ride and compete with horses from many different cultures from around the world. These differences in our horses and their cultures reflect the different types of equitation that have come together to make our own style.

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Dressage, Western or Australian Stock Horse style tack and attire will always be appropriate no matter what the breed or breeds of your horse.

The appropriateness (legality and safety) of both tack and attire will be checked prior to the competitor's entry into the competition ring by an official appointed by the show and no changes of tack or attire are allowed for the duration of an event. An event comprises the entire 3 or 4 phases offered.

## 15.1. ATTIRE OPTIONS

---

- 15.1.1. Working Dressage attire: This attire is acceptable on any breed horse and for any rider. This attire consists of:
  - 15.1.1.1. Breeches/Jodhpurs - light colour
  - 15.1.1.2. A shirt with sleeves (short or long) and collar.
  - 15.1.1.3. Tall boots or short boots with half chaps.
  - 15.1.1.4. Approved Helmet.
- 15.1.2. Traditional Working Riders Attire:
  - 15.1.2.1. Andalusians - Traditional Spanish attire.
  - 15.1.2.2. Lusitano - Traditional Portuguese attire.
  - 15.1.2.3. Thoroughbreds and other breeds - Traditional Hunt attire.
  - 15.1.2.4. Quarter Horses - Traditional working attire. Eg: felt hat or helmet, shirt with a collar, jeans, and boots. No western pleasure costumes.
- 15.1.3. Australian Stock Horse - Traditional Australian working attire. Eg: felt hat or helmet, shirt with a collar, denim or light coloured. Helmets must be worn at all AWE events.
- 15.1.4. Western Attire:
  - 15.1.4.1. Short or Long Sleeve Shirt with Collar.
  - 15.1.4.2. Jeans.
  - 15.1.4.3. Boots with a Heel.
  - 15.1.4.4. Approved Helmet.
  - 15.1.4.5. Working Chaps.
- 15.1.5. Nationally Accepted Working Equitation Attire:

As each country competing in Working Equitation has a dress code for their team, any WE rider may choose to wear the accepted attire of the WE riders for their horse's country of origin. For example, if riding a Hanoverian (Germany) the rider may wear the attire of the German WE team.
- 15.1.6. Do not mix and match attire, choose one style and adhere to the rules regarding that group.

## 15.2. TACK OPTIONS

---

- 15.2.1. Dressage: Tree-ed or Treeless Dressage saddle or All purpose saddle. Snaffle bridle with a dropped or plain noseband. Bitless Bridle.
- 15.2.2. Spanish: Traditional Spanish Tree-ed or Treeless Saddle and Bridle/ Bitless Bridle..
- 15.2.3. Portuguese: Traditional Portuguese Tree-ed or Treeless Saddle and Bridle/ Bitless Bridle.
- 15.2.4. Thoroughbreds and other breeds: English or All Purpose Tree-ed or Treeless saddle. Hunt type snaffle bridle with a plain noseband Bitless Bridle.
- 15.2.5. Quarter Horses: Western working Tree-ed or Treeless saddle. Western bridle with either a snaffle, curb, or bosal (Bitless Bridle.) depending on the level.
- 15.2.6. Australian Stock Horse: Australian working or stock Tree-ed or Treeless saddle. Australian style bridle with either a snaffle or bosal (Bitless Bridle.) depending on the level.

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- 15.2.7. Western attire: Western working Tree-ed or Treeless saddle. Western bridle with either a snaffle, or bosal (Bitless Bridle.) depending on the level.
- 15.2.8. No “gadgets” of any description allowed, eg. Martingales, running reins, tie downs, side reins, etc.

## 15.3. BITS

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- 15.3.1. The acceptable bits are snaffles, or bitless bridles.
- 15.3.2. All mouthpieces have to be made of smooth metal, rubber, or plastic. No mouthpiece shall be less than 10mm in diameter.
- 15.3.3. The following are prohibited:
- Twisted, wire, or double mouthpieces on one bit.
  - High ports, spoons, and spades on curbs.
  - Bit connectors on pelhams and kimblewicks.
  - Gag bits
  - Elevator Bits

## 15.4. PROTECTIVE BOOTS

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- 15.4.1. Leg protection such as tendon boots, splint boots, and bell boots can be used in the Ease of Handling and Speed phases at any AWE event. No bandages/leg wraps are allowed except in warm-up. No boots allowed in the Dressage phase.
- 15.4.2. Whips are allowed in the warm-up at any level. They are only allowed in the following levels and only in Dressage competition: Preparatory, Preliminary, Novice, and Elementary.

## 16. GENERAL DISQUALIFICATIONS

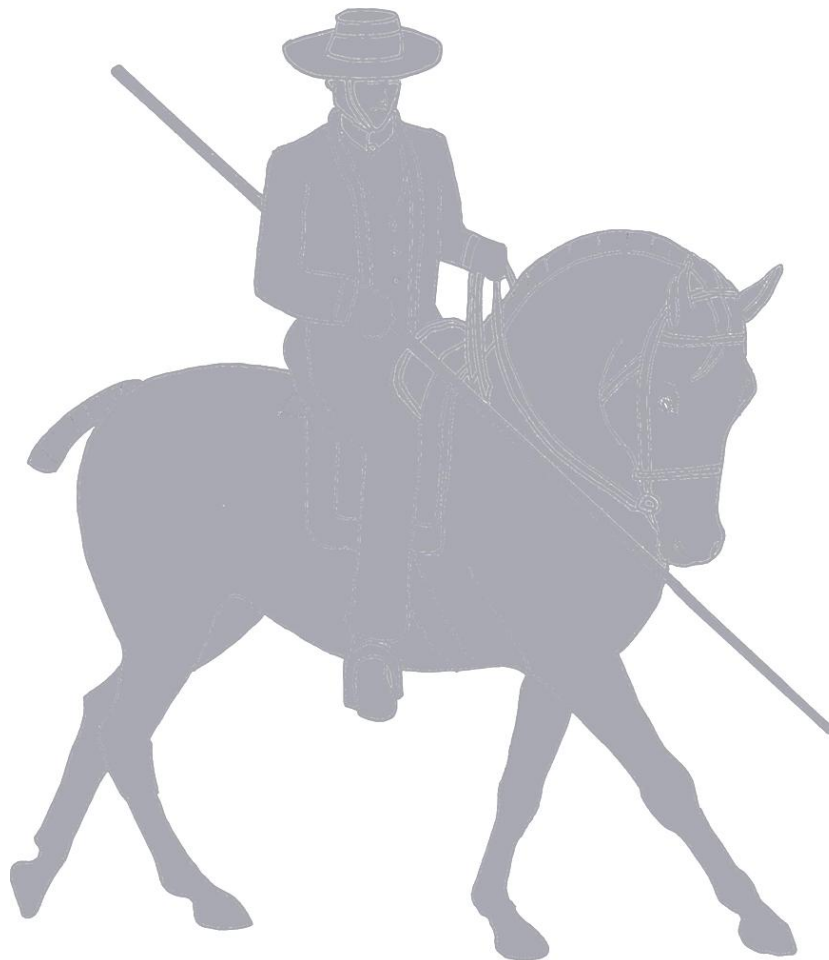
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- 16.1. Any rider under the age of 18 without a helmet while mounted is immediately disqualified.
- 16.2. Any rider entering an obstacle backward (without the red flag on the right) will be disqualified.
- 16.3. Failing to enter dressage arena within 45 seconds of being called or signalled to enter arena.
- 16.4. Failing to cross start line in Ease of Handling or Speed within 45 seconds of being called or signalled to start.
- 16.5. Failure to salute Judge.
- 16.6. Mistreatment of any horse.
- 16.7. Fall of horse or rider.
- 16.8. Three refusals on a single course.
- 16.9. Blood on the horse.
- 16.10. Lameness of the horse.
- 16.11. In Dressage Phase, the horse leaving arena with all four feet.
- 16.12. A rider may be disqualified if the Judge or a member of the Jury has reason to feel that a horse/rider combination may be a danger to themselves or others. Dangerous riding such as bucking, raring, bolting or resisting in a way that may cause danger.
- 16.13. Beginning any Phase without permission to go.
- 16.14. Not completing an obstacle.
- 16.15. Failing to start and finish at the designated start and finish lines.
- 16.16. Showing the horse an obstacle prior to beginning the test.
- 16.17. Failing to complete the obstacles in the assigned order.
- 16.18. Failing to ride the compulsory movements in the dressage test without correction.



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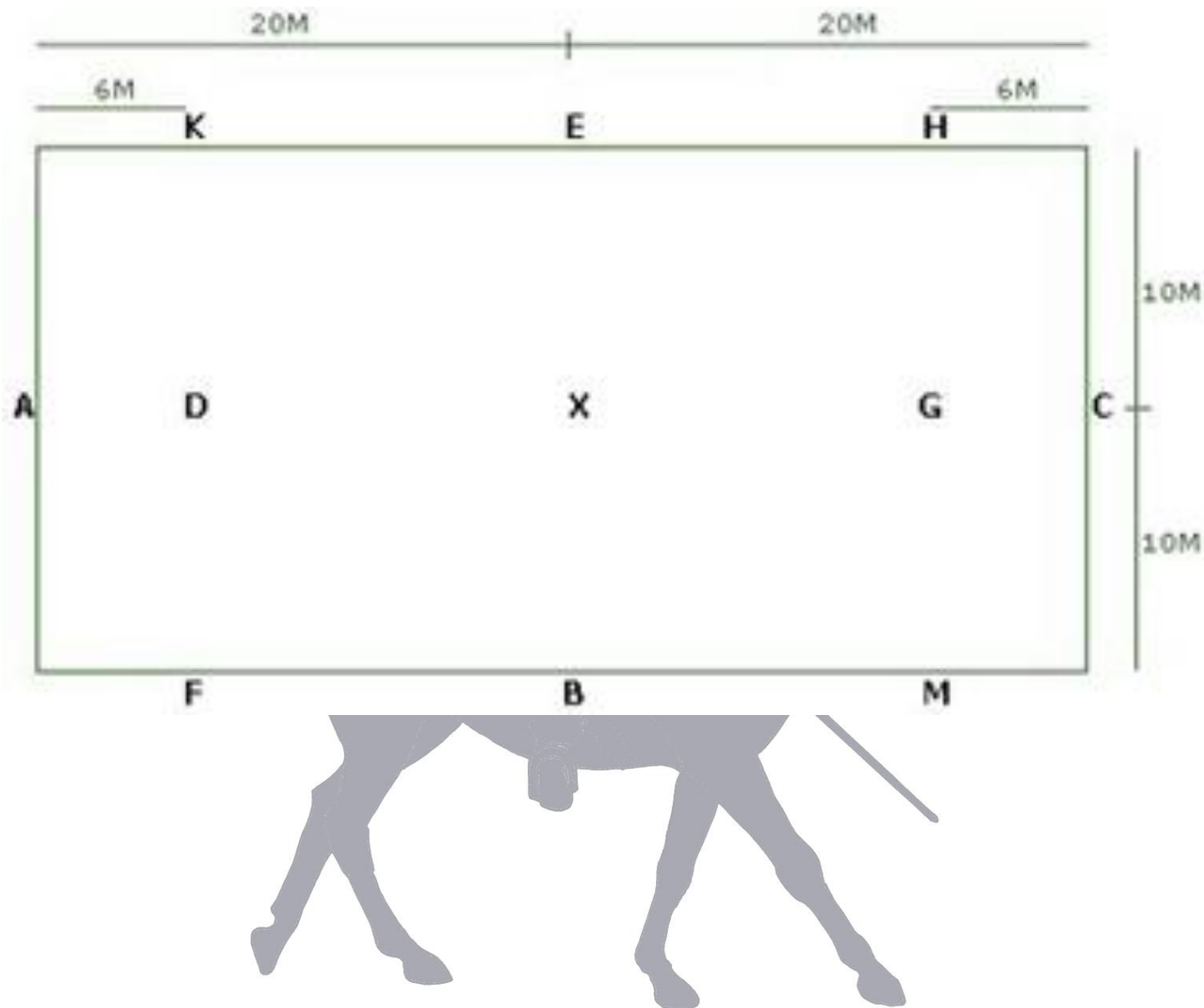
- 16.19. More than three errors of course in any of the phases.
- 16.20. An error in the course in the Ease of Handling and Speed phases.
- 16.21. Refusal of more than 15 seconds to perform an obstacle in Ease of Handling and Speed phases.
- 16.22. All four of the horse's feet leaving an obstacle.
- 16.23. More than three complete strides of canter in the Lead Line or Preparatory levels of the Ease of Handling or Speed phase.
- 16.24. Falsification or misrepresentation of entry.
- 16.25. A rider receiving any outside assistance during any phase of the competition.  
(Please note that a caller during the Dressage Phase is not considered outside assistance.)



# AUSTRALIAN WORKING EQUITATION INC

## APPENDIX 1 DRESSAGE ARENA DIAGRAM 20 x 40

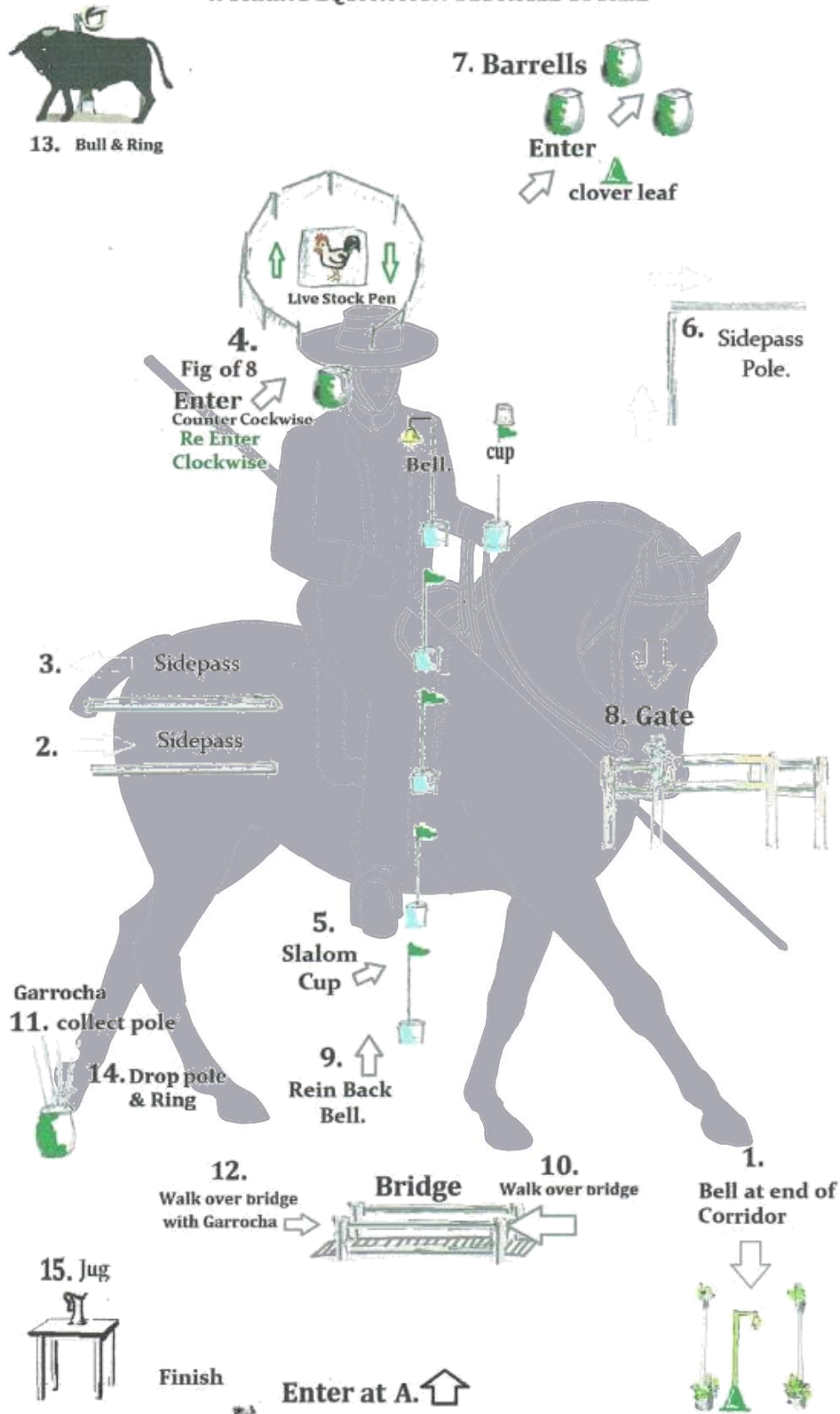
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# AUSTRALIAN WORKING EQUITATION INC

## APPENDIX 2 SAMPLE WORKING EQUITATION OBSTACLES COURSE LAYOUT

### WORKING EQUITATION OBSTACLE COURSE



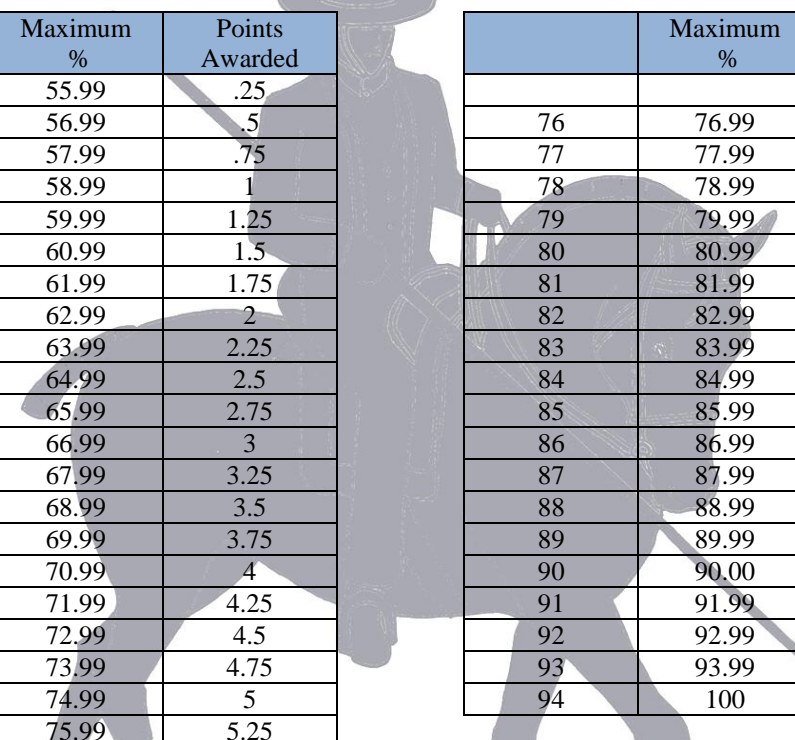


# AUSTRALIAN WORKING EQUITATION INC

## APPENDIX 4 SCORING CHART FOR DRESSAGE AND EASE OF HANDLING PHASE

This chart is for converting the percentage scores in the Dressage Phase and the Ease of Handling Phase to points.

EXAMPLE: A competitor that scores a 68.54% in the Dressage Phase would receive 3.5 points. If that competitor then scores a 71.33 in the Ease of Handling Phase would receive 4.25 points. The total points for that competitor for the first two phases of competition would be Dressage (3.5) + Ease of Handling (4.25) = 7.75 total points for the first two phases (Whilst it is nice to think no one will score below 55 but reality is, they do and probably should. How is this scored?)



	Maximum %	Points Awarded		Maximum %	Points Awarded
55	55.99	.25			
56	56.99	.5	76	76.99	5.5
57	57.99	.75	77	77.99	5.75
58	58.99	1	78	78.99	6
59	59.99	1.25	79	79.99	6.25
60	60.99	1.5	80	80.99	6.5
61	61.99	1.75	81	81.99	6.75
62	62.99	2	82	82.99	7
63	63.99	2.25	83	83.99	7.25
64	64.99	2.5	84	84.99	7.5
65	65.99	2.75	85	85.99	7.75
66	66.99	3	86	86.99	8
67	67.99	3.25	87	87.99	8.25
68	68.99	3.5	88	88.99	8.5
69	69.99	3.75	89	89.99	8.75
70	70.99	4	90	90.00	9
71	71.99	4.25	91	91.99	9.25
72	72.99	4.5	92	92.99	9.5
73	73.99	4.75	93	93.99	9.75
74	74.99	5	94	100	10
75	75.99	5.25			



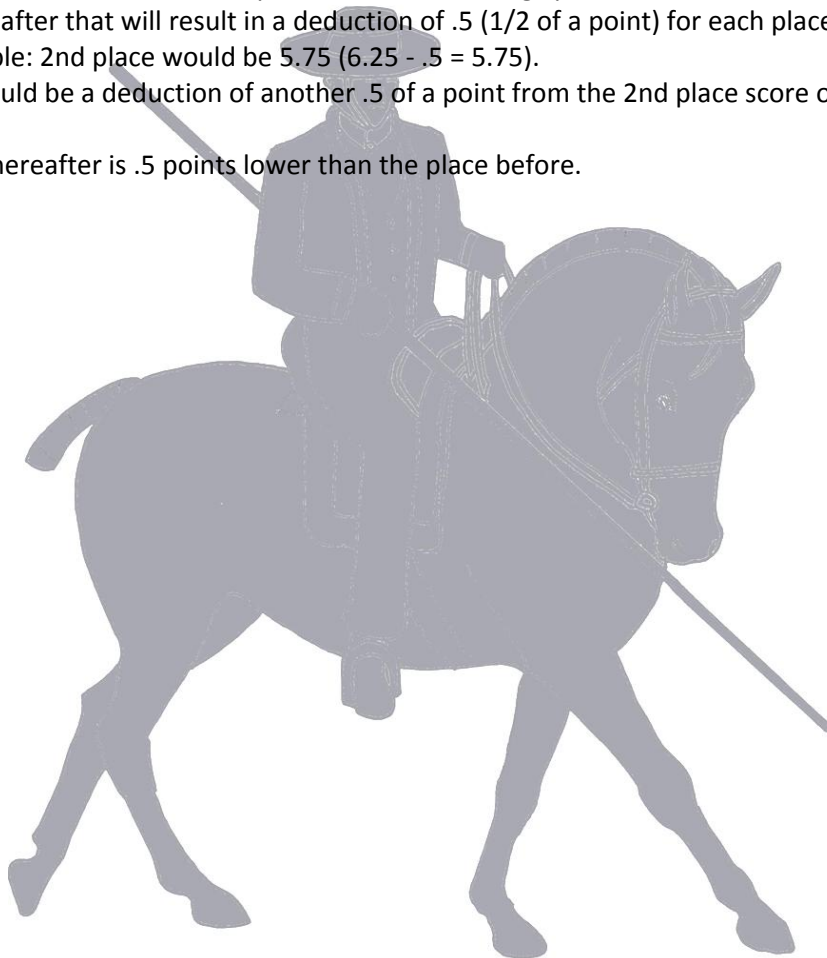
# AUSTRALIAN WORKING EQUITATION INC

## APPENDIX 5 POINT CONVERSION FOR SPEED

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To convert speed placings to points:

1. List the number of points of the first place winner in dressage. Example: The winner of dressage had 5.5 points.
2. List the number of points of the first place winner in Ease of Handling. Example: The winner of the Ease of Handling had 7 points.
3. Add the two numbers together. Example:  $5.5 + 7 = 12.5$
4. Divide that sum by 2. Example  $12.5$  divided by  $2 = 6.25$
5.  $6.25$  is the average of the winning score of Dressage and Ease of Handling.
6.  $6.25$  now becomes the number of points that the winning Speed Phase time will be awarded.
7. Each placing after that will result in a deduction of  $.5$  ( $1/2$  of a point) for each place below first place. Example: 2nd place would be  $5.75$  ( $6.25 - .5 = 5.75$ ).
8. 3rd place would be a deduction of another  $.5$  of a point from the 2nd place score or  $5.25$ . ( $5.75 - .5 = 5.25$ )
9. Each place thereafter is  $.5$  points lower than the place before.

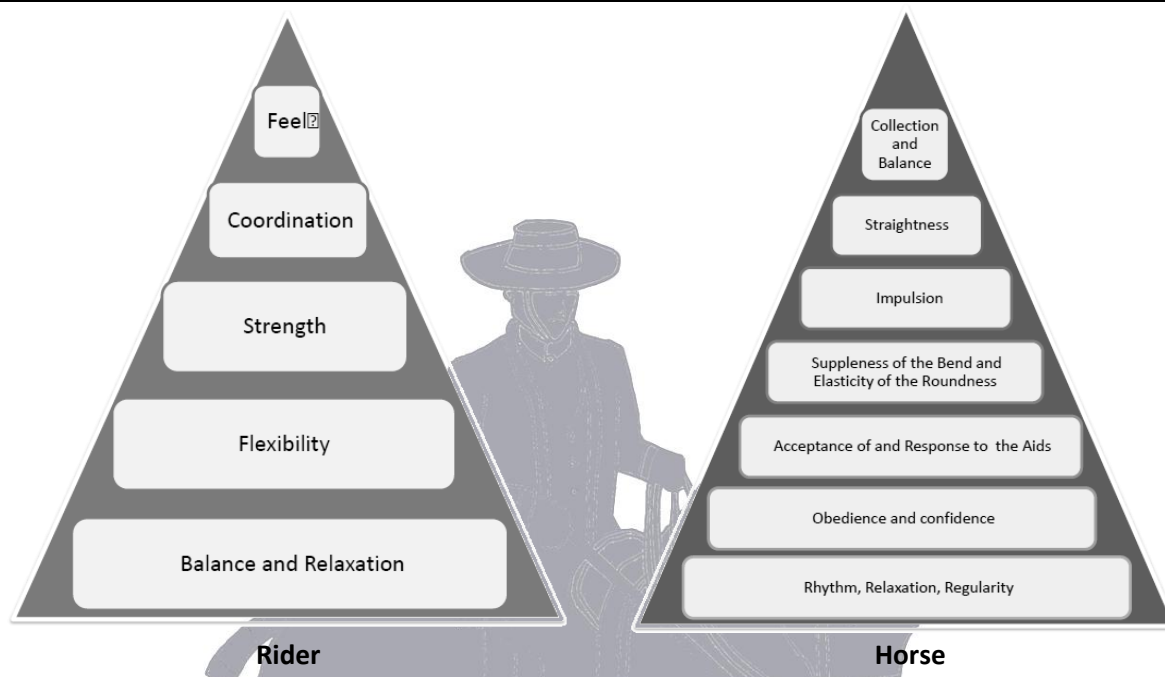


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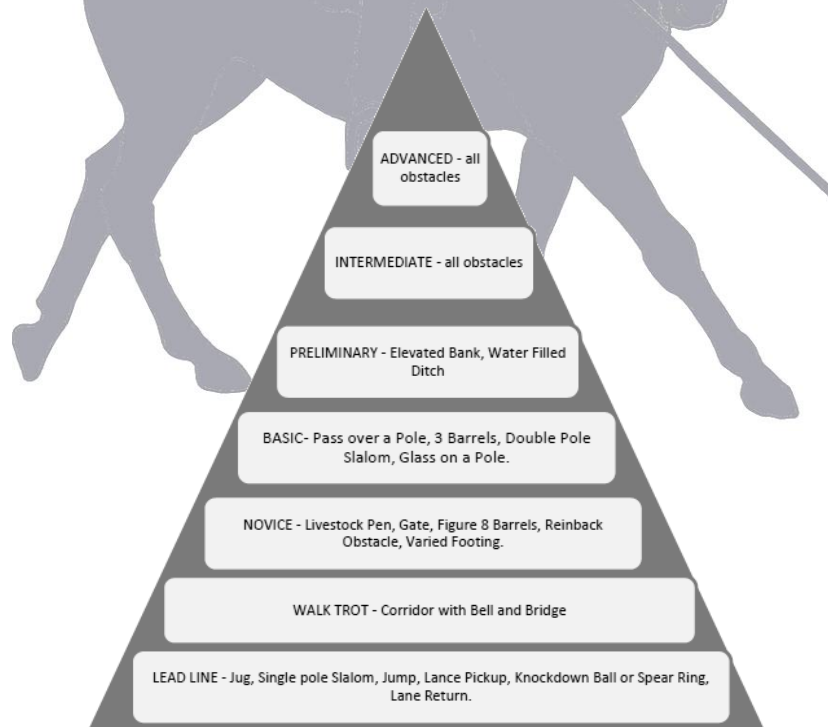
## APPENDIX 6

### TRAINING PYRAMID FOR THE ATTRIBUTES OF THE WE RIDER

### TRAINING PYRAMID FOR THE ATTRIBUTES OF THE WE HORSE



### NEW OBSTACLES BY LEVEL PYRAMID



# AUSTRALIAN WORKING EQUITATION INC

## APPENDIX 7 GLOSSARY OF AUSTRALIAN WORKING EQUITATION INC TERMS

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- AWE: Means, Australian Working Equitation Inc
- EA: Means, Equestrian Australia
- ABOVE THE BIT: A position of the head and neck where the nose of the horse is pushed forward and upward and often retracting the neck. This position is usually an indication of the horse not accepting the contact or not accepting the leg.
- ACCEPTANCE OF THE AIDS: Confidence in, understanding of, and acquiescence to the rider's leg, weight, and rein aids. Lack of resistance or evasion to the rider's leg, weight, and rein aids.
- ACTIVITY: Referring to the energy, quickness, and liveliness in the horse's hind legs.
- AGAINST THE BIT: The horse is not yielding to the bit. Often exhibited by a tense and rigid neck, poll, and jaw.
- AIDS: The reins, the seat, the weight, and the legs.
- AUXILIARY AIDS: The whip and the spurs.
- BALANCE: The distribution of the horse's weight onto the hindquarters - more or less depending on the level - thereby lightening the forehand, making the forehand more mobile, and being better able to carry the rider.
- BEAT: The amount of times one or more hooves simultaneously or nearly simultaneously hit the ground within a stride. The walk has four beats with each hoof hitting the ground separately each stride. The trot has two beats with the diagonal pairs hitting the ground simultaneously or nearly so each stride. The canter has three beats.
- BEHIND THE BIT: The unwillingness of the horse to seek and accept the connection to the rider's hand by the withdrawal of the horse from the contact of the bit. The head may or may not be behind the vertical.
- BEND: The horse's body should appear to bend in a uniform curve the arc of which is the same as the curved line the horse is travelling or in accordance with the lateral exercise being ridden. The act of correct bending will stretch the outside of the horse's body, lower and weight the inside hind leg, and adduct the inside hind as well as the outside foreleg.
- CADENCE: The marked rhythm and beat that is a result of a regular and suitable tempo coupled with a springy impulsion and engagement of the hind quarters and suppleness of the back.
- CLARTIY OR CLEAR: The correct sequence and timing of the footfalls and phases of a gait.
- CLEAN CHANGE: A change of lead that goes from one pure canter rhythm to the other lead in a pure canter rhythm without any walk or trot strides and without any disunited strides.
- COLLECTION:
  1. Walk: Shorter steps with a more uphill balance than in the working, medium or extended walks while maintaining the activity, energy, and tempo.
  2. Trot and Canter: Shorter steps with a more uphill balance than in the working, medium, or extended trot and canter while maintaining the activity, energy, tempo, and impulsion.
- CONFIDENCE: The boldness and inner tranquillity of the horse as he does his work as well as his trust in his rider.

# AUSTRALIAN WORKING EQUITATION INC

- **CONNECTION:** The energy from the horse's lively and thrusting hindquarters going through the rider and to the bit by way of the correct contact without any blocking or slack by horse or rider.
- **CONSTRICTED:** Sustained muscular contraction of the horse or rider causing physical tightness due to tension or being forcefully aided.
- **CONTACT:** The horse and rider accepting and consistently feeling each other from the riders seat, through the hands to the bit and the horse's mouth (or nose) by way of a taut but elastic rein.
- **CROOKEDNESS:** Not being straight to the line of travel.  
For example: On the centreline – Haunches or shoulders being to the right or left of the centreline. On the circle – Haunches or shoulders being to the inside or outside of the line of the circle. In lateral work – haunches leading or trailing.
- **CROSS-CANTER:** The horse canters on one lead with the front legs and the opposite lead with the hind legs. This is also the same as a disunited canter. This is a major fault.
- **DISOBEDIENCE:** The horse's wilful resistance to what is being asked or his wilful determination to do what is not asked.
- **DISUNITED CANTER:** The horse canters on one lead with the front legs and the opposite lead with the hind legs. Also known as a cross-canter. This is a major fault.
- **DOWNHILL:** Not well balanced longitudinally with the forehand carrying too much weight and the hind quarters not carrying enough weight. Can have the appearance of the horse going downhill from hindquarters to shoulders regardless of the height of the horse's pole.
- **DRAGGING:** The inactivity of the hind legs resulting in the dragging of the hind feet. In Rein-back this can refer to the dragging of both front and hinds.
- **ENGAGEMENT:** Increased flexion of the lumbosacral joint (located at the top of the croup) and the joints of the hind leg during the weight-bearing phase of the movement. This lowers the croup relative to the forehand.  
Engagement is the amount of flexion of the hind leg when it is on the ground, not the amount of flexion of the hock while it is in the air. The amount of engagement expected increases with each level of training from the smallest amount at Walk Trot to a high level at Intermediate and Advanced.
- **EVASION:** Avoidance of the correct action.
- **EXTENSION:**
  1. **Walk:** The maximum length of stride and frame while remaining in contact with the bit. The hind feet will touch the ground in front of the prints of the forefeet. The tempo is the same as in collection. Frame should be lengthened whilst remaining in the contact. More over track should be present than in medium walk.
  2. **Trot and Canter:** A maximum length of stride, frame, and impulsion. The uphill balance of the extension is greater than in the lengthening. The tempo is the same as in collection.
- **FIGURE:** Geometric part of the dressage or ease of handling test. Examples: Circles, change of rein, figure 8's, slaloms.
- **FLEXIBILITY:** The free range of motion of the joints of the horse.
- **FLEXION:**
  1. **In the joints:** Articulation of the joint in which the angle in the joint becomes smaller.

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2. Lateral Flexion: Closing of the angle between the horse's cheek and the neck. (From a supple poll not a neck bent or broken behind the poll, causing the poll to not be the highest point.)
3. Longitudinal Flexion: The closing of the angle between the horse's chin and the underside of the neck. (By flexion through a supple poll, not breaking or bending the neck behind the poll, causing the poll to not be the highest point.)

Note: Lateral Flexion alone does not create bend but the horse cannot bend without lateral flexion.

FRAME: The outline of the horse.

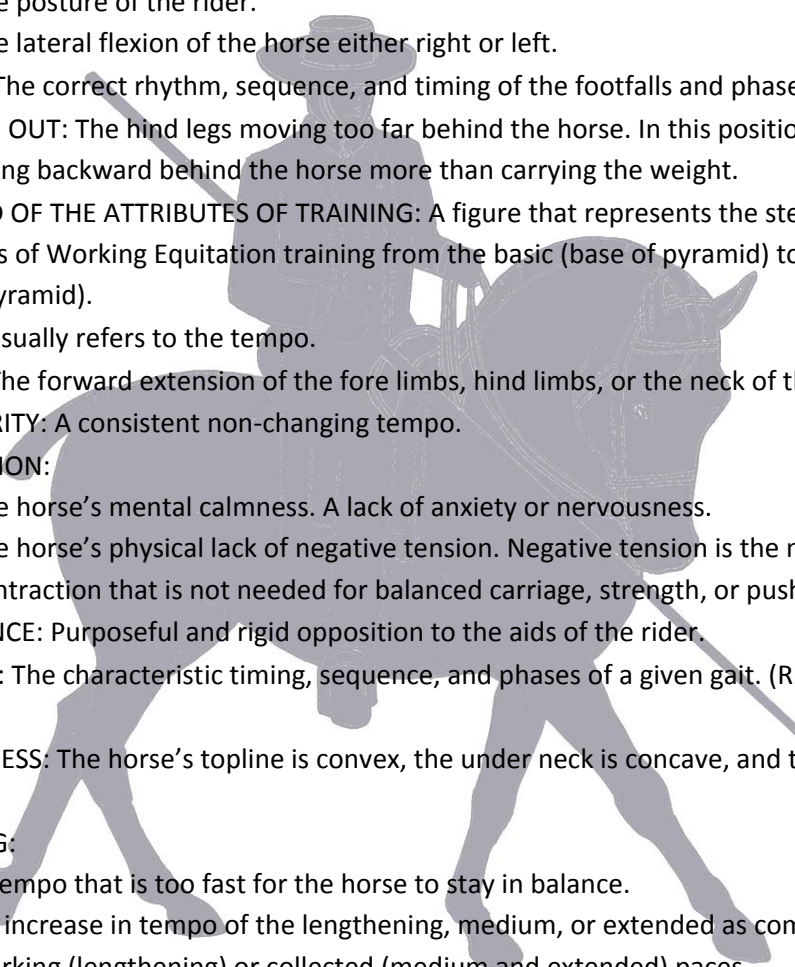
- FREEDOM: Lack of constriction in the horse's movement. (Looseness of all the joints and limbs, free from restriction.)
- FREE WALK: The horse, on a loose rein, is allowed to freely lower and stretch out his head and neck and relaxes and swings his back. The horse walks with energetic, elongated strides where the hind feet touch the ground in front of the prints of the forefeet.
- GAITS: Various established patterns of foot movements (rhythms) of a horse.
  1. Walk, trot, and canter are gaits used in Working Equitation.
  2. Horses that amble, pace, singlefoot, fox trot, running walk, are not yet included in Working Equitation. These horses are often called "gaited".
- HALF-HALT: An effect of the aids that focuses the horse's attention on the rider and improves one or more of the Attributes of the Training Pyramid. (Improving the balance and engagement in preparation for a change of pace, movement, corner, straight line, and when ever an adjustment is needed within the horse)
- HOLLOW BACK: A downward curve of the horse's back caused by either slackness of the back and belly muscles (passive) or by momentary or sustained contraction of the back muscles (active). This is a position that is detrimental for the horse and uncomfortable for the rider.
- HURRIED: Refers to a tempo that is too fast compared to the ideal tempo for that horse.
- IMPULSION: Engagement stores energy and that energy can be released as thrust from the hindquarters. The only way that this energy can be released as thrust is through the horse's back that is free from negative tension.
- INSIDE / INNER: The direction in which the horse is positioned, laterally flexed, or bent.
- LATE BEHIND: The hind legs changing after the forelegs in a flying change of lead. (The hind legs should always strike the ground first (but within the stride) in a flying change.
- LATERAL:
  1. Meaning to the side.
  2. Meaning an impurity in the walk, trot, or canter where the legs on the same side move together or almost together. In the walk and the trot this can also be called pacing.
- LEANING IN: Not vertical over all four legs.
- LENGTHENING OF THE STRIDE: A trot or canter in which the stride and frame are longer than in the working paces. The degree of uphill balance is less than is required at the medium and extended paces. The tempo should remain the same as the working trot or canter.
- LIGHTNESS:



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1. The horse's ease of movements.
  2. The amount of weight in the reins.
- LONG AND LOW: A frame in which the horse, still ridden into contact on a longer rein, lowers and stretches out its head and neck resulting in a stretching and relaxing of the horse's back. (including the neck commonly called collectively the topline.)
  - LONGITUDINAL: Lengthwise.
  - MARCHING: Purposeful and energetic walk steps.
  - MEDIUM (Walk, Trot, or Canter) A pace of moderate lengthening in which the length of the strides are longer than in the collected paces and are more uphill than at the lengthened paces. The strides in the medium paces are not as long as the strides in the extended paces, but the stride is a rounder stride. Medium paces come from collection and maintain the same uphill balance. Lengthened paces come from the working paces and maintain the same level balance. The tempo of the medium should remain the same as that of the collected paces.
  - MOVEMENT (TEST): Working Equitation movements include: leg-yield, side pass, shoulder-in, travers (haunches-in), renvers (haunches out), turn on forehand, turn on haunches, half pass, full pass, flying changes, and pirouettes. (Movements are not figures, patterns, or transitions.)
  - MPH / MPM: Miles per hour / Meters per minute.
  - OBEDIENCE: The willingness to accept and perform the riders commands. An obedient horse is not necessarily a correctly trained one. For example, a horse may obediently pick up the canter exactly when the rider commanded but still be above the bit and hollow in the back.
  - ON THE AIDS: The state of the horse reacting to the riders aids obediently, correctly, confidently, and immediately.
  - ON THE BIT: Acceptance of the contact and the connection without any resistance. A horse "on the bit" will have a stretched and round top line with the nose approaching the vertical.
  - ON THE FOREHAND: Longitudinally balanced with too much weight onto the forelegs. This poor balance results from a lack of engagement. (Lack of engagement results in poor balance and horses being on the forehand.)
  - OUT BEHIND: The hind legs are carried out behind the hindquarters with a backward push instead of being in a position to carry the weight onto the hindquarters.
  - OUTSIDE: The direction away from which the horse is positioned, flexed, or bent.
  - OVERBENT: Laterally positioning the head and/or neck too much to the inside relative to the bend in the horse's body.
  - OVERFLEXED:
    1. The horse's nose is longitudinally positioned behind the vertical (not the same as behind the bit).
    2. Too much lateral flexion in the neck.
  - OVERSTRIDE, OVERSTEP, OVERTRACK: The act of the hind feet stepping in front of the tracks left by the front feet.
  - PACES:
    1. The variations within the gaits. At walk, trot, and canter (the gaits) the paces would be working, lengthening, collected, medium, and extended.

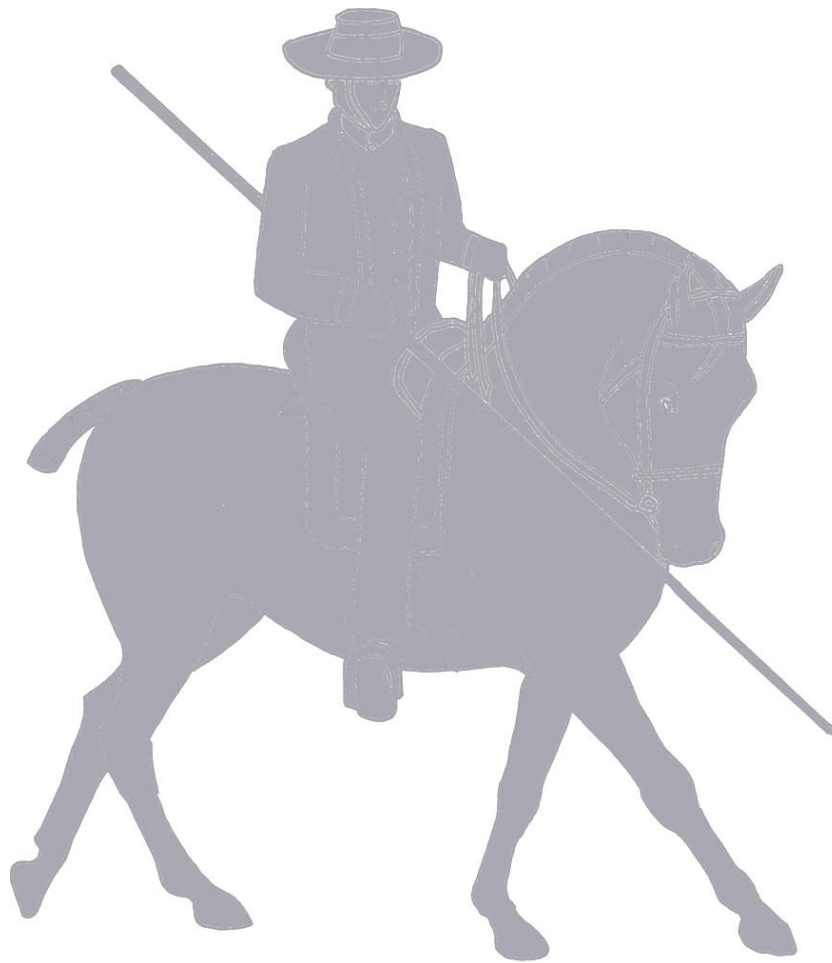
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2. A gait performed in some gaited horses in which the lateral pairs of legs move in unison. In non-gaited horses the pace is a severe fault.
- **PASSAGEY TROT:** A trot with prolonged suspension and hesitant forward movement. Also called a hovering trot. This is not a desirable trot.
  - **PHASE:** A section of Working Equitation competition. The Phases are: dressage, ease of handling, speed, and cattle trial.
  - **PIVOTING:** Not picking up a foot in the proper rhythm of the walk or canter. Turning around a grounded or “stuck” foot. This term is used to describe faulty rhythms in the turn on the haunches, turn on the forehand, or pirouettes.
  - **POSITION:**
    1. The posture of the rider.
    2. The lateral flexion of the horse either right or left.
  - **PURITY:** The correct rhythm, sequence, and timing of the footfalls and phases of a gait.
  - **PUSHING OUT:** The hind legs moving too far behind the horse. In this position the hind legs are pushing backward behind the horse more than carrying the weight.
  - **PYRAMID OF THE ATTRIBUTES OF TRAINING:** A figure that represents the steps of the attributes of Working Equitation training from the basic (base of pyramid) to the advanced (top of pyramid).
  - **QUICK:** Usually refers to the tempo.
  - **REACH:** The forward extension of the fore limbs, hind limbs, or the neck of the horse.
  - **REGULARITY:** A consistent non-changing tempo.
  - **RELAXATION:**
    1. The horse’s mental calmness. A lack of anxiety or nervousness.
    2. The horse’s physical lack of negative tension. Negative tension is the muscle contraction that is not needed for balanced carriage, strength, or pushing power.
  - **RESISTANCE:** Purposeful and rigid opposition to the aids of the rider.
  - **RHYTHM:** The characteristic timing, sequence, and phases of a given gait. (Rhythm is not tempo.)
  - **ROUNDNESS:** The horse’s topline is convex, the under neck is concave, and the horse is on the bit.
  - **RUNNING:**
    1. A tempo that is too fast for the horse to stay in balance.
    2. An increase in tempo of the lengthening, medium, or extended as compared to the working (lengthening) or collected (medium and extended) paces.
  - **SEAT:** The pelvis, back, and rib cage of the rider and its harmony with and influence on the horse’s body and mind.
  - **SELF-CARRIAGE:** When a horse carries himself in balance and in the correct frame without the support of the rider’s hand.
  - **SNATCHING:** The horse or rider jerking at the reins.
  - **SPEED:** Miles/Kilometres per hour or meters per minute. (Speed is not impulsion.)
  - **STIFFNESS:**
    1. Lateral lack of suppleness.
    2. Longitudinal lack of suppleness.
    3. Lack of flexion in the joints.

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- STRAIGHTNESS:
  1. A direct line of travel (not weaving or wobbling).
  2. The hind feet traveling in the same path as the front feet. (Not in haunches in/out or shoulders in/out on a circle.)
  3. The proper alignment of the horse's body parts.
- STRIDE: The complete series of footfalls and phases in a gait. The length of the stride is the amount of ground covered during each complete series of footfalls and phases in a gait.
- STRUNG OUT: Too long in the frame with longitudinal unbalance.
- STUCK: The horse's foot remains too long on the ground and breaks the rhythm of the gait. Most often applied to turn on the haunches and pirouettes.
- SUBMISSION: Compliance and yielding to the rider's aids with confidence, harmony, alertness, and correctness. (Also the suppleness or ability to be supple equally on both reins)
- SUPPLENESS: Flexibility of the body and joints. (Lateral and longitudinal)
- TEMPO: The speed of the repetition of the stride. (Tempo is not rhythm.)
- TENSE / TENSION:
  1. Mental anxiety.
  2. Negative muscle contraction.
- THROUGHNESS: The horse allowing the aids to influence him from back to front and front to back with relaxation and a correct connection. (A horse is also referred to as through when he uses his body freely and without stiffness, coming over the back to the bridle)
- TILTING: The head of the horse is slanted with either the right ear or left ear carried lower. This is a fault of the connection.
- TOPLINE: The part of the horse from the poll, over the crest of the neck, down the back, loin, and croup to the top of the tail.
- TRACK:
  1. Line of travel.
  2. Direction of travel.
  3. The part of the arena along the rail.
  4. Line of travel of the horse's feet.
- TRACKING UP: The hind feet stepping into the prints left by the fore feet.
- TRAILING:
  1. In lateral work Trailing refers to the haunches lagging too far behind the shoulders.
  2. Sometimes used to mean out behind.
- TRAINING SCALE: Same as the pyramid of WEQ training.
- UNEVEN: An irregularity in the walk or trot in which the front or hind pair of legs have a different length of stride.
- UNLEVEL: An irregularity in the walk or trot in which the front or hind pair of legs have a different height of step.
- WIDE BEHIND: Moving wider with the hind feet than with the front feet. Commonly occurs in halts and lengthening of trot. Not desirable.
- WORKING PACES: (Walk, Trot, Canter) A pace where the stride is longer than the collected pace but shorter than the medium. The balance of the working paces is less up-hill than the collected, medium, and extended paces.

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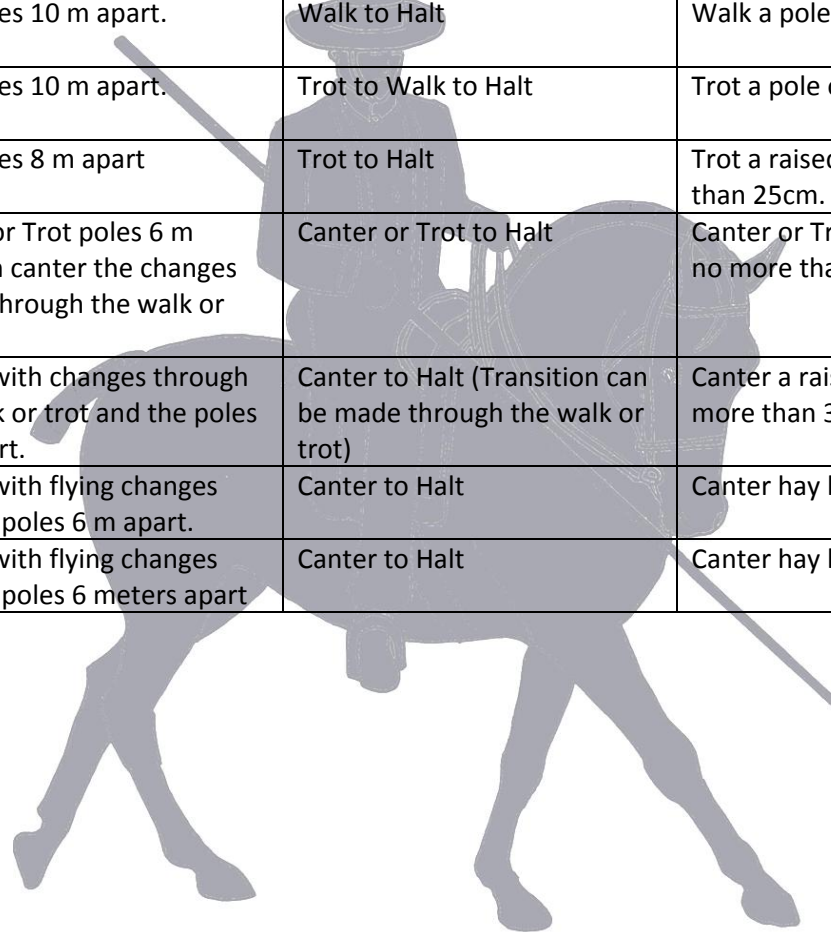
## APPENDIX 8 TABLE OF RULES

	Phases			Spurs	Whips	Minimum Age of Horse	Allowable Bits (Bitless Bridles allowable at all levels)	Gaits
	Dressage	EOH	Speed					
<b>Lead Line</b>	Y	Y	N	N	N	3	Snaffle (2 hands)	Walk Only
<b>Preparatory</b>	Y	Y	Y	Y	Dressage Only	3	Snaffle (2 hands)	Walk & Trot
<b>Preliminary</b>	Y	Y	Y	Y	Dressage Only	3	Snaffle (2 hands)	Dressage: Walk, Trot & Canter EOH & Speed - Walk & Trot
<b>Novice</b>	Y	Y	Y	Y	Dressage Only	4	Snaffle (2 hands)	Walk, Trot & Canter
<b>Elementary</b>	Y	Y	Y	Y	Dressage Only	4	Snaffle (2 hands)	Walk, Trot & Canter
<b>Medium</b>	Y	Y	Y	Y	N	5	Snaffle (1 hand for walk & trot) (collected work - sitting)	Walk, Trot & Canter
<b>Advanced</b>	Y	Y	Y	Y	N	5	Snaffle (1 hand only)	Walk & Canter



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	Single Pole Slalom	Jug	Jump	Pole Pick-up From & Replace in Barrel
<b>Lead Line</b>	Trot poles 10 m apart.	Walk to Halt	Walk a pole on the ground	Halt Pole Length: Maximum 1m, small diameter
<b>Preparatory</b>	Trot poles 10 m apart.	Trot to Walk to Halt	Trot a pole on the ground	Walk Pole Length: Maximum 2m, light weight
<b>Preliminary</b>	Trot poles 8 m apart	Trot to Halt	Trot a raised pole of no more than 25cm.	Trot
<b>Novice</b>	Canter or Trot poles 6 m apart. In canter the changes can be through the walk or trot.	Canter or Trot to Halt	Canter or Trot a raised pole of no more than 25cm ".	Canter or Trot.
<b>Elementary</b>	Canter with changes through the walk or trot and the poles 6 m apart.	Canter to Halt (Transition can be made through the walk or trot)	Canter a raised pole of no more than 30cm.	Canter.
<b>Medium</b>	Canter with flying changes and the poles 6 m apart.	Canter to Halt	Canter hay bales.	Canter
<b>Advanced</b>	Canter with flying changes and the poles 6 meters apart	Canter to Halt	Canter hay bales.	Canter



# AUSTRALIAN WORKING EQUITATION INC

	Knock Down Ball / Spear Ring	Corridor with Bell	Bridge (at least 2m x 1.5m)	Live Stock Pen (6m/8m Diameter)
<b>Lead Line</b>	Halt/Walk knock down ball or Spearing Ring: Size: 20 cm	Walk into corridor, Halt and ring bell, exit obstacle in walk.	Walks up to the bridge and then walks the bridge.	Walk. Can be done in either or both directions.8m
<b>Preparatory</b>	Walk knock down ball or Spearing Ring: Size: 20 cm	Walk into corridor, Halt and ring bell, exit obstacle in walk.	Walks up to the bridge and then walks the bridge.	Walk or Trot. Can be done in either or both directions.8m
<b>Preliminary</b>	Trot knocking down ball or Spearing Ring: Size: 15 cm	Trot into corridor, walk-halt, ring bell, exit in trot/rein-back	Trots up to the bridge and then walks bridge.	Trot. Can be done in either or both directions.8m
<b>Novice</b>	Canter or Trot knocking Down Ball or Spearing Ring. Ring Size: 15 cm	Canter/Trot into corridor, walk-halt, ring bell. Rein back out. Corridor can be an "L".	Cantering or trotting up to the bridge and then walks the bridge.	Canter or Trot. Can be done in either or both directions.8m
<b>Elementary</b>	Canter knocking Down Ball or Spearing a Ring. Ring Size: 15 cm	Canter into the corridor, halt and ring the bell, Rein back out. Corridor can be an "L".	Cantering up to the bridge and then walks the bridge.	Canter. Can be done in either or both directions. 6m
<b>Medium</b>	Canter Spearing Ring. Ring Size: Maximum 10 cm	Canter into corridor, halt, ring bell, Rein-back out. Corridor can be an "L" or a "Z".	Cantering up to the bridge and then walks the bridge.	Canter. Must be done in both directions. 6m
<b>Advanced</b>	Canter Spearing Ring. Ring Size: Maximum 10 cm	Canter into the corridor, halt and ring the bell, Rein back out. Corridor can be any shape if done safely.	Cantering up to the bridge and then walks the bridge.	Canter. Must be done in both directions.6m

# AUSTRALIAN WORKING EQUITATION INC

	Gate (2m x 1.3m)	Figure 8 Barrels (3m Apart)	Rein-Back Obstacle	Varied Footing 2.5m x 3m
<b>Lead Line</b>	Walk to gate. Halts and pushes or pulls gate open and walks through. Does not close the gate.	Walk Suggested circle size is 10m	-	Walk over. Only one material allowed.
<b>Preparatory</b>	Walk or Trot to gate. Halts and pushes or pulls gate open and walks through and then closes gate.	Walk or Trot Suggested circle size is 10m	Walk in, halt, and back out. Corridor can only be straight.	Walk over. Only one material allowed.
<b>Preliminary</b>	Trot to gate. Halts and pushes or pulls gate open and walks through and then closes gate.	Trot Suggested circle size is 10m	Walk in, halt, and back out. Corridor can only be straight.	Walk over. Only one material allowed.
<b>Novice</b>	Canter or trot to gate. Halts (which can be through walk or trot.), pushes or pulls the gate open and walks through and then closes gate.	Canter (with simple or trot changes) or Trot. Suggested circle size is 8m	Walk in, halt, and back out. Corridor can only be an "L" or "Z".	Canter or Trot over. Only one material allowed.
<b>Elementary</b>	Canter to gate. Halts (which can be done through the walk), pushes or pulls the gate open and then closes gate.	Canter with simple or trot changes.	Walk in, halt, and back out according to the course directions. Slalom and barrel rein backs cannot be used.	Canter over. Up to two materials allowed.
<b>Medium</b>	Canter to gate, then halt, open and close gate.	Canter with flying changes.	Walk or canter in, halt, and back out according to the course directions.	Canter over. Up to three materials allowed.
<b>Advanced</b>	Canter to gate, then halt, open and close gate.	Canter with flying changes.	Walk or canter in, halt, and back out according to the course directions.	Canter over. Up to three materials allowed.

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	Sidepass Over a Pole	3 Barrels	Double Pole Slalom	Pole on a Cup
<b>Lead Line</b>	-	-	Walk with all posts 8m apart.	Walk. Only Standing Cup Pole is used at this level. Exit Walk.
<b>Preparatory</b>	Pole is executed in a sidepass at the walk only using a straight line that is not raised.	Trot with barrels 8m apart.	Trot with all posts 8m apart.	Walk. The Standing, Moving or Rein Back Cup Pole can be used at this level. Exit at walk or trot.
<b>Preliminary</b>	Pole is executed in a sidepass at the walk only using a straight line or flat "L"	Trot with barrels 8m apart.	Trot with all posts 8m apart.	Trot. The Standing, Moving or Rein-back Cup Pole can be used. Exit walk/trot.
<b>Novice</b>	Pole Pole is executed in a sidepass in walk only using a straight line, "L", or parallel poles that are not raised.	Canter (with lead changes through the walk or trot) or Trot with barrels 8m apart.	Canter (with lead changes through the walk or trot) or Trot with all posts 8m apart.	Cantering or trotting. Only the Standing or the Moving Cup Pole are used at this level. Exit at canter or trot.
<b>Elementary</b>	Pole is executed in walk sidepass only using a straight line, "L", or parallel poles. Pole raised maximum 5cm.	Canter with Changes through the walk or trot with barrels 6m apart.	Canter with Changes through the walk or trot with all posts 6m apart.	Canter Only. The Standing, Moving, or Backing Cup pole may be used at this level. Exit at the Canter from the walk.
<b>Medium</b>	Pole is executed in a full pass at the walk or canter using any of the options. Pole cannot be raised more than 10cm. May be performed at canter.	Canter with Flying Changes with barrels 3m apart.	Canter with Flying Changes with all posts 6m apart.	Canter. Exit at the Canter.
<b>Advanced</b>	Pole is executed in a full pass at the walk or canter using any of the options. Poles cannot be raised more than 10cm. May be performed at canter.	Canter with Flying Changes with barrels 3m apart.	Canter with Flying Changes with all posts 6m apart.	Canter. Exit at the Canter.

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	Post	Pirouette in Triangle	Dismounting and Mounting without Assistance	Speed Phase
<b>Lead Line</b>	Walk	-	-	No Speed Phase
<b>Preparatory</b>	Trot	Trot	-	Trot
<b>Preliminary</b>	Canter or Trot	Canter or Trot	Rider remains stationary beside horse prior to remounting.	Canter or Trot
<b>Novice</b>	Canter or Trot	Canter or Trot	Rider remains stationary beside horse prior to remounting.	Canter or Trot
<b>Elementary</b>	Canter	Canter	Rider moves approximately 1m from horse prior to remounting.	Canter
<b>Medium</b>	Canter	Canter	Rider moves approximately 2m from horse prior to remounting.	Canter
<b>Advanced</b>	Canter	Canter	Rider moves approximately 3m from horse prior to remounting.	Canter



# AUSTRALIAN WORKING EQUITATION INC

## AWE Event Management Plans

The event pages represent event management processes that are designed to improve safety for events.

The documents should be used when the user has read and understands the rules for working equitation as set out above.

Please read the “AWE Working Equitation” rules before attempting to use the Event Management Forms and complete the forms with the knowledge and understanding of the AWE rules & regulations.

