



# **NSW Working Equitation Governing Body Inc**

**Rules for**

**Working Equitation (WE)**

**Version 1.3**

**1<sup>st</sup> Release**

**March 2014**

## PREFACE

These rules for Working Equitation are maintained by NSW Working Equitation Governing Body Inc. The rules are subject to amendments and additions as necessary. The most up-to-date version will be maintained on the website [www.nswwegbi.com.au](http://www.nswwegbi.com.au), which in the event of discrepancy will take precedence over any printed version.

## REVISION SUMMARY

<b>Rev/Date</b>	<b>Page</b>	<b>Section</b>	<b>Subject</b>
1.0 Dec 2013		All	Draft 1
1.1 Jan 2014		All	Draft 2
1.2 Feb 2014		All	Draft 3
1.3 Mar 2014		All	1 <sup>st</sup> Release

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## **Mission Statement**

It is the mission of NSW Working Equitation Governing Body Inc to promote and develop the discipline throughout NSW & Australia; upholding the ideals and the philosophies of classical dressage and traditional horsemanship, offering a nurturing, caring environment for riders, regardless of choice of breed of horse, tack or attire. NSW Working Equitation Governing Body Inc places an emphasis on harmony between horse and rider and the quality of training and riding. NSW Working Equitation demands humane, correct and progressive training and conditioning of the horse resulting in physical and mental soundness.

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## SECTION 1. OVERVIEW

### 1.1 Introduction

The NSW Working Equitation Governing Body Inc (NSW WEGBI) rules have been created with our state's riders & clubs, keeping in mind and adapting to Australian traditions.

### 1.2 WE Phases

There are four phases or tests that make up a Working Equitation competition. The first three Working Dressage, Style (EOH), and Speed are the mandatory phases required for a complete Working Equitation competition. The fourth phase, Cattle Penning, is included when location and facilities allow.

- a. Working Dressage Phase. Prescribed Dressage tests are ridden at each level (see Section 1.3). Each movement is given a numerical score, and collective marks are given for impulsion, submission, calmness, rider's position, etc. Movements in the dressage test coincide with the movements required in the Style (EOH) and Speed phases at each level. Requirements for the Working Dressage phase are contained in Section 3.
- b. Style (EOH) (Obstacle) Phase. Obstacles are set up to simulate the difficulties encountered by a horse and rider in the field. Obstacles are numbered and are ridden in order. The goal of this phase is to negotiate the obstacles with accuracy, ease, and smoothness. Requirements for the Style (EOH) phase & obstacles are presented in Section 4.
- c. Speed Phase. Obstacles are ridden at speed. Individual scores are based on elapsed time through the obstacles with time penalties added for missed or mishandled obstacles. Requirements for the Speed phase are contained in Section 5.
- d. Cattle Penning Phase. This phase tests the ability of a horse and rider to work with cattle individually and as a team. The test is performed with a team of 4 riders. The objective is for each rider to individually sort, cut, and herd a pre-selected cow from the herd and then as a team put it in a designated pen. This is a timed event, with time penalties for course errors. Requirements for the Cattle Penning phase are presented in Section 6.

**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 working dressage phase up to FEI level. **A minus 2 point penalty will apply for callers.** Test must be read in English unless permission is granted by the Jury before the competition for another language to be used.

## 1.3 WE Levels

There are five competitive levels:

***Note 2 hands ridden properly will score higher than 1 handed ridden roughly.***

Level 0	Introductory.....Walk/trot
Level 1	Preliminary .....Walk/trot/canter
Level 2	Intermediate.....Walk/trot/canter
Level 3	Advanced .....Walk/canter
Level 4	FEI.....Walk/canter one handed per WAVE... an adjustment to the reins is permissible but must be a momentary action.

Each level is open to all horse-rider combination who have not competed in Working Equitation at a higher level.

However, a higher-level rider can enter a lower-level horse, and a lower-level rider can enter a higher-level horse.

***A horse-rider combination can only compete in one level per Event. Organising committee to choose the number of levels for their competitions at the clubs discretion.***

### 1.3.1 Divisions within each level

Juniors – up to 14 years old on date of competition – proof will be required.

Young Riders – 14 years & over to under 18 on date of competition – proof will be required.

Adults – 18 years and over

## 1.4 Levels Descriptions:

- **Introductory Level 0:**

This level is for horses or riders with only basic skills. At this level the rider may use two hands throughout the competition. The skills required include walk, walk on a long rein, leg yield, trot, halt in the Dressage test, allows walking through all obstacles and trotting between obstacles.

- **Preliminary Level 1:**

This level asks for the following gaits: walk, walk on long rein, trot, canter is optional on correct lead, halt, rein back and some lateral control to manoeuvre in the obstacles. The transitions upward and downward are progressive and the rider may use 2 hands throughout the competition.

- **Intermediate Level 2:**

This level asks for walk, walk on long rein, trot, canter, simple lead changes, halt from any gait, large and small circles, rein back, leg yield and turn on haunches. Riders may choose to ride with either 2 hands or one hand but 2 hands ridden properly will score higher than 1 handed ridden roughly. During the obstacle phase riders are expected to trot/canter between obstacles.

- **Advanced Level 3:**

This level asks for walk, walk on long rein, collected walk, trot, canter, collected/medium canter, flying lead changes, halt from any gait, large and small circles, rein back, turn on haunches, half pass at the walk and canter optional one handed (*more marks given if 1 handed correctly, and use of flying changes in Style(EOH)Phase.*)

- **FEI Level 4:**

- This is the most advanced level and should demonstrate a finished working horse. Riders must only use one hand on the reins throughout the competition.
- Riders are expected to choreograph their own routine to include all of the Elements as per WAVE FEI Dressage.
- Riders must provide music to accompany their Dressage test. This level uses the current version of the World Association of Working Equitation rules.

- **Number of Obstacles by Level:**

All Levels up to 16 obstacles at the organising committee's discretion.

***Suggested Obstacles per level***

Introduction – 8

Preliminary – 10

Intermediate – 16

Advanced – 16

FEI – 16

It is recommended Sidepass not be included in Introduction.

## 1.5 Horse Divisions

Introductory Level – Minimum 3 years

Preliminary/Intermediate – Minimum 4 years

Advanced/FEI – Minimum 6 years

**ALL STALLIONS must wear green badges**



## SECTION 2. GENERAL REQUIREMENTS – Horse & Rider

### 2.1 Horses

- a. Any breed of horse, pony, are eligible.
- b. All horses entered must be serviceably sound, show no signs of lameness, and be in good condition.
- c. 1 horse – 1 rider
- d. Current Hendra vaccinations at organising committees discretion

### 2.2 Tack and Attire

#### 2.2.1 General

While the focus of Working Equitation is primarily on performance, general impression, tack and attire are important to the overall impression of an entry. **Tack and attire must be the same for each phase.**

**All competitors under the age of 18 must wear a safety helmet.** Current Accepted safety helmet standards are:

- AS/NZS 3838 (Current Australian Standard)
- EN 1384 (Current European Standard)
- ASTN F1163 (Current US Standard)

#### 2.2.2 Local or Regional Competitions

Competitors may perform in any of the following:

- a. Traditional English (Hunt, Dressage, or Eventing) tack and attire.
- b. Traditional Western.
- c. Traditional tack and attire of any country engaged in WE. i.e. stock horse
- d. Pony Club attire.

**Same attire must be worn for all 3 phases**

Plaiting is optional.

### 2.3 Equipment Allowances

Same equipment must be used for all 3 phases. (I.e. not changing of saddles etc.)

Use of a whip and/or spurs is allowed at all levels and will only be used minimally.

Any display of these aids being used abusively will mean exclusion from event.

Spurs types as per Equestrian Australia (EA) – <http://www.equestrian.org.au/>

Whips as per Equestrian Australia (EA) – <http://www.equestrian.org.au/>

Bits Inc bitless, Spanish & Portuguese curb as per Equestrian Australia (EA) – <http://www.equestrian.org.au/>

Horse leg protector boots allowed at all levels except Working Dressage phase. Ezi hoof boots allowed.

Any cavesson/noseband must be adjusted to allow room for the width of two fingers placed sideways.

The following equipment is not allowed:

- Tie downs
- Tongue ties
- Martingales
- Mechanical hackamores
- Gag bits
- Twisted or wire bits
- Elevator bits
- Halter and lead rope
- Serretas
- Bearing, side, draw, or balancing reins
- Blinkers

## 2.4 General Rules

An adjustment to the reins is permissible but must be a momentary action.

## 2.5 Marking/marks and Computing Individual Championship Points

The Scoring/marking for both the Dressage Phase and the Style (EOH) phase will use the following numbered scoring system with the corresponding remarks:

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

In addition to the whole Score marks given above, the Judge may also use half marks i.e., 0.5 or 1.5.

The Dressage Phase and Style (EOH) Phase will be scored by a percentage out of 100%,

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

The winner of the Working Dressage phase is the competitor who receives the highest score in the dressage test performed.

The winner of the Style (EOH) phase is the competitor who receives the highest score from the obstacle course completed.

The winner of the Speed phase is the competitor who completes the course in the lowest adjusted time.

To be considered for a WE championship, competitors must compete in all three phases.

Competitors who have been disqualified in any of the phases are not awarded any points for that phase but may participate in the other phases and earn championship points.

## 2.6 General Grounds for Disqualification

The following are general grounds for disqualification:

- a. Entering the riding arena before the judge has given consent or signal.
- b. Taking more than 45 seconds to go through the starting flag /entry after judge has given signal to start.
- c. Fall of horse or rider. The rider may ask to finish the course, which will be at the discretion of the judge.
- d. Use of illegal equipment.
- e. Evidence of lameness or wounds on the horse as determined by the judge. There must be no sign of blood whatsoever.
- f. The use/application of any foreign or caustic substance to or into any horse, which would alter or influence a horse's natural carriage, movement, or behaviour.
- g. Mistreatment or abuse of the horse. Any action against a horse by an exhibitor that is deemed excessive by a judge, ring steward, or other official in the competition arena or anywhere on the competition grounds may be punished by official warning, elimination, or other sanctions as deemed appropriate by the organising committee. Such actions could include, but are not limited to, excessive use of whip and spurs.
- h. A horse that shows aggression toward its handler, rider, or any person in the ring.
- i. Disrespect or misconduct by an exhibitor.
- j. Using two hands on the reins when one hand is required, except for momentary adjustment of the reins.
- k. All fours hooves overstep the arena
- l. Resisting to go forward for more than 30 seconds
- m. Crossing an obstacle that has not yet been performed
- n. Showing or facing up to any obstacle in an ostensive way before the start of the course/bell given.
- o. Rider participating under the influence of and or alcohol and any mind altering substance
- p. Riders without adequate proof of insurance.

## SECTION 3. WORKING DRESSAGE PHASE

### 3.1 Objective

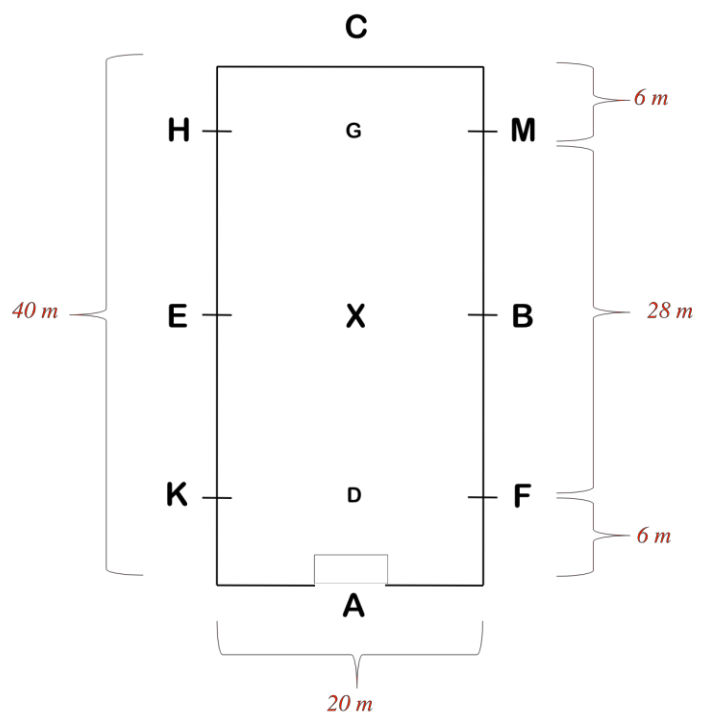
The objective of the Working Dressage phase is to prepare riders for the challenges presented by obstacles encountered in fieldwork. The goal is to develop the handiness of the horse, and to improve the regularity and correctness of the gaits. Great consideration is given to lightness, energy, relaxation, balance and roundness of the topline WE Dressage promotes physical soundness and mental well-being through relaxation, lateral suppleness (bending), longitudinal suppleness (roundness), and progressive conditioning. The WE horse in this phase should appear calm, supple, confident, responsive, and keen, thus demonstrating empathy with and understanding of its rider. These qualities are documented in the collective marks for each test.

### 3.2 Arena

Dressage tests are ridden in a 20- by 40-meter arena, which is measured from the inside of the fence. A small fence no taller than 0.3 m (1 ft.) will surround the arena. The arena entrance is approximately 2m (6.5 ft) wide.

For levels Introductory to Advanced the arena is be marked with letters on the perimeter. Letter designators are not used for the FEI test.

The surface must be flat, free from any stones, and appropriate for Equitation purposes. It may be grass, sand, dirt, or a specialized surface provided that it is not too hard or slippery.



### 3.3 Test Execution

The order of start is determined by a draw. The judge indicates the official start of each test by ringing a bell/car horn. After the bell/horn has rung, the horse and rider must enter the arena within 45 seconds. The test begins and ends with a salute to the judge.

Callers are allowed for the working dressage phase up to FEI level. **A minus 2 point penalty will apply for callers.** Test must be read in English unless permission is granted by the Jury before the competition for another language to be used.

- An error or a failure to perform any element of the test does not immediately disqualify the rider.
- In the tests for introductory thru Advanced, 2 points are subtracted for the first error, 4 for the second.
- FEI test, 5 points are deducted for each error.
- **The third error in any level test results in disqualification.**
- In the event of a course error, the judge may ring the bell and notify the competitor of the error.
- A scored 0 for a movement not executed.
- Riders must present to the judge at the allocated time (as per draw) or face elimination.

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

### 3.4 WE Dressage Scoring/Marking

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

10	Excellent	Extra quality shown in basics, on top of correctly fulfilling criteria of movement.
9	Very Good	
8	Good	
7	Fairly Good	On the right track with both basics and criteria.
6	Satisfactory	
5	Sufficient	Marginal
4	Insufficient	At least one major problem in basics or criteria.
3	Fairly Bad	Serious or multiple problems with performance in basics, criteria, or both.
2	Bad	
1	Very Bad	
0	Not executed	

Collective marks are given for:

- Impulsion: Willingness to move forward; elasticity of steps; suppleness of the back; engagement of the hindquarters.
- Submission: Attention and obedience; harmony; lightness and ease of the movements; acceptance of contact.
- Rider: Position; effective use of aids

## SECTION 4. STYLE (EOH) PHASE

### 4.1 Objective

This phase presents obstacles representing difficulties that could normally be encountered in the open countryside. The objective is to show both the rider's and horse's capacity for calmness, precision, style, and regularity in performing the obstacles, providing evidence of empathy between the horse and rider. The style of riding resembles closely the form used in Working Dressage. This phase is not timed.

### 4.2 Arena

The riding arena is a rectangle with an ideal minimum dimension of 70 meters by 40 meters. It should be flat and free of stones or objects that could endanger the competitor or horse.

Footing must not be hard or slippery.

There is no minimum distance required between obstacles but ideally they are no less than 15 meters (50 ft.) apart.

The optimum distance from the public is no less than 5 meters (15 ft.).

Course entrance and exit flags will be set up inside the perimeter of the arena. Entrance/exits will be approximately 3m (10 ft.) wide.

Riders may walk the course prior to the competition start time. Before the day of the event at the organisers discretion, the obstacles will be available to ride around and over for familiarisation time only. No course will be set at this stage. On the day of the event, walking the course on foot will be allowed.

### 4.3 Obstacles

The following are suggested obstacles with the first 16 being official WAVE competition obstacles, the remainder are optional, we are looking for suggestions of "Australian" obstacles.

#### **Recommended Obstacles (WAVE)**

1. Bridge
2. Figure 8 (barrels)
3. Cloverleaf (3 barrels)
4. Stock Pen
5. Water Jug
6. Corridor Bell
7. Collect Garrocha pole
8. Skewer Ring (bull)
9. Knock Ball
10. Replace Garrocha Pole
11. Switch Cup
12. Single Pole Slalom
13. Double Pole Slalom
14. Gate
15. Jump
16. Side Step over Pole

### **Optional Obstacles**

17. *Water Ditch*
18. *Bank Jump*
19. *Move Sack*
20. *Varied Footing*
21. *Cattle Sorting*
22. *Ground Tie*

## **4.4 Course Design**

There will be a maximum of up to 16 obstacles in all levels, it is suggested as many riders are new to WEQ side pass poles be remove for lower levels.

Obstacles will be numbered, indicating the order in which they are to be encountered. The number is placed on the right-hand side of the entrance to the obstacle. It may be required to perform an obstacle more than once, in the opposite direction.

All obstacles will be marked with red and white flags (red on the right, white on the left) **where possible** to indicate proper direction through the obstacle. Some obstacles may have exit flags as well.

## **4.5 Walking the Course**

Before the start of this phase, competitors at all levels may walk the course (unmounted) inside the riding arena to examine the obstacles. Judges will walk the course with the exhibitors and the course designer, if available, to answer any questions. Trainers may accompany introductory riders and children on the walk through.

## **4.6 Test Execution**

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

- Ride between the obstacle's entrance & or flags in the correct direction
- Perform the technical movement required by the obstacle
- Exit the obstacle zone by the exit flags (if applicable).
- Riders cannot cross any obstacle that has not been performed.

## **4.7 Course Errors**

**All course errors will be penalized.** A course error can occur in the manner of approach to an obstacle, or approaching an obstacle out of sequence. Course errors include:

- Starting obstacle out of order.
- Approaching one of the obstacle's components without passing between the start flags or without having approached a previous component.
- Knocking down any part of an obstacle during the performance of that obstacle or knocking down any previously performed obstacle.
- Refusing an obstacle (e.g., the horse stops, steps backwards, or circles before entering the obstacle(s). **The rider can try for a second time**; each refusal will be penalized. 3<sup>rd</sup> refusal over all on style (EOH) course will result in disqualification.

- Dropping any part of the obstacle that is required to complete the obstacle (e.g., cup, water jug). (See Note)

**Note:** Advance (L3) and FEI (L4) competitors must dismount, retrieve the item, remount, and continue on to complete the obstacle. Dropping an obstacle item will be penalized. Failure to retrieve a dropped item is grounds for disqualification. This does not apply to the ring off the bull.

#### 4.8 Obstacle (EOH) Scoring/Marking

Each obstacle within the Style (EOH) Phase is scored on a scale of 10 (highest) to 0 to enable correct and logical placement of the competitors in each class. Marks can be generally interpreted as follows:

10	Excellent	Extra quality shown in basics, on top of correctly fulfilling criteria of movement.
9	Very Good	
8	Good	
7	Fairly Good	On the right track with both basics and criteria.
6	Satisfactory	
5	Sufficient	Marginal
4	Insufficient	At least one major problem in basics or criteria.
3	Fairly Bad	Serious or multiple problems with performance in basics, criteria, or both.
2	Bad	
1	Very Bad	
0	Not executed	

For each obstacle, judges will score the horse on the basis of negotiating the horse around obstacles that test the attributes of the correct working horse of the following:

- Impulsion: Willingness to move forward; elasticity of steps; suppleness of the back; engagement of the hindquarters.
- Submission: Attention and obedience; harmony; lightness and ease of the movements; acceptance of contact.
- Transitions: Crisp accurate transitions between gaits.
- Be looking for the following attributes
  - Rhythm, Relaxation, Regularity
  - Obedience and confidence
  - Acceptance of and Response to the Aids
  - Suppleness of the Bend and Roundness
  - Impulsion
  - Straightness
  - Lightness Balance and Collection



Judges will score the rider on the basis of the following:

- a. Position and seat of the rider.
- b. Effectiveness and discretion in use of the aids.
- c. Exclusive use of single hand (when applicable).
- d. Be looking for the following attributes
  - Position
  - Harmony
  - Coordination
  - Feel

## SECTION 5. SPEED PHASE

### 5.1 Objective

The Speed phase is designed to provide evidence of the rider's coordination and anticipation, and the horse's qualities of submission, speed, attention, and finesse. The obstacles should be performed as quickly as possible, with style, balance and harmony.

### 5.2 Arena

The arena requirements are the same for this phase as for Style (EOH) (*refer to section 4.2*). There must be entrance and exit flags within the boundary of the arena. Timekeepers (or automatic timers) are located at the entrance and exit flags.

### 5.3 Course Design

The Speed course at each level will include some or all of the obstacles used in the Style (EOH) test. Obstacles or portions of obstacles will not be included that would unnecessarily slow a horse's speed (e.g., half-pass over a pole in two different directions), or that could be difficult to judge in a speed event. A rope gate may be used in lieu of a wooden gate in this phase. In all levels the Bridge must be walked if used except FEI Level.

### 5.4 Walking the Course

If the Speed phase course is appreciably different than the Style (EOH) course, competitors at all levels should be allowed to walk (unmounted). The same rules apply as for walking the course in the Style (EOH) phase (*refer to section 4.5*).

### 5.5 Test Execution

Competitors enter the course in accordance with the draw. The judge indicates the official start of each test by ringing a bell. After the bell has rung, competitors have 45 seconds to start the test. The competitor must salute the judge outside the entrance flags before entering the course. When the course is completed the rider goes out through the exit.

### 5.6 Time Penalties/Bonus Time

Obstacle faults committed in this phase are penalized in seconds. Time penalties are accrued as follows:

## 5-second Penalties

- Touching/bumping by horse or rider any part of an obstacle but not knocking it down.
- Use of voice.
- Using second hand on reins to steer at any time when riding one handed.
- Stroking or touching the horse on the neck in front of the reins, each occurrence, up to a maximum of two penalties. Riders will be disqualified if stroking or touching the horse three times.
- Knocking over by horse or rider any part of an obstacle being performed or any previously performed obstacle.
- Not performing an obstacle, e.g., bell not rung, missing ball or ring (each occurrence), failure to properly latch gate.
- Dropping an obstacle item (e.g., cup, pole).

## 5.7 Scoring

The judge uses a mark sheet to record the lapsed time of the test. Penalty time (if any), and any comments. The class is placed in order of the lowest time score to the highest.

Time starts when the competitor passes through the entrance flags, and ends when the competitor passes through the exit flags. A competitor's official time will be the average of all properly executed manual times. When timed with an electronic timer, a manual timer will be used as a backup but times will not be averaged. The electronic timer will be the official time unless defective; in that event the manual timer will be the official time.

## SECTION 6. CATTLE PENNING PHASE

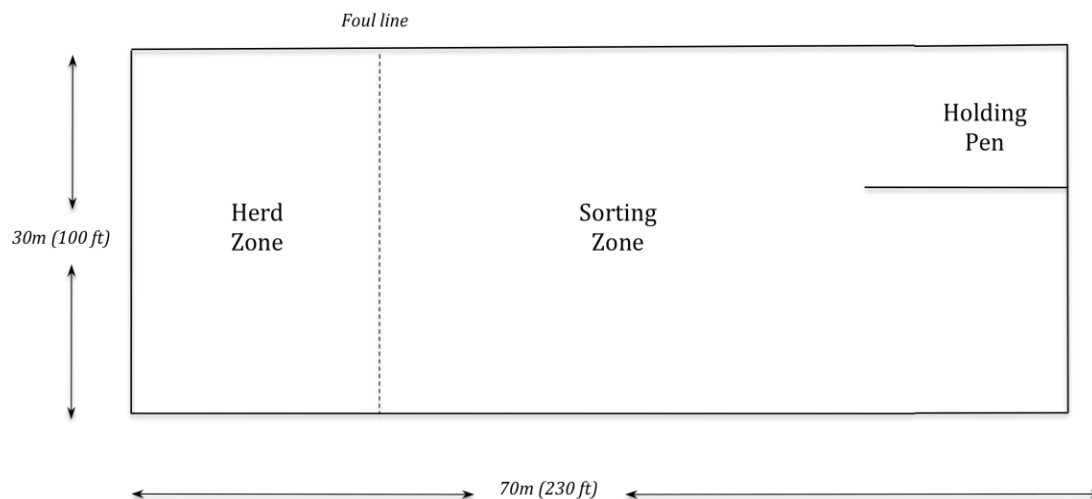
### 6.1 Objective

The Cattle Penning phase tests the ability of the horse and rider to work cattle individually and with teammates. The test is performed with a team of 4 riders. The objective is for each rider to move an assigned cow from the herd and put it in a designated pen, and for the team to demonstrate teamwork by herding/containing cattle efficiently and accurately. This is a timed event.

### 6.2 Arena

A sample arena configuration is shown in the following diagram. The recommended minimum size is 70m x 30m (230 ft. x 100 ft.). It must have adequate, safe fencing to contain cattle. A holding pen is set up at one end of the arena. The exact size and position of the holding pen can vary; it can either be within the perimeter of the arena or set up as a separate pen. At the opposite end of the arena is the herd zone, where the cattle are held prior to the start of the test. The size of the herd zone should be approximately 20 to 30 percent of the arena.

A foul line separates the herd zone from the sorting zone. A chalk line or flags/cones at each side of the arena mark the boundary between the herd and sorting zones.



The arena surface must be flat and free of stones. A sandy surface is recommended, but any natural surface will suffice as long as it is not slippery or too hard.

Four cattle per team must be available for 4-member teams; a number or colour identifies each set.

In addition to the head judge, a foul line judge is placed with an unobstructed view of the foul line. All judges must have walkie-talkies.

### 6.3 Test Execution

The team captains will participate in a draw to determine which set of cattle their team will handle and the order of go.

Each team will enter and leave the arena at a walk; the riders may not be assisted through the gate by anyone on the ground. The team is expected to salute the judge upon entering the arena. Once the team is assembled in the sorting zone, the judge will ring a bell (or other audible signal) giving approval for the first rider to proceed. The rider has 45 seconds to start the test.

The team works together to separate their assigned cows from the herd, one at a time, one cow per rider. Each team member works individually to separate one of the assigned cows. As soon as the cow has been separated and herded outside the herd zone, one or more members of the team may assist the rider in herding the cow to the holding pen. The other members contain the remaining cattle in the herd zone, but may not cross the foul line. Once the test is completed, the cow is free to return to the herd and the team prepares for the next rider's test.

The time limit for separating a cow is 3 minutes. Time starts when the rider crosses the foul line for the first time and stops when the selected cow is herded into the holding pen and all other cattle are in the herd zone. Any rider who fails to get his/her cow in the holding pen within the 3-minute time period does not get a time score, noted on the score sheet as NT for No Time.

### 6.4 Time Penalties

One course fault equals a 10-second penalty added to a team member's total elapsed time. Course faults will be assessed when:

- A cow other than the one being sorted oversteps the foul line (each occurrence)
- A team member other than the one currently performing the test crosses the foul line before the cow is in the sorting area (each occurrence)
- Loss of any part of tack or attire (including hat or helmet)

## 6.5 Scoring/Marking

Each rider is scored on the basis of time taken to perform the test plus any penalty time assessed for faults incurred.

The team score is calculated by adding the time scores of the top three members of the team. Teams of four will use the best three scores; teams of three will use all three scores.

The team score is calculated by adding the time scores of the top three members of the team. Teams of four will use the best three scores; teams of three will use all three scores.

Placements will be based on the number of cattle penned (completed tests) and the time. Teams with the highest number of completed tests (most cattle penned) will be ranked from the lowest aggregate time to the highest. Subsequent placements based on the number of completed tests will use the same criteria.

## 6.6 Grounds for Disqualification

Competitors committing the following faults will be disqualified:

- a. Taking more than 45 seconds to begin a test once the judge has given permission to proceed.
- b. Crossing the foul line before the judge has given permission to proceed.
- c. Roughing: Includes but is not limited to unnecessary or aggressive contact; running over, stepping on, or knocking down cattle while in pursuit; causing cattle to collide with holding pen panels; or horses biting cattle.
- d. Endangering any other rider or horse.

## SECTION 7. JUDGING CONSIDERATIONS

### 7.1 Judge's Role

The spirit behind the discipline of Working Equitation is training for horses that work in the field. Strict criteria must be maintained to ensure that the spirit of the discipline is preserved.

The task of judging involves:

- Thorough technical knowledge of the discipline.
- Communicating effectively with people (owners, riders, trainers, sponsors).
- Managing time constraints.
- Resolving problems quickly and effectively.
- Maintaining an image of concentration, determination, and respect.

Working Dressage is not the same as standard competitive dressage or western dressage and should not be judged in those contexts. It is dressage (i.e., training) for horses that work in the field. The difference however does not mean lack of correctness.

Similarly, Style (EOH) is not the same as a trail class. Maintaining the spirit of the test, i.e., working with cattle in the field, the horse must never lose impulsion.

The judge is directly responsible for the development of the sport and the future of Working Equitation. **Bad judging can ruin the competition.**

### 7.2 The Marks

The role of the judge is to be as fair and as clear as possible. The only possible way to do this is through the marks where the judge sends a message to the rider about how to work or what he/she wants to see. Individual exercises and collective marks are designed to assess the capability of the working horse. The marks are interpreted as follows:

10	Excellent	Extra quality shown in basics, on top correctly fulfilling criteria of movement.
9	Very Good	
8	Good	
7	Fairly Good	On the right track with both basics and criteria.
6	Satisfactory	
5	Sufficient	Marginal
4	Insufficient	At least one major problem in basics or criteria.
3	Fairly Bad	Serious or multiple problems with performance in basics, criteria, or both.
2	Bad	
1	Very Bad	
0	Not executed	

Collective marks for Dressage and Style (EOH) are as follows:

Impulsion	Willingness to move forward; elasticity of the steps; suppleness of the back; engagement of the hindquarters. ( <i>Eager yet controlled energy – not speed.</i> )
Submission	Attention and obedience; harmony; lightness and ease of the movements, acceptance of contact.
Rider	Position and seat of the rider. Correct use and effectiveness of the aids.

The Style (EOH) phase also includes a collective mark for:

Transitions	Crisp, accurate transitions between gaits
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The collective marks should reflect the overall marks of the test.

Use the whole scale of marks – reward excellence and punish bad performance. Negative marks (anything below 5) need to be explained on the score sheet to help the rider understand the insufficiency.

The issue is to determine what is correct vs. what is not correct. Anything not correctly done can receive a score no higher than 4. A score of 4 is enough to give the rider the message that the movement is not sufficient.

It is better to stop a rider and give a penalty (error) for an exercise not performed rather than give a 0. The rider gets a chance to re-do the exercise and learn from the experience. Errors must be marked on the score sheet and explained.

The judge must initial any changes made on the score sheet.

### 7.3 Judging requirements

Working Equitation Judges must pass the NSW WEGBI's Judge's exams

There are two levels of NSW WEGBI Judges:

- "B" Level Judges are qualified to judge all Levels at local Events Introductory and Preliminary at State and National Events.
- "A" Level Judges are qualified to judge all Levels and all Auxiliary Classes at local, State, and National Events.

Continuing education is a requirement for Judge's to maintain their status.

Judges will need to affiliate every 24 months with NSW WEGBI to stay current.

The Judge(s) must have a comfortable, separate space so they may judge impartially.

Every Judge must have a pencil.

Ground Jury shall consist of the highest level judge on the day plus 2 others e.g. other judges or committee member

During the Style (EOH) phase the Judge(s) must have a clear view of all obstacles.

## SECTION 8. COMPETITION MANAGEMENT

### Horses Can Be Unpredictable:

All horses no matter how well trained can have reactions to things that humans may NOT interpret as being dangerous. Anyone attending be they managing, riding or watching should maintain this in mind when attending any NSW WEGB INC event.

#### 8.1 Officials

**Event Manager.** The Event Manager is responsible for the management of the WE competition. He/she ensures that all necessary show personnel are in place and properly trained, designs (or approves the design of) the Style (EOH) and Speed courses, and is present throughout the competition to facilitate the show operation.

**Event Secretary/Scorer.** The Event Secretary/Scorer is responsible for maintaining competitor scores in the database and publication of results. He/she must make public the individual scores and their rankings as soon as possible after the phase completion. The score sheets will be available to the competitors after awarding of the WE Event. Event Secretary/Scorers add up the points accrued (factoring in any coefficients), subtract points for errors, verify the accuracy of the final tally, and give the completed score sheets to the Event Secretary. The Secretary will retain a copy of all score sheets.

**Judge(s).** There may be more than one judge for each phase.

**Penciller (s).** Each judge will have a penciller for every phase of the competition.

**Gate/Gear Steward.** The Gate/Gear Steward coordinates the competitors' entrance into the arena based on their entry order. The Gate/Gear Steward is not to touch the horse although riders may be asked to remove bridle to inspect bit. This could be done after the test as well. Ultimately it is the riders responsibility to present with correct gear.

**Timers.** Mandatory for the Speed phase, automatic timers will be used if available. As a backup precaution and if automatic timers are not available, two individuals with timers/stop watches will track each entry's elapsed time.

**First Aid officer:** Will possess a current 1<sup>st</sup> aid certificate and will be required to wear a coloured vest that is different from other officials so as to be easily identified.

**Ground Crew/Runners.** A ground crew (typically 3 or 4 individuals) stands by the arena to replace lances, rings, reset rails, etc. after each test, as well as move obstacles (if necessary) between phases. Runners take the score sheets from the Penciller to the Scorers or Show Secretary after each test.

#### 8.2 General Event Considerations

Event Organizers must have adequate facilities for competition for the safety of both horse and rider.

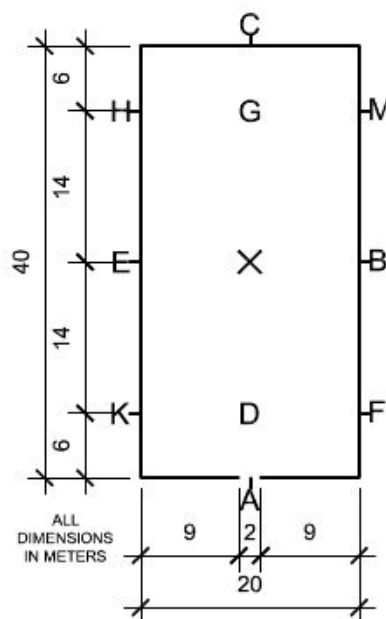
- It is the responsibility of all officials, competitors, judges, stewards, Event managers, etc., involved in a competition sanctioned by NSW WEGB Inc to know and follow these rules.
- It is the responsibility of the Event management and any officials, etc. to enforce the rules of NSW WEGBI Inc before, during, and after any sanctioned competition.
- The lunging area must be separate from the riding warm-up area.

- The judge 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.
- There is a timer required for the speed phase only. The timer starts when the horse's nose crosses the start line and ends when the nose crosses the finish line. The rider must leave the ring at a walk. All times and time penalties will be noted on the rider's Speed marking sheet.
- Event results must be submitted to NSW WEGB INC within 10 days of the conclusion of the Event.
- Results must be submitted on an official NSW WEGB INC Results Scoresheet (**coming soon**)
- Riders/Judges must receive packs including Draw order, any other relevant information a minimum of ONE week prior to event.
- Event managers need to insure judges have meals & refreshments throughout the day.
- Event managers need to allow for breaks for all officials & volunteers throughout the day.
- Event managers need to resource event so there is a team of runners to help judges & scorer.

## SECTION 9. Course Design & Considerations

### 9.1 Working Dressage Arena

Arena is conducted within a standard 20 x 40 meter Dressage arena. When a complete arena is not used, the corners of the arena should be marked. Arenas for Levels 0 to 3 should have the letters appropriately marked. Arenas for Level 4 do not need to be marked with letters



### 9.2 Obstacle Course Design Considerations

The safety of the horse and rider must be foremost when considering the course design. Prepare extra copies of the course design for judges, pencilers, and ground crew.



Do not use the arena gate as the official In/Out gate.

Place In/Out flags inside the arena.

Allow enough room in front of the In gate so riders can set up for the desired lead.

Have the first obstacle some distance from the In gate to give the horses a bit of a chance to survey the surroundings before encountering the first obstacle.

Consider which lead the horse will have when leaving one obstacle heading for another. When designing the course for the Speed phase:

- Design the Style (EOH) course so that obstacles not used from the style EOH course won't have to be physically removed; only the numbers will need to be changed.
- Make sure the course is not set too tight: consider placement/order of obstacles for horses going at speed.
- Eliminate those obstacles that can be subjective.
- Eliminate any obstacles or portions of obstacles that will slow a horse down; e.g., only require one direction in the round pen, half-pass over a pole only in one direction, etc.

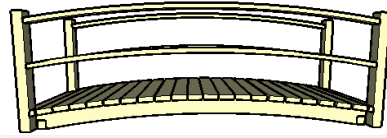
## 9.3 The Obstacles

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

Please note that the gait given for each level is the maximum gait allowed, and a lesser gait may be ridden at any time. A good performance at an obstacle at a lower gait will score higher than a poorly ridden obstacle at a higher gait, but a good performance at a higher gait will always score higher than a good performance at the lower gait.

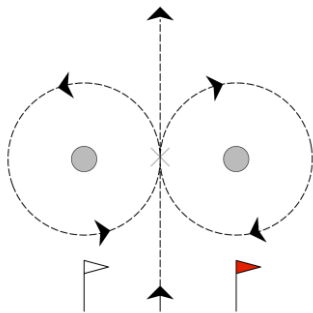
### 9.3.1. Bridge

- Description.** The bridge is made of wood or metal, at least 4-m (13-ft long), 1.5-m (5-ft) wide, and at least 20-cm (8-in.) in height at the center. The floor must not be slippery. The obstacle should be built with solid materials so that it is not a danger for the horse or rider. The bridge may be arched and may or may not have side rails. If there are side rails, they should be removable in case of an accident.
- Execution.** The bridge must be crossed at a walk in the Style (EOH) phase. In the Speed phase, the bridge must be crossed at a walk only except FEI, with or without touching it. The bridge may be crossed in both directions.
- Assessment Criteria (EOH).** The judge will evaluate the transition to the walk, the quality and regularity of the walk, the straightness of the horse going over the bridge, and the confidence of the horse and rider in dealing with this obstacle. Points will be deducted if a horse shows any awkwardness, hesitation, or irregularity.



### 9.3.2. Figure 8 – Barrels/Drums

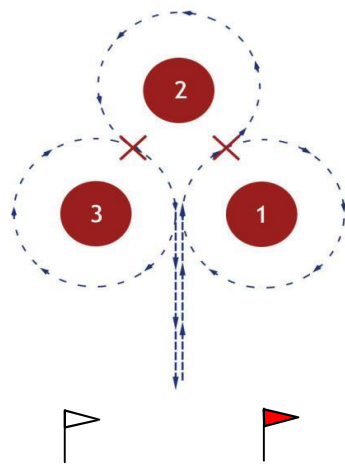
- a. Description. Two barrels (or similar upright items) are placed 3m (10 ft) apart on centre.
- b. Execution. The horse passes between the barrels and performs a circle around the barrel to the right/left, passing back between the barrels with a change of direction to perform a complete circle around the left/right barrel. Upon completion of the 1<sup>st</sup> circle, the horse will pass halfway between the barrels and exit the obstacle. The circles must be uniform in size with the change of lead and direction on-centre between the barrels. L0 thru L3: circles can be any size. L4 and L5: circles are 3m (10 ft.) in diameter. The obstacle may also be performed in rein back.
- c. Assessment Criteria Style (EOH). The judge will evaluate the straightness of the approach to the obstacle, correctness of the horse's outline during the change of canter, the passage half way between the barrels, the shape and symmetry of the circles, the horse's response to the aids, and the quality of the change of lead.



**An example of 1<sup>st</sup> circle to the right.**

### 9.3.3. Cloverleaf (3 barrels)

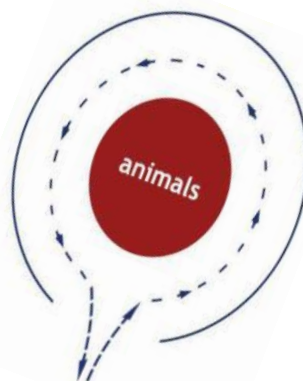
- a. Description. This obstacle consists of three barrels positioned at the three points of an equilateral triangle with 3 to 4-m. (10-13 ft.) sides measured from the centre of the barrels.
- b. Execution. The horse enters and performs a symmetrical circle around the first barrel and a half circle around the second barrel and a symmetrical circle around the third barrel with the correct change of bends. This obstacle can be performed with the 1st barrel being left or right (as per course directions).
- c. Assessment Criteria. The judge will evaluate the horse's outline, effectiveness of the rider's aids, cadence, rhythm of performance, and correctness of the lead changes.



Example of 1st drum to RHS

#### 9.3.4. Stock Pen

- a. Description. This obstacle consists of a round enclosure approximately 7.5 m (25 ft.) in diameter, with an entrance a minimum of 1.5-m (5-ft) wide. Inside the round enclosure is a smaller round fenced enclosure a minimum of 3 m (10 ft.) in diameter meant to simulate a stock pen. The corridor around the livestock pen should be 1.5-m wide. The marker should be offset.
- b. Execution. The horse should enter the obstacle at a walk, trot or canter, proceed around clockwise/anti clockwise (as per course directions) come out & half circle around marker (maybe used), re-enter pen anti clockwise/clockwise then out.
- c. Assessment Criteria (EOH). The judge will evaluate the horse's balance and confidence, and harmony between horse & rider.



**X**

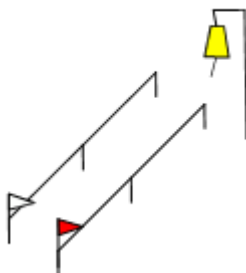
### 9.3.5. Water Jug

- a. Description. A jug sits on top of a barrel/table that is 1/1.5-m (3/4 ft.) high.
- b. Execution. The rider approaches the table and halts with the rider's leg even with the table, lifts the jug and raises it above his/her head, and replaces the jug in its original place.
- c. Assessment Criteria Style (EOH). The judge will evaluate the manner in which the horse approaches and remains immobile & square next to the table without showing any fear and trusting the rider's use of aids. The jug, when placed on the table, must remain upright. Any jarring movement against the table will result in a lower score. A higher score will be awarded for approaching the table at canter rather than walk.



### 9.3.6. Corridor Bell

- a. Description. A corridor is made from two parallel poles approximately 4-m (13-ft) long, which are held up by supports approximately 0.3-m (1-ft) to 0.6-m (2-ft) high (the higher the support, the more difficult the obstacle). The supports are not set in the ground. The corridor is 1.5-m (5-ft) wide. A bell is placed at the end of the corridor, on the right side, 2-m (6.5-ft) high. The corridor may also take the form of an "L" or a "Z."
- b. Execution. The horse and rider enter the corridor at a walk or canter and halt at the end of the corridor. The rider rings the bell and, depending on the level, either moves the horse forward out of the obstacle (L1) or reins back through the corridor.
- c. Assessment Criteria Style (EOH). The judge will evaluate the horse's attitude, straightness, and collection; the immobility of the horse at the bell; the rider's use of aids; and the rhythm, continuity, and quality of the performance. A higher score will be awarded for performing the obstacle at canter rather than at walk. Failure of the horse to remain still will be penalized. Failure to ring the bell or knocking over any part of the obstacle will result in a negative score.



### 9.3.7. Garrocha (Pole)

- a. Description. This obstacle consists of a barrel and a Garrocha, 3 to 4 m in length (10 to 13ft)
- b. Execution. The rider should approach the barrel and retrieve the Garrocha without stopping and without the horse appearing to take any notice. The horse should advance at a steady gait and not demonstrate any unusual reaction to the appearance of the barrel or the rider's removal of the Garrocha. The rider may circle the barrel one revolution before picking up the Garrocha.
- c. Assessment Criteria Style (EOH). The judge will evaluate the manner in which the horse approaches the obstacle, its reaction to the movement of the Garrocha, and the relaxed manner in which the rider uses the Garrocha. Any break or change of movement by the horse is penalized. Knocking down the barrel will result in a negative score.



### 9.3.8. Collect Ring from the Bull

- a. Description. The obstacle consists of a **Garrocha** and a ring. The rings can be made out of wood, or plastic and should be approximately 13-15 cm (5-6 in.) in diameter.
- b. Execution. With the tip of the **Garrocha** the competitor must collect the ring(s). The horse must maintain gait.
- c. Assessment Criteria Style (EOH). The judge will evaluate the manner in which the horse approaches the obstacle, maintaining a good outline with constant rhythm. Any break in the horse's movement with loss of rhythm will be penalized. Striking any part of the obstacle will result in a lower score.



### 9.3.9. Knock Ball

- a. Description. The obstacle consists of a **Garrocha** and balls of various sizes set at different heights. The balls should not be smaller than 15 cm (6 in.) in diameter.
- b. Execution. The competitor must knock down the balls from a base using the tip of the **Garrocha**. The horse must maintain gait.
- c. Assessment Criteria Style (EOH). The judge will evaluate the manner in which the horse approaches the obstacle, maintaining a good posture and not slowing down, and the rhythm with which the rider completes the exercise. Any break in the horse's movement with loss of rhythm will be penalized. Striking any part of the obstacle or striking the ball with other than the tip of the **Garrocha** will result in a lower score.

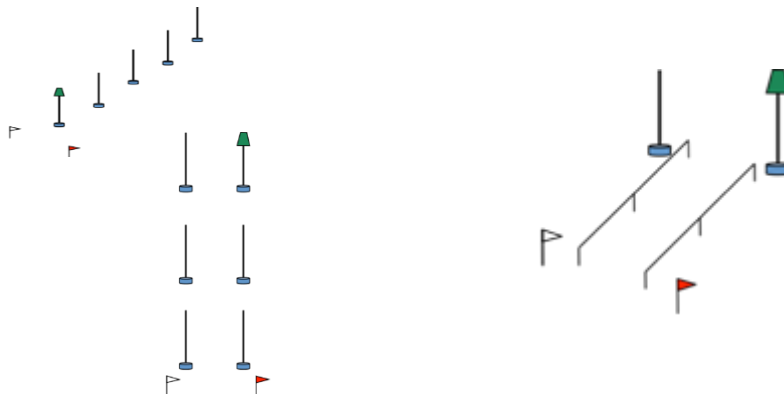


### 9.3.10. Replace Garrocha

- a. Description. The obstacle is a second barrel set some distance apart from the first barrel.
- b. Execution. The **Garrocha** is deposited with the butt end down in the barrel. The rider may circle the barrel one revolution while depositing the **Garrocha**.
- c. Assessment Criteria Style (EOH). The judge will evaluate the manner in which the horse approaches the obstacle, its reaction to the movement of the pole, and the relaxed manner in which the rider uses the Garrocha. Any break or change of movement by the horse will be penalized. Knocking down the barrel will result in a negative score. If the rider drops the Garrocha or if the Garrocha bounces out of the barrel.

### 9.3.11. Switch Cup

- a. Description. This obstacle consists of two or more bending poles that are 2 m (6.5 ft.) in height, with an exterior base not set in the ground. A drinking cup is placed on the tip of one of the poles. The poles can be set in a variety of configurations.
- b. Execution
  - (1) Two poles are set 1.3m (5 ft.) apart at the end of a corridor, or can stand alone as one obstacle, with the cup on the right hand pole. The rider halts between the two poles, switches the cup from one pole to the other, and exits the obstacle. If a corridor is included, L2 thru L4 riders rein back through the corridor once the cup has been placed.
  - (2) Three to five poles are set 5 m (20 ft.) apart in a single slalom picks up the cup from the first pole, weaves around the mid and places the cup on the end pole. Level L0 continues for the next obstacle; L1 to L3 riders may rein back through the middle pole(s) and exit the obstacle at the entrance.

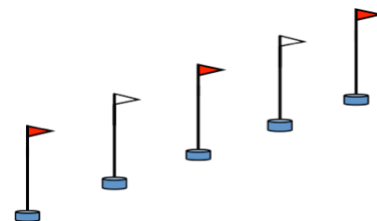


- (3) Two columns of three poles are set in straight lines with a distance of 4.5m (15 ft.) between each pole. A cup is placed on the tip of the last pole on the right. The rider goes through the corridor of poles and stops between the end poles to retrieve the cup. The rider then reins back around a middle pole and stops between the entrance flags to deposit the cup on the tip of the right pole.

- c. Assessment Criteria Style (EOH). The judge will evaluate the rhythm of the horse's movements and its response to the use of the aids, enabling the route to be performed with maximum smoothness and accuracy. Touching any of the poles will result in a negative score.

### 9.3.12. Single Pole Slalom

- a. Description. This obstacle consists of a minimum of five poles in a straight line with a distance of up to 7 m. The poles should be 2m (6.5 ft.) in height, with an exterior base not set in the ground.

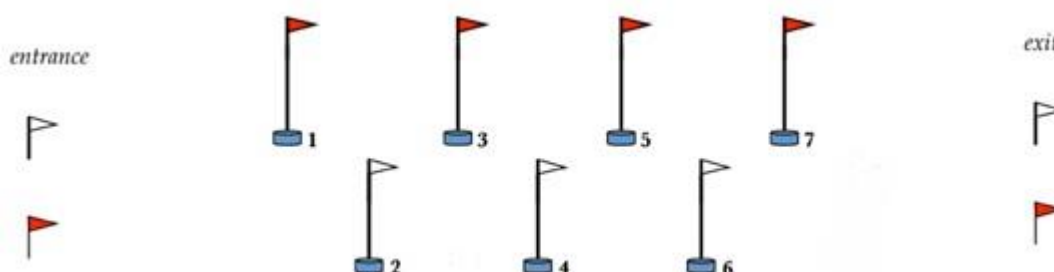


- b. Execution. The obstacle is entered at a walk/trot/canter. A change of bend (flying change or simple change) is to be executed at each change of direction, on the line midway between the poles.

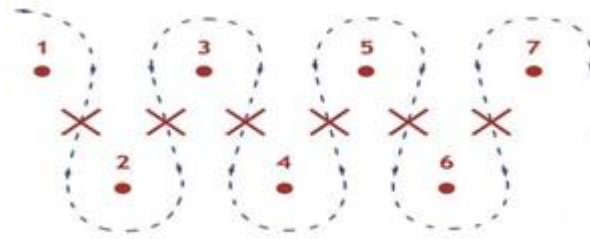
- a. Assessment Criteria. The judge will evaluate the horse calm, precision, rhythm and balance; overall manner in performing this obstacle; change of bend and the quality of the changes. Failure to perform changes will result in a negative mark.

### 9.3.13. Double Pole Slalom

- a. Description. This obstacle consists of seven 2-m (6.5-ft.) high poles, each fixed to an outside base that is not secured to the ground. A distance of up to 7 m (~25 ft.) between the rows. The poles on each parallel line are up to 7m (25 ft.) apart.



- b. Execution. The horse will perform half turns around the poles, in the order indicated by the number or letter on each pole and in the direction indicated by the flags. Changes of lead are performed halfway between the poles.
- c. Assessment Criteria Style (EOH). The judge will evaluate the continuity of the action, harmony and precision of the horse's movements, the rider's use of aids, the way in which the changes of bend are performed, and the way in which the rider/horse maintain the prescribed configuration of the exercise. Knocking over poles or failure to complete lead changes will result in a negative mark.

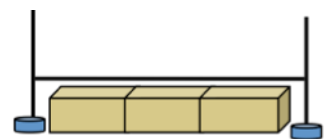


### 9.3.14. Gate

- a. Description. The obstacle is a gate at least 1.2 m (4-ft) high and 2-m (6.5-ft) wide, supported by two weighted posts (jump standards) and two hinges. The latch should be made of stiff wire or rope that can be easily operated from horseback. The gate can be opened to the right or left depending on how the flags are set. A rope between two posts can be used instead of a solid gate.
- b. Execution. The horse will come up close to the gate and make its final approach at a walk. The rider uses the right hand to lift the latch, open the gate, and go through the entrance without letting go of the gate. 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 gate can be ridden forward or backwards.
- c. Assessment Criteria Style (EOH). The judge will evaluate the horse's action which should be constant and without any hesitation. The horse should pay attention to and participate in the opening and closing movements without showing any signs of insecurity or disobedience. The rider's action should be easy, precise, and free from hesitation. A negative score will be given if the rider lets go of the gate at any time during the execution of this obstacle.

### 9.3.15. Jump

- a. Description. The obstacle consists of three or four bales of hay (or straw) placed between two upright jump standards. The standards support one jump pole just above the top of the bales. Any solid- looking natural object that does not exceed approximate hay bale size may be used (22 in. x 42 in. x 15in.).



- b. Execution. The horse must arrive at the obstacle straight and with impulsion and jump the obstacle cleanly.
- c. Assessment Criteria Style (EOH). The judge will evaluate the manner in which the horse approaches the obstacle, the smoothness of the route, and the bascule over the jump. Knocking over any part of the obstacle will result in a negative score.



### 9.3.16 Sidestep (sidepass) over Pole

- a. Description. This obstacle consists of a up to 4-m (~ 12-ft) pole and may rest on supports approximately 10-cm (4-in.) high. To increase the degree of difficulty, a second or third pole can be added to form an “L”, a “Z”, or other configuration. Two poles can be parallel to one another.
- b. Execution. The horse approaches perpendicular to the pole, either on the right or left side depending on course design, and walks in a lateral movement with the pole between the horse’s front and back legs.
- c. Assessment Criteria Style (EOH). The judge will evaluate the horse’s calmness, capacity to perform the obstacle, crossing of the legs, and the rhythm and continuity of the action. A bend in the direction of the movement will gain a higher score than if the horse is bent away from the movement. A negative mark will be given for touching or knocking over the pole or if the pole gets between the horse’s front feet or back feet.

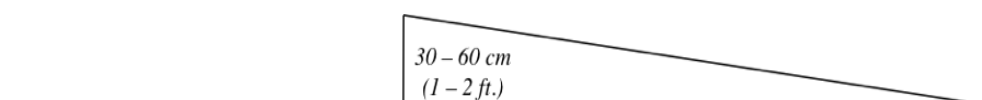
### Optional obstacles

#### 9.3.17. Water Ditch

- a. Description. The ditch should be a minimum of 1.5 m (5 ft.) in the direction of travel (long), and a minimum of 2.4 m (8 ft.) wide. The ditch may be flat to a depth of up to 15 cm (6 in.) or gently sloping to a maximum depth of 45 cm (18 in.). The ditch should never be more than 2 ft. deep.
- b. Execution. The horse should approach and maintain gait through the ditch naturally and without any hesitation.
- c. Assessment Criteria Style (EOH). The judge will evaluate the manner in which the horse approaches the ditch, its reaction when going through the water, and the consistency of gait throughout the exercise.

#### 9.3.18. Bank Jump

- a. Description. The obstacle consists of a level plateau at least 2 m (6 to 8 ft.) wide leading to an embankment of natural substance positioned not more than 30 to 60 cm (1 to 2 ft.) above ground level, terminating in a ramp back to normal ground level.



- b. Execution. The horse should approach and maintain the chosen gait through the obstacle naturally and without any hesitation. The obstacle can be executed in either direction.
- c. Assessment Criteria Style (EOH). The judge will evaluate the manner in which the horse approaches the bank, the smoothness of the jump, the consistency of gait throughout the exercise, and confidence in the rider's instructions.

#### **9.3.19. Move Sack**

- a. Description. This obstacle consists of two tables or platforms set some distance apart, each being 1- 1.5m (3-4 ft.) high. A sack containing items not to exceed 4.5 kg (10 lbs) is set on one of the tables. The sack should be made of natural material such as canvas, or cotton (not a plastic trash bag).
- b. Execution. The rider picks up the sack from element A, continues forward and sets the sack down on element B at the gait designated on the course map.
- c. Assessment Criteria Style (EOH). The judge will evaluate the manner in which the horse approaches the obstacle, its reaction to the movement of the sack, and its response to the aids to enable the route to be performed with maximum smoothness.

#### **9.3.20. Varied Footing**

- a. Description. Any variety of natural, safe, uneven or textured footing may be used. Sample footings include shavings, sand, bark, wet sand/soil, grass, straw, light brush, gravel, asphalt, wood sheeting. The obstacle should be a minimum of 2 m x 4 m (6 x 13 ft.).
- b. Execution. The rider will enter the obstacle at a walk, cross at a walk, and proceed at the chosen gait upon exiting.
- c. Assessment Criteria Style (EOH). The judge will evaluate the horse's calmness and confidence in negotiating the obstacle, exhibiting care and consideration of the varied terrain.

#### **9.3.21. Cattle Sorting**

- a. Description. This obstacle consists of two continuous holding pens, each approximately 4 to 8 m (12 to 30 ft.) on each side. The fence panels will be 1.5 to 2 m. (4 to 6 ft.) high, with at least one exterior entrance gate on each side and one shifting gate in between, all of which can be operated from horseback. Two to four cattle will be in one of the pens.
- b. Execution. The rider will open the entry gate to pen 1, enter, and then close the gate. Rider will open the shifting gate between the two pens and herd the cattle through from pen 1 to pen 2, following and closing the shifting gate. The rider will then open and exit through the exterior entry gate to pen 2.
- c. Assessment Criteria Style (EOH). The judge will evaluate the smoothness and harmony of the operation, including the rider's ability to complete the exercise with the cattle remaining calm.

### 9.3.22. Ground Tie

- a. Description. A specific location in the arena is identified by a set of cones, ground rails, or a chalk line defining a square at least 3m x 3m (10 x 10 ft). A mounting block is optional.
- b. Execution. The rider will halt in the square, drop the reins and the horse should be immobile. Rider will walk a full circle around the horse, maintaining a minimum of 3 m (10 ft.) distance from the horse. The rider may not hold the reins or touch the horse during the course of the circle, or they will receive insufficient score. Upon completion of the circle the rider will then remount and exit the obstacle.
- c. Assessment Criteria (EOH). The judge will evaluate quietness, steadiness, and immobility of the horse in the execution of this obstacle. Any touching of the horse or the reins during the course of the circle will receive a lower score.

## Glossary of Working Equitation Terms

### **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 acceptance to the rider's leg, weight, and rein aids.

### **ACCEPTANCE OF THE BRIDLE**

Acceptance of the contact that creates a connection from the horse's back end to his front end and is without resistance. A horse in "acceptance of the bridle" will have a stretched and round topline with the nose approaching the vertical and with the poll the highest point. **Synonyms:** Acceptance of the Bit. On the Bit. Round and On the Bit.

### **ACTIVITY**

Referring to the energy and liveliness in the horse's hind legs.

### **AGAINST THE BRIDLE**

The horse is not yielding to the bridle. Often exhibited by a tense and rigid neck, poll, and jaw.

**Synonyms:** Running through the bit / bridle. Against the hand.

### **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.

### **BEHIND THE VERTICAL**

The face of the horse is behind the vertical line. **Synonyms:** Curling.

### **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 traveling or in accordance with the lateral exercise being ridden.

**CADENCE**

The marked rhythm and beat that is a result of a regular and suitable tempo coupled with a springy impulsion.

**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.

**CONNECTION**

The energy from the horse's lively and thrusting hindquarters going through the back 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 centerline- Haunches or shoulders being to the right or left of the centerline. 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.

**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. 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 poll.

**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 forehead. 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.
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 Style (EOH) 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 – The articulation of the joint in which the angle in the joint becomes smaller.
2. Lateral Flexion – The closing of the angle between the horse's cheek and the neck.
3. Longitudinal Flexion – The closing of the angle between the horse's chin and the underside of the neck.

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.

## **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.

## **FULL PASS**

The horse moves sideways without forward motion but is bending in the direction of the movement. The outside front and hind legs cross over in front of the inside front and hind legs. (When moving to the right, the left legs will cross over in front of the right legs) Full Pass is a more advanced movement than side pass and require more collection.

## **GAITS**

Various established patterns of foot movements (rhythms) of a horse. Walk, trot, and canter are gaits used in Working Equitation.

## **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.

## **HALF PASS**

A variation of travers (haunches-in) which is ridden on a diagonal line. In this collecting movement the horse moves forward and sideways with a slight bend in the direction of travel. The horse is looking into the direction of travel. The outside front and hind legs cross over the inside front and hind legs. The horse's body, while being bent around the rider's inside leg, will be almost parallel to the long side of the arena with just the forehand slightly leading.

## **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. Leaning 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.

## **LEG YIELD**

An elementary forward and sideways movement. In leg yield to the right (moving away from the rider's left leg) the horse will be very slightly flexed to the left but with a straight body. The left front and left hind leg will cross over in front of the right front and right hind leg respectively. The horse's body will be almost parallel to the long side of the arena with the horse's shoulders very slightly ahead of the haunches.

## **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**

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.

## **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. 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 rider's 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 rider's aids obediently, correctly, confidently, and immediately.

## **ON THE BIT**

Acceptance of the contact and the connection without any resistance. A horse in "acceptance of the bridle" will have a stretched and round topline with the nose approaching the vertical and with the poll the highest point.



## **ON THE FOREHAND**

Longitudinally balanced with too much weight onto the forelegs. This poor balance results from a lack of engagement.

## **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 on 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.
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.

## **PASSAGE 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, Style (EOH), speed, and cattle trial.

## **PHASES OF THE GAITS**

1. Swing phase – foot moving through the air.
2. Suspension phase - no feet touching the ground (all four feet in swing phase)
3. Support phases – All the gaits have different support phases depending on which limbs are in the stance or swing phases.
  - a. Walk – 8 support phases in each stride.
  - b. Trot – 2 support phases and 2 suspension phases.
  - c. Canter – 3 support phases and 1 suspension phase.

## **PIROUETTE**

In Walk: The horse moves his forelegs sideways in an arc or circle around the hind legs without losing the rhythm of the walk. The hind legs remain nearly on the spot without sideways motion, pivoting, or stepping out. The horse is bending in the direction of the turn.

In Canter: The same as in the walk with the exception of the rhythm. In the canter pirouette the canter rhythm may be four beat for the duration of the pirouette. The canter should be three beats approaching and leaving the canter pirouette.

## **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.

## **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.

## **SIDE PASS**

The horse moves sideways without forward movement. The body of the horse is straight but with a slight lateral flexion away from the direction of movement. The inside fore and hind leg should cross in front of the outside fore and hind leg. (When moving to the right the left legs will cross over the right legs)

## **SNATCHING**

The horse or rider jerking at the reins.

## **SPEED**

Miles 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.

## **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.

**SUPPLENESS**

Flexibility of the body and joints.

**TEMPO**

The speed of the repetition of the stride. (Tempo is not rhythm.)

**TENSE / TENSION**

1. Mental anxiety.
2. Negative muscle contraction.

**THE TRAINING SCALE**

Same as the pyramid of training.

**THROUGHNESS**

The horse allowing the aids to influence him from back to front and front to back with relaxation and a correct connection.

**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.

**TURN ON THE FOREHAND**

The horse steps the haunches sideways in an arch or circle around his forehand which remains more or less in the same spot. The rhythm of the walk is kept without interruption or pivoting.

**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 then 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 then the collected, medium, and extended paces.