

# Rulebook

## Working Equitation Holland

**Yellow:** added compared to version of 2024

**Red:** removed compared to version of 2024

**Green:** Additional or changed during 2025

## **Introduction**

This rulebook contains an overview of all rules relevant for riders who want to participate in the working equitation competitions that will be organized in 2024 under the flag of Working Equitation Holland.

This rulebook is effective as of January 1, 2024. Any changes in the rulebook will be reported on the website of WEH. On that website you can always find the current version of the rulebook.

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

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

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

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## Chapter 1. Competition related matters

### 1.1 Competitions

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

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

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

### 1.2 Levels

There are five levels at WEH-competitions:

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

**WE1:** novice level (dressage, ease of handling)

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

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

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

Riders taking part will be divided in categories:

- JUNIORS (under 16)

- YOUNG RIDERS (under 21)

- SENIORS

Juniors and Young Riders are allowed to participate with seniors, but they cannot step back to lower levels after.

In addition, in each level it is possible to start in the junior class if at least three junior riders (under 18 years) compete at the same level. If there are less than three junior riders it is up to the organisation to decide to create a separate junior class anyway.

Competitors can decide at which level they want to compete at a WEH-competition. If after the competition, the judge is of the opinion that the combination should compete at a different level, they will confer with the competitor about that.

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

In the Introduction class it is allowed to have the test read out. In all other levels the dressage tests must be ridden from memory; it is not allowed to have the test read out!

The dressage test, ease of handling and speed trail are ridden to music, every rider brings his own music. For each competition it will be indicated how the music should be submitted (CD/USB, etc.).

Speed trail is ridden from level WE2.

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

#### **Applies to all classes:**

**Wearing an approved safety helmet is mandatory for all participants.**

**Incompetent use and/or abuse of the bit, spurs or whip will lead to disqualification or elimination, at the discretion of the judge(s).**

#### **Introduction class:**

##### **Characteristics:**

- 1) For horses that are at least 4 years old on January 1<sup>st</sup> of the year in question.
- 2) For combinations that want to learn to ride WE competitions.
- 3) A competition at Introduction class level consists of two phases: dressage and ease of handling.
- 4) Permitted bridles:
  - mullen mouth, jointed or double-jointed snaffle; bits with a port, shanks, curb chain or lever action are not allowed;
  - the thickness of the mouthpiece is at least 10 mm;
  - bitless bridles without any kind of leverage;
  - nosebands or cavesons that have a metal core are not allowed (rings on the noseband/caveson are allowed);
  - the distance between the closed noseband and the bridge of the nose must be at least 2 centimetres;
  - abuse or improper use of the bridle will lead to disqualification.
- 5) Competitors at Introduction class level ride with the reins in two hands.
- 6) The Introduction class dressage tests are ridden using the arena letters.
- 7) The dressage test can be read out to the rider.
- 8) Rising and sitting trot are both allowed during the dressage test and the ease of handling.
- 9) In the ease of handling the mandatory gait between the obstacles is trot, canter is not allowed.
- 10) In the Introduction class, riders may use a whip OR blunt spurs.
- 11) In the Introduction class, wearing an approved safety helmet is mandatory for all riders.
- 12) In the ease of handling a rider may lift his hand when an obstacle cannot be completed and he wishes to go to the next obstacle. The judge will mark the obstacle with a '0' but the combination will not be disqualified. The rider may use this option for one obstacle (if the bridge used twice in the ease of handling, this counts as one obstacle so the rider may raise his hand twice). The rider must raise his hand before the third attempt otherwise he will be disqualified.

## WE1: Novice level

### Characteristics:

- 1) For horses that are at least 5 years old on January 1<sup>st</sup> of the year in question.
- 2) For combinations that consider themselves to be novices.
- 3) A competition at WE1 level consists of two phases: dressage and ease of handling.
- 4) Permitted bridles:
  - mullen mouth, jointed or double-jointed snaffle; bits with a port, shanks, curb chain or lever action are not allowed;
  - the thickness of the mouthpiece is at least 10 mm;
  - bitless bridles without any kind of leverage;
  - nosebands or cavesons that have a metal core are not allowed (rings on the noseband/caveson are allowed);
  - the distance between the closed noseband and the bridge of the nose must be at least 2 centimetres;
  - abuse or improper use of the bridle will lead to disqualification.
- 5) Competitors at WE1 level ride with the reins in two hands.
- 6) The WE1 level dressage tests are ridden using the arena letters.
- 7) Rising and sitting trot are both allowed during the dressage test and ease of handling. Switching between rising and sitting trot is allowed during the test, **but not during a movement**.
- 8) In the ease of handling the mandatory gait between the obstacles is canter, trot is not allowed. Simple changes in the ease of handling at WE1 level can be done through a few steps of trot or walk. Switching between trot and walk is allowed during the test, **but not during a movement**. Annex 4 states per obstacle if it should be performed in walk, trot, or canter.
- 9) In the WE1 level, riders may use a whip OR blunt spurs.
- 10) In the WE1 level, wearing an approved safety helmet is mandatory for all riders.

## WE2: Intermediate level

### Characteristics:

- 1) For horses that are at least 5 years old on January 1<sup>st</sup> of the year in question.
- 2) A competition at WE2 level consists of four phases: dressage, ease of handling, speed trail and cattle test (optional and only with a cattle certificate).
- 3) Permitted bridles:
  - all bits with or without lever action, shanks with a maximum length of 7 cm, pelham and kandare with 2 sets of reins, including a double bridle with a curb chain. A curb chain protector is allowed but not mandatory;
  - with a bit with lever action, a strap under the bit is not allowed;
  - the thickness of the mouthpiece is at least 10 mm;
  - bitless bridles without any kind of leverage;
  - nosebands or cavesons that have a metal core are not allowed (rings on the noseband/caveson are allowed);
  - the distance between the closed noseband and the bridge of the nose must be at least 2 centimetres;
  - abuse or improper use of the bridle will lead to disqualification.
- 4) Competitors at WE2 level ride with the reins in two hands.
- 5) The WE2 level dressage tests are ridden using the arena letters.

- 6) Sitting trot is mandatory during the dressage test, unless rising trot is specifically asked for.
- 7) In the ease of handling the mandatory gait between the obstacles is canter. Simple changes are done through walk.
- 8) In the WE2 level, riders may use a whip OR spurs.
- 9) In the WE2 level, wearing an approved safety helmet is mandatory for all riders.

**WE3: Advanced level / Juniors / Young Riders** In case of any ambiguity regarding the JR and young riders regulations, the WAVE regulations will be followed.

**Characteristics:**

- 1) For horses that are at least 6 years old on January 1<sup>st</sup> of the year in question.
- 2) For advanced riders and horses.
- 3) A competition a WE3 level / for Juniors / Young Riders consist of four phases: dressage, ease of handling, speed trail and cattle test (cattle certificate is mandatory).
- 4) Permitted bridles:
  - all bits with or without lever action, shanks with a maximum length of 12 cm, pelham with 2 sets of reins; Kandare, dressage bar only dressage bridle and snaffle
  - with a bit with lever action, a strap under the bit is not allowed;
  - double bridle with a curb chain. A curb chain protector is allowed but not mandatory;
  - the thickness of the mouthpiece is at least 10 mm;
  - bitless bridles without any kind of leverage;
  - nosebands or cavesons that have a metal core are not allowed (rings on the noseband/caveson are allowed);
  - the distance between the closed noseband and the bridge of the nose must be at least 2 centimetres;
  - abuse or improper use of the bridle will lead to disqualification.
- 5) Competitors at WE3 level and Juniors ride with the reins in two hands. Young Riders are allowed to ride with one hand.
- 6) The WE3 level and Young Riders dressage tests are ridden without using the arena letters. The Junior dressage test uses the arena letters.
- 7) Sitting trot is mandatory during the dressage test.
- 8) The use of spurs is permitted. The use of a whip is not permitted.
- 9) In the WE3 level and for Juniors and Young Riders, wearing an approved safety helmet is mandatory for all riders.

**WE4: Masters level**

**Characteristics:**

- 1) For horses that are at least 6 years old on January 1<sup>st</sup> of the year in question.
- 2) For very advanced riders.
- 3) A competition at WE4 level consist of four phases: dressage, ease of handling, speed trail and cattle test (cattle certificate is mandatory).
- 4) Permitted bridles:
  - kandare (with unjointed mouthpiece), shanks with a maximum length of 12 cm;
  - with a bit with lever action, a strap under the bit is not allowed;
  - the thickness of the mouthpiece is at least 10 mm;

- the distance between the closed noseband and the bridge of the nose must be at least 2 centimetres;
  - abuse or improper use of the bridle will lead to disqualification.
- 5) Riding with the reins in one hand is mandatory. The rider can choose in which hand he holds the reins. During the tests the rider cannot switch hands. The use of the second hand is considered a fault. Rewarding the horse by touching it with the second hand is not allowed and is counted as a fault. Three faults lead to disqualification. Exception: the rider may very briefly use the second hand behind the first hand to shorten or lengthen the reins.
- 6) The WE4 level dressage tests are ridden without using the arena letters.
- 7) Sitting trot is mandatory during the dressage test.
- 8) The use of spurs is permitted. The use of a whip is not permitted.
- 9) In the WE4 level, wearing an approved safety helmet is mandatory for all riders.

### **Youth classes**

To avoid confusion with the international Juniors and Young Riders, we refer to youth classes within WEH.

- 1) Open for riders that are max. 17 years old on January 1<sup>st</sup> of the year in question.
- 2) Wearing a safety helmet is mandatory for all youth riders.
- 3) A competition can have a youth class when at least three youth riders compete at the same level. If there are less than three youth riders it is up to the organisation to decide to create a separate youth class anyway.

### **1.3 Working Equitation horses: competition requirements**

WE originally originated in Southern Europe. Nowadays, WE is practised all over the world with all kinds of horse breeds. In the Dutch WE competitions horses of all breeds are welcome. All combinations are judged based on the same principles, within the possibilities of the breed in question.

A legal passport must accompany each horse at any WE competition.

In level WE2-3-4 a horse may only compete with one rider per competition. In the Introduction class and level WE1 it is allowed that two riders compete with one horse. There is however a maximum of four tests per competition. In the starting order at least one other combination should be between the tests of this horse.

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

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

KNHS: Vaccinations (Article 47 of the KNHS General Competition Regulations).

In the horse passport, on the page "Influenza Vaccinations" a valid overview of the mandatory vaccinations against influenza must be registered and on the page "Other Vaccinations" all other vaccinations administered to the horse must be listed.



- A. For horses born before January 1, 2022, the basic influenza vaccination must consist of two vaccinations, which must have been administered a minimum of 21 and a maximum of 92 days apart. During the period between these two vaccinations, the horse may not compete.  
For horses born in the year 2022 or later, the basic influenza vaccination must consist of three vaccinations: The second vaccination must have been given a minimum of 21 and a maximum of 92 days after the first, followed by a third vaccination that must have been given a minimum of 120 days and a maximum of 7 months after the second vaccination. In the period between the first and the second vaccination, the horse must not be competed. In the period between the second and third vaccinations, the horse may compete in accordance with paragraph 3c of these regulations.  
All baseline vaccinations to be given starting April 1, 2024 must consist of 3 vaccinations. The second basic vaccination must be given a minimum of 21 and a maximum of 60 days after the first basic vaccination. The third vaccination (1st booster) a minimum of 120 days and a maximum of 6 months and 21 days thereafter. In the period between the first and second vaccination, the horse should not be competed. However, in the period between the second and third vaccination, the horse may compete in accordance with paragraph 3c of these regulations.
- B. Thereafter, the follow-up vaccination must be given annually (example: if a horse was vaccinated on March 1, 2020, the follow-up vaccination must take place no later than March 1, 2021).
- C. A vaccination must have been administered at least seven days before the (first) competition (day). During these seven days the horse is not allowed to compete.
- D. Entries of vaccinations are valid only if they are provided with the sticker with the batch number of the vaccine (or the entry of the series/batch number of the vaccine registered by the veterinarian who administered the vaccination), the date of the vaccination and the signature and (practice) stamp of the veterinarian, who administered the vaccination. In case of a clerical error by the veterinarian, the correction must also bear the signature of this veterinarian and his (practice) stamp.
- E. If the basic and follow-up vaccinations were previously recorded in a separate vaccination booklet, the veterinarian must include the following text in the horse's passport: "the vaccination history of this horse/pony is correct. Last vaccination on: [date]. This English rule should be included in an FEI passport. For horses with a passport other than an FEI passport, the rule in Dutch will suffice. This rule must be signed and stamped by the veterinarian, regardless of the language in which the rule is included.

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

## **1.4 Working Equitation riders: responsibilities, obligations, and trivia**

### **1.4.1 General rules of conduct**

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

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

lead to elimination. Riders are responsible for correct behaviour of their grooms. Parents of youth riders should also behave correctly.

#### **1.4.2 The warmup area**

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

When warming up for the ease of handling, a minimum of 2 and a maximum of 3 obstacles are set up in the warming up area.

#### **1.4.3 During the tests**

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

#### **1.4.4 Riders rights**

A rider can enter a competition with more than one horse.

Each competitor can file a complaint if he disagrees with a decision of the judge. Complaints have to be filed with the President of the Jury within half an hour after the decision of the judge. Complaints must be accompanied by a fee of 75 euro. If the complaint is upheld the fee will be returned.

The test sheets will be available for the riders at the competition secretariat until two hours after the competition, provided the results have been drawn up.

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

#### **1.4.5 Riders obligations**

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

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

#### **1.4.6 Riding dress and tack**

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

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

For national competitions, the starting point in 2023 is that the rider's outfit and the horse's tack are matched to the tradition of the country of origin of the rider or to the tradition of the country of origin of the horse. In both cases, the use of subdued colours (dark blue, brown, black, earth tones) is required. We choose subdued colours because the equipment originally had to be suitable for work between and with cattle on (dusty) land. Unobtrusive, subdued colours are best suited for this purpose.

Fluor colours, bold colours and glitter are not allowed.

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

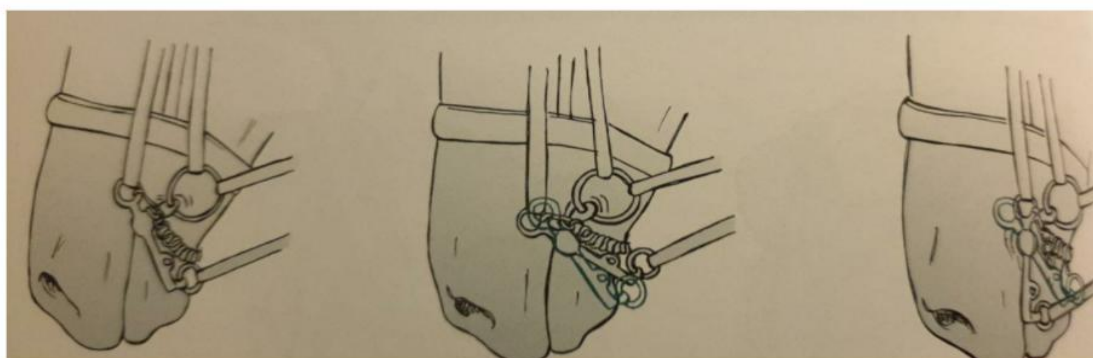
Riders in the Introductory class will at least wear a long-sleeved blouse.

Wearing riding boots or shoes is mandatory.

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

An appropriate outfit can for example consist of dark riding breeches, boots or riding shoes and chaps, a light blouse with long sleeves, a waistcoat and/or jacket, and a safety helmet. It is allowed to wear a waistcoat beneath a jacket, but it is not mandatory. It is allowed to wear only a jacket.

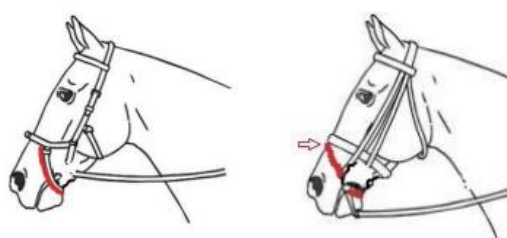
Animal friendliness of the tack is of great importance. Nosebands that are tied too tightly (there must be at least 2 cm space between the noseband and the bridge of the nose), curb chains that are tied too tightly or too loosely (with contact on the reins the shanks should be at an angle of about 45 degrees), nosebands that have a iron core, bridles and saddles that do not fit properly are not allowed. The jury may at any time examine the bridle and saddle of a combination and decide to disqualify a combination if it does not meet the principles formulated in this rulebook or if it is used in an animal-unfriendly manner.



*correct*

*too loose*

*too tight*



*with a bit with lever action, a strap under the bit is not allowed;*

#### Bits:

- Basically, bits are metal but it is allowed to use bits made of rubber or plastic, or coated with leather or rubber.
- Bits need to be smooth and without any sharp edges.
- The part of the bit that rests on the bars in the horse's mouth should be at least 1,0 cm thick. The minimum thickness of a bit for pony's is also at least 1,0 cm.
- It is allowed to use a single snaffle with a tongue guard, if the tongue guard has no sharp edges. The tongue guard should be at least 5 mm thick.
- The reins should be exclusively attached to the bit.
- The reins must be able to move freely along the bit ring, unless specifically indicated otherwise for a specific bit ring.
- Used materials should not be harmful to the health of the horse and must be sufficiently sturdy. Used materials should not be able to break when used with too much force by the rider or because of chewing by the horse.
- A bit should fit well in the horse's mouth and should not protrude more than 0,5 cm outside of the horse's mouth when there is no contact on the reins. A bit that is too small and constricts the corners of the mouth is not allowed.

During the ease of handling, the speed trail and the cattle test the use of leg wraps or protective boots (fur lined if desired) in brown, black or other subdued colours is allowed. Leg wraps are permitted. During the speed trail and cattle test the use of bell boots is permitted.

Ear bonnets in subdued colours are allowed. Ear plugs or other sound proofing materials are not allowed.

During the dressage test the use of any form of leg protection is prohibited. The use of an ear bonnet in a subdued colour without ear plugs or other forms of sound proofing is allowed during the dressage test.

#### **1.4.7 Insurance**

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

#### **1.4.8 Doping**

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

For the most current FEI list of prohibited substances, the Prohibited Substances Database and other information, please visit [www.feicleansport.org](http://www.feicleansport.org).

#### **1.5 The judges**

WEH will publish a list of WEH judges each year.

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

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

For each competition, one of the judges will act as the President of the Jury. The President of the Jury is authorized to make all decisions on behalf of WEH at the competition regarding the course of events during the competition in the broadest sense of the word.

The President of the Jury will deal with any objections of the participants (see Section 1.4).

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

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

The judges will check the course of the ease of handling and speed trail before it is opened for the riders to walk. Obstacles will be measured and checked for sturdiness, distances between obstacles will be checked, position of any flags will be checked, start and finish line will be checked. During the walking of the course by the riders, a judge is available in the ring to answer questions. The head judge is authorised to make changes at any time during the walking of the course if he/she feels that this will improve the course.

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

#### **Position of the judges**

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

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

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

## Chapter 2. Riding competitions

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

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

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

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

### 2.2 Order of entry

#### Dressage

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

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

#### Ease of handling

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

### 2.3 Marking the tests

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

In the case of the **Dressage tests** the judges give marks for the exercises listed on the dressage test sheet (see overview per test). Penalty marks are given for errors: 5 penalty marks for the first error, 5 penalty marks for the second error. After the third error the rider will be disqualified. Half a mark can be given in all classes.

In the **ease of handling** the judges give marks for each obstacle completed. However, also the way of riding between the obstacles and the precision with which the obstacle course is performed, are taken into account in the judging. Half a mark can be given in all classes.



**An error** is approaching or riding an obstacle the wrong way (the other way around, wrong obstacle, riding an obstacle the wrong way) and not correcting the error. If the rider corrects the error before entering the next obstacle this will result in lower marks but not in disqualification. If the rider does not correct his fault he will be disqualified. In the Master class, touching the horse with the free hand (petting, stroking) is considered an error.

Standing still for longer than 5 seconds or going backwards or an obvious manifestation of disobedience while approaching an obstacle is considered **a refusal**.

**Disqualification:**

- at the third error or refusal;
- at the total sum of three refusals and/or errors during the ease of handling;
- not going forward for longer than 15 seconds;
- completing the wrong obstacle in view of the order of the obstacles without correcting the error.

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

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

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

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

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

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

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

- posture and seat;
- precision in performing the exercises;
- correctness in giving the aids;



- horse friendliness;
- one-handed riding in the Master class.

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

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

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

The exercises are marked 0 - 10 according the following scale

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

#### **2.4 Calculation of the final results**

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

first position  $n+1$

second position  $n-1$

third position  $n-2$

fourth position  $n-3$  etc.

N is the number of participants in a class and is determined by the number of participants in dressage. N remains the same during the competition, regardless of whether participants for any reason do not start in the other tests. Appendix 2 contains a practical overview of the number of participants, placement, and corresponding points.

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

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

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

Competitors who are eliminated during a test will be put last in the final results.

If there are participants with the same results for a test, these participants all receive the same placement points (they will not be divided by the number of equally placed participants, see example in annex 2).

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

## **2.5 The difference between disqualification and elimination**

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

Elimination means that you will be excluded from further participation in the competition, you are requested to leave the arena as soon as possible. Depending on the reason for the elimination the judge may decide that you must leave the competition grounds.

### **Reasons for disqualification in each phase:**

- a) Delay of more than one minute after being called to enter the arena.
- b) Starting your test before the bell rings.
- c) Delay for more than one minute after the bell rings before starting your test.
- d) Not saluting the judge (wait until the judge reacts to your salute!) before and after the test.
- e) Masters: In this level riding with one hand is mandatory. The rider can choose in which hand he holds the reins. During the tests the rider cannot switch hands. The use of the second hand is considered a fault. Rewarding the horse by touching it with the second hand is not allowed and is counted as a fault. Three faults lead to disqualification. Exception: the rider may very briefly use the second hand behind the first hand to shorten or lengthen the reins.
- f) Any form of incorrect tack or dress.
- g) Unacceptable behaviour of the horse, e.g. going against the bit, persistent resistance, rearing.
- h) Obvious persistent irregularity in gait.
- i) Exceeding the time limit in the dressage, ease of handling or cattle test.
- j) Refusal to move forward for more than 15 seconds.
- k) Fresh blood in or on the mouth or because of use of spurs. If it is clear that it is an old injury you will not be disqualified.
- l) A fall of the rider.
- m) A fall of horse and rider together, which will be seen as a fall if any other part of the horse than the hooves touches the ground.
- n) Changing the 'working hand' during the trails (e.g. if the gate is opened with the right hand it is not allowed to use the left hand for the bell/garrocha, etc.)
- o) The horse leaves the arena with all four legs. The arena always has to have a border, the border can also consist of poles on the ground or a concrete rim around the edge.
- p) Changing of the 'working' hand.
- q) Crossing through obstacles that have not yet been completed.
- r) Crossing through obstacles before starting the ease of handling.
- s) Crossing through the start-finish line before the bell is rung.

- t) Crossing the start or finish line in the wrong direction, without correcting this.
- u) Passing the red and white markers on the wrong side.
- v) When the head judge deems the riding not safe or not animal friendly.
- w) Failure to ring the bell audibly in the Corridor with bell.
- x) Not putting the jug back on the table within 120 seconds. If the table or the jug fall down, the rider must dismount and mount with the jug in his hand.
- y) Not correctly replacing or picking up the garrocha.
- z) Refusals and errors in the ease of handling: see chapter 4.

For reasons for disqualification in the speed trail and cow work: see the respective chapters.

**Reasons for elimination:**

- a) If there is a discussion between a rider and an official whether a horse is or is not 'fit to compete' that can only be determined by a veterinarian. Possible costs of an examination are to be paid by the rider.
- b) Lameness of the horse.
- c) Abuse of the horse by the rider.
- d) Use of substances to camouflage wounds (e.g. blue spray, silver spray, shoe polish, etc.).
- e) Use of any auxiliary reins on the competition grounds or the immediate surrounding area.
- f) Disrespectful or otherwise inappropriate treatment of the judge, other officials, and volunteers.

## Chapter 3. Dressage

### 3.1 Working dressage

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

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

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

### 3.2 The dressage ring

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

### 3.3 Riding the test

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

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

The dressage tests can be found in annex 3.

### **Young Riders**

Young Riders may ride two-handed or one-handed. Riding one-handed during the dressage test and the ease of handling results in a higher score.

## Chapter 4. Ease of handling

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

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

Before the ease of handling test begins, the competitors have 20 minutes to walk the course to familiarize themselves with the course and the obstacles. It is not allowed to change anything in the obstacle course while walking the course without consulting the jury, like e.g. moving a pole or changing signs or obstacle numbers. Should this be done, the rider will be disqualified.

The maximum available time to ride the ease of handling test can vary per course and per competition. Exceeding the maximum amount of time leads to disqualification.

### 4.1 The ease of handling test

- a) The place where the ease of handling test takes place must have a flat surface, free of stones, preferably with a sand surface. It can be grass, so long as it is not slippery (to be assessed by the judge).
- b) The course consists of several of the obstacles as defined in annex 4.
  - 1. Introduction class: between 6 and 8 obstacles
  - 2. WE1: between 6 and 10 obstacles
  - 3. WE2: between 8 and 12 obstacles
  - 4. WE3: between 10 and 14 obstacles
  - 5. WE4: between 12 and 16 obstacles

**Please note:** if an obstacle, e.g. the bridge is ridden from both sides this counts as two obstacles.
- c) The judges must be situated so that they can clearly see all the obstacles.
- d) The public are to be separated from the course by at least 3 meters if possible.

### 4.2 Riding the ease of handling test

- a) Before the test begins, the competitors may walk the course to familiarise themselves with the course. The course will be open for 20 minutes.
- b) The rider will salute the judge, the judge will ring the bell. After the bell has rung, the competitor has 60 seconds to begin the test. If the rider fails to cross the starting line within one minute, he will be disqualified. At the end of the test the rider must cross the finish line and salute the judge. If he fails to do so he will be disqualified.
- c) Between the obstacles the mandatory gait is canter. Trot will lead to a lower mark. The exception is the Introduction class, in this class the mandatory gait between the obstacles is trot.
- d) The test ends after saluting the judge.
- e) A new course can be designed for each competition. An overview of the obstacles that can be used per level can be found in annex 4.
- f) **An error** is approaching or riding an obstacle the wrong way (the other way around, wrong obstacle, riding an obstacle the wrong way) and not correcting the error. If the

rider corrects the error before entering the next obstacle this will result in lower marks but not in disqualification. If the rider does not correct his fault he will be disqualified. In the Master class, touching the horse with the free hand (petting, stroking) is considered an error.

- g) Standing still for longer than 5 seconds or going backwards or an obvious manifestation of disobedience while approaching an obstacle is considered **a refusal**.
- h) After the third error or refusal the combination must leave the arena immediately! Exception is the Introduction class, riders are allowed to complete the course after disqualification, providing they do not exceed the maximum time allowed.

#### **Disqualification:**

- at the third refusal of an obstacle;
- at the total sum of three refusals and/or errors during the ease of handling;
- not going forward for longer than 15 seconds.  
Exception: WE4/Masterclass: max. 10 seconds;
- completing the wrong obstacle in view of the order of the obstacles without correcting the error.

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

#### **4.3 Obstacles and start and finish line**

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

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

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

### **Juniors**

Juniors who knock down part of an obstacle do not have to put it back up. This error will be marked with a score of '0'. Exception: if the garrocha falls down, a member of the staff may return the garrocha.

Juniors with more than two marks of 0, will be disqualified.

### **Young Riders**

Young Riders may ride two-handed or one-handed. Riding one-handed during the dressage test and the ease of handling results in a higher score.



## Chapter 5. Speed trail

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

### 5.1 Riding the speed trail

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

### Juniors

Juniors who knock down part of an obstacle do not have to put it back up. This error will result in time penalties.

Juniors that cannot finish correctly more than two obstacles will be disqualified.

## Chapter 6. Cattle test

### 6.1 Cattle certificate

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

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

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

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

Participating in the cattle test is possible from level WE2.

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

### 6.2 Cattle test as of March 1, 2023

#### 6.2.1 Preparation, settling of the herd

- Before the first competitor of the cattle test starts his run each herd must be settled.
- Settling the herd needs to be done by riders that do not participate in the cattle test. If this is not possible, the judge can appoint one of the competitors of the cattle test, with the consent of this competitor.

#### 6.2.2 Layout of the arena

- The dimensions of the cattle test arena are at least 20 x 40 m.
- The fencing needs to be at least 1.40 m high. Good sturdy fencing or an arena with a high fence is recommended.
- In all three levels there is a base line that divides the arena in two halves. In level WE3 and 4 there is an extra corral line. This line divides the part of the arena that is opposite the herd area and is situated 10 m from the short side of the arena.
- In level WE3 and 4 there is a corral on the other side of the arena that is easily accessible.
- Animal welfare must be taken into account at all times (e.g. water and hay for cattle that is waiting for its turn).

#### 6.2.3 How the cattle test is done

- Riders in level WE2, WE3 and WE4 can participate in the cattle test.
- The rider separates one cow from the herd within 100 seconds and herds it:

WE2: over the base line;

WE3: over the corral line;

WE4: in the corral and rings the bell.

- The test is completed:

WE2: when the separated cow is behind the base line by himself;

WE3: when the separated cow is behind the corral line by himself;

WE4: when the separated cow is in the corral and the rider has rung the bell.

In all levels the rest of the herd must be in the herd area.

#### 6.2.4 Rules per level

- WE2: 2 cows (runs) per rider, 100 seconds for each cow.
- WE3: 2 cows (runs) per rider, 100 seconds for each cow.
- WE4: 3 cows (runs) per rider, 100 seconds for each cow.
- It is recommended that there are two judges for the cattle test:  
**ONE** judge at the base line that checks if all the cows are in the herd area when the separated cow is:  
WE2: behind the base line  
WE3: behind the corral line  
WE4: in the corral and the bell is rung  
**SECOND** judge at the corral line to check if the separated cow is:  
WE3: behind the corral line  
WE4: in the corral and the bell is rung

#### 6.2.5 Conduct of the competition

Before the start the competitor is alone in the arena behind the base line on the opposite side of the herd. The herd is in the herd area on their side of the base line.

Time scoring and start of the run:

- The competitor greets the judge.
- The run starts after the judges have rung the bell.
- The competitor has 60 seconds (timed) to cross the base line.  
WE2: Time starts when the rider crosses the base line and stops when the separated cow is behind the base line AND the rest of the herd is in the herd area.  
WE3: Time starts when the rider crosses the base line and stops when the separated cow is behind the corral line AND the rest of the herd is in the herd area.  
WE4: Time starts when the rider crosses the base line and stops when the separated cow is in the corral, the rider has rung the bell AND the rest of the herd is in the herd area.
- "Lost cattle":  
When the separated cow runs back into the herd area after having been successfully

separated from the herd, the run is terminated unsuccessfully and the rider gets the maximum time of 100 seconds.

- Besides the indicated cow a maximum of three other cows are allowed to cross the base line. If more cows cross the base line the run terminates unsuccessfully. The rider gets the maximum time of 100 seconds.
- After the run is completed the rider herds all the cows back to the herd area and keeps them there until the next rider has greeted the judge before the start of his test.
- When the previous rider has left the arena the judge can ring the bell to start the next run.

#### **6.2.6 Disqualification**

- Crossing the base line before the bell has been rung.
- Waiting longer than 60 seconds after the bell has been rung before crossing the base line.
- If it turns out the combination does not have enough experience for the cow test the judge will stop the run and disqualify the combination to prevent unsafe situations.

#### **6.2.7 Disqualification**

Animal unfriendly behaviour such as:

- Too wild herding of the cow.
- Herding the cow into the fence.
- Letting the horse kick the cow.
- Letting the horse bite the cow.

#### **6.2.8 End results**

The times of the 2 or 3 runs per competitor are added up. The competitor with the shortest amount of time wins the cattle test (times are rated consecutively). If a rider has not succeeded in separating a cow in the correct way in one or all runs the maximum amount of seconds will be counted for that run. If no cow has been separated in the right way in any of the runs the rider gets the maximum amount of seconds (200 or 300), all these riders will end up in the same (last) place.

#### **6.2.9 Interruption of the competition**

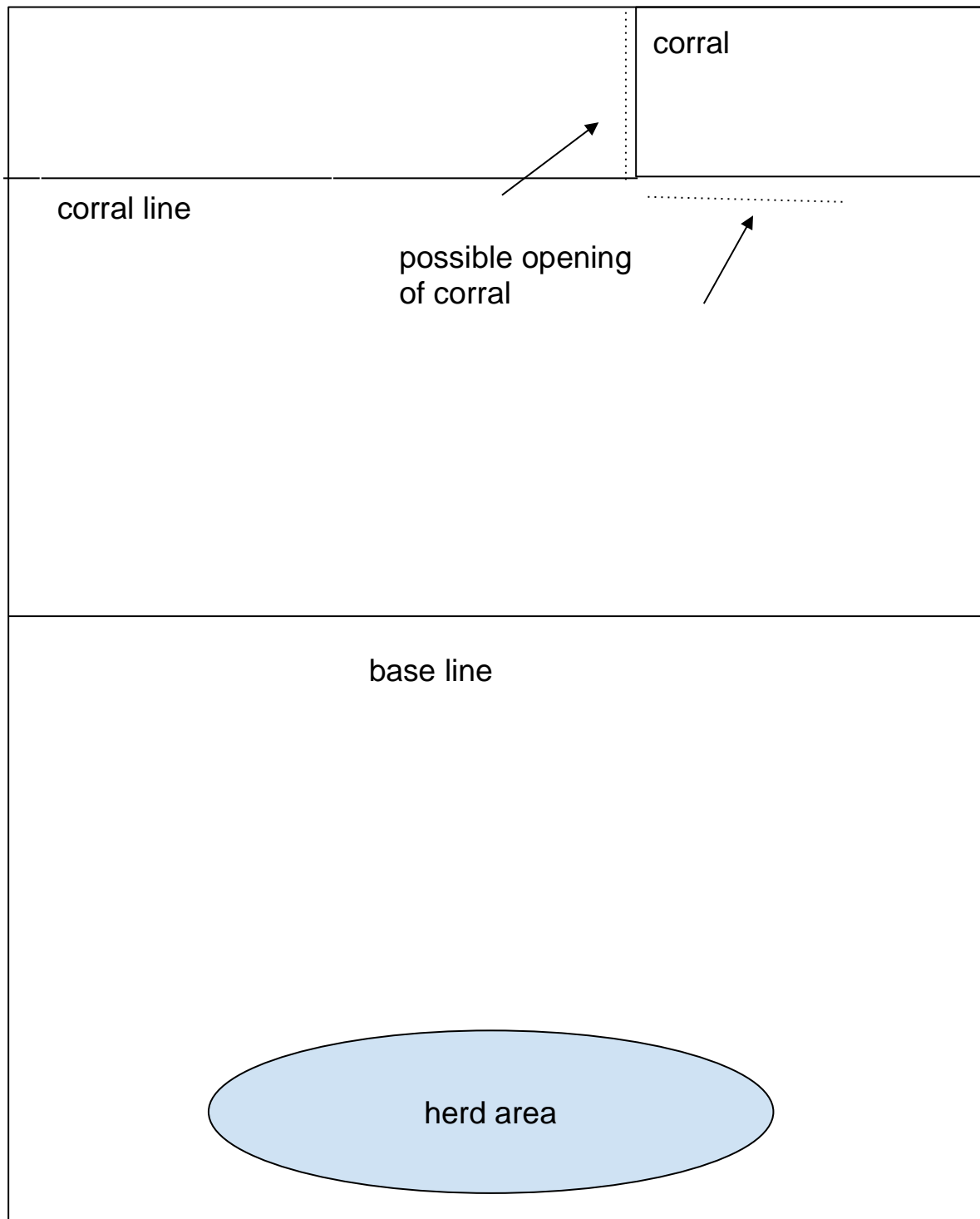
During the first run of the first rider with the first cow the judge has the possibility to interrupt the test and demand that the herd is settled again.

During the first run with the first cow the rider can also demand that the herd is settled again.

This request **MUST** be met.

Settling the herd again will take about 15 minutes, after that the competition will start over.

## 6.2.10 Drawing of the arena for the cattle test



## **Annex 1**

### **Overview of the levels and phases of the competition**

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

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

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

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

*Allowed:*

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

Bell boots during speed and cattle test

Ear nets in subdued colours

*Not allowed:*

Ear plugs

Protective boots during dressage test

## **Annex 2**

### **Calculation of the final ranking**



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

Accordingly, in 20 competitors, the points will be:

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

If there are participants with the same results for a test, these participants all receive the same placement points (they will not be divided by the number of equally placed participants), e.g.:

1	21	points
2	19	points
2	19	points
2	19	points
5	16	points
6	15	points
etc		

## **Annex 3**

### **Dressage tests**

## Introduction class

Name rider:

Competition number:

Name horse:

Date:

Riding time: ca. 5.30 minutes

N°	Letter	Test	Mark		Remarks
			whole	half	
1	A-X X	Enter in working trot Halt and salute			Turn, straightness, rhythm and regularity, quality of halt, calmness
2	X C	Proceed in working trot Turn right and			Transition, straightness, rhythm and regularity
3	C	Three loop serpentine			Contact, bending, flexion, rhythm and regularity, figure
4	K X M M	Change rein, showing lengthening of strides for a few strides Working trot			Transition, straightness, rhythm and regularity and lengthening
5	C X	Half 20 m circle to the left			Bending, flexion, rhythm and regularity, contact, figure
6	X A	Half 20 m circle to the right			Bending, flexion, rhythm and regularity, contact, figure
7	A	Halt, stand still for 4 sec.			Straightness, contact, closed halt, relaxation and calmness
8	A	Proceed in walk			Transition, contact
9	K H (K-E and E-H)	Two 3-5 m shallow loops on the long side			Rhythm, regularity, lateral bend
10	C	Sitting trot			Transition, rhythm and regularity, contact
11	B E B	20 m circle, during which			Contact, lateral bend, rhythm and regularity, figure
12	Before E B	Working canter right Follow track			Contact, rhythm and regularity
13	Between A and K	Transition to working trot			Transition, contact, rhythm and regularity
14	E M	Change rein			Straightness, rhythm and regularity
15	Between C and H	Working canter left			Contact, rhythm and regularity

16	E B E	20 m circle			Contact, rhythm and regularity, figure
17	E	15 m circle with transition to trot			Quality of transition, fluidity
18	K H	Half-volte to wall 15 m			Contact, rhythm and regularity, bending, flexion
19	B	15 m circle			Bending, flexion, contact, rhythm and regularity
20	A	Turn down centre line			Turn, bending, flexion, straightness, rhythm and regularity
21	Between X and G	Halt and salute			Straightness, transition, contact, quality of halt, calmness
		Leave the arena at free walk			
<b>Collective marks</b>					
22	Gaits. Rhythm, regularity				
23	Impulsion. Suppleness of the horse, correct use of back and use of hindquarters				
24	Submission. Relaxation, attention, trust, lightness and contact				
25	Harmony. Riding in a sympathetic and horse friendly manner and use of the aids				
26	Seat, posture and influence of the rider				
27	Presentation				
Subtotal:					(max. 270)
Penalty points (and reason)					
Total:					
Name judge:					
Signature judge:					
<p>Every exercise is rated on a scale of 0 to 10 points, in total 270 points.          The test starts on the signal of the President of the jury when a bell is rung.          The rider can bring music to aid his/her test.          Posting trot unless sitting trot is required.          First mistake: 5 penalty points, second mistake: 5 penalty points, third mistake: disqualification</p>					

## WE1 Novice level

Name rider:

Competition number:

Name horse:

Date:

Riding time: ca. 5.30 minutes

N°	Letter	Test	Mark		Criteria/Remarks
			whole	half	
1	A-X X	Enter in working trot Halt and salute			Straightness, rhythm and regularity, quality of halt, calmness
2	X C	Proceed in working trot Turn left			Transition, straightness, rhythm and regularity
3	A Between D and X	Turn down center line 10 m circle to the left, move inside hand forward for a few strides (Überstreichen)			Bending, flexion, rhythm, contact, figure
4	Between X and G C	10 m circle to the right, move inside hand forward for a few strides (Überstreichen) Turn left			Bending, flexion, rhythm, contact, figure
5	Between C and H	Working walk			Transition, contact
6	Between H and E Between M and B	Turn and ride straight across arena 1/4 forward turn on the forehand to the right			Transition, straightness, rhythm and regularity, contact
7	Between B and F	Turn and ride straight across arena, showing lengthening of strides for a few strides			Straightness, lengthening, rhythm and regularity
8	Between E and K	1/4 forward turn on the forehand to the left			Straightness, lengthening, rhythm and regularity
9	Between K and A	Working trot			Transition, contact
10	Between A and F	Working canter left			Transition, contact, rhythm and regularity
11	B E B	20 m circle, with a few strides in medium canter			Contact, rhythm and regularity, change in tempo
12	H X F	Change rein, transition to walk through a few strides of trot			Straightness, rhythm and regularity, contact
13	Between F and A	Working trot			Contact, rhythm and regularity
14	Between A and K	Working canter right			Transition, contact, rhythm and regularity
15	E B E	20 m circle, with a few strides of medium canter			Lateral bend, contact, rhythm and regularity, change in tempo, figure

16	Between H and C	Working trot			Contact, rhythm and regularity
17	M X K	Change rein, with a few strides in medium trot			Transition, straightness, rhythm and regularity, lengthening
18	5 m after A	Turn down quarter line, 5 m leg yield to the right			Contact, rhythm and regularity, forward-sideways movement
19	M G B	Half-volte to the wall			Bending, flexion, rhythm and regularity, contact
20	5 m after A	Turn down quarter line, 5 m leg yield to the left			Contact, rhythm and regularity, forward-sideways movement
21	H G E	Half-volte to the wall			Bending, flexion, rhythm and regularity, contact
22	A	Halt 5 sec. and 4-6 strides rein back Proceed in working trot			Straightness, contact, closed halt, relaxation
23	F X H  Between H and C	Change rein, with forward downward stretch Shorten reins			Straightness, contact, rhythm and regularity, lengthening, relaxation
24	B G	Half 10 m circle to the right Halt and salute			Lateral bending, rhythm and regularity, straightness, closed halt
		Leave the arena at free walk at A			
Algemene punten					
25	Gaits. Rhythm, regularity				
26	Impulsion. Suppleness of the horse, correct use of back and use of hindquarters				
27	Submission. Relaxation, attention, trust, lightness and contact				
28	Harmony. Riding in a sympathetic and horse friendly manner and use of the aids				
29	Seat, posture and influence of the rider				
30	Presentation				
Subtotal:					(max. 300)
Penalty points (and reason)					
Total:					
Name judge:			Posting and sitting trot are both allowed during the dressage test. First mistake: 5 penalty points, second mistake: 5 penalty points, third mistake: disqualification		
Signature judge:					

## WE2 Intermediate level

Name rider:

Competition number:

Name horse:

Date:

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

22	G	Halt and salute Leave the arena at free walk			
<b>Collective marks</b>					
23		Gaits. Rhythm, regularity			
24		Impulsion. Suppleness of the horse, correct use of back and use of hindquarters			
25		Submission. Relaxation, attention, trust, lightness and contact			
26		Harmony. Riding in a sympathetic and horse friendly manner and use of the aids			
27		Seat, posture and influence of the rider			
28		Presentation			
Subtotal:					(max. 280)
Penalty points (and reason)					
Total:					
Name judge:  Signature judge:					
Every exercise is rated on a scale of 0 to 10 points, in total 280 points. The test starts on the signal of the President of the jury when a bell is rung. The rider can bring music to aid his/her test. Sitting trot. First mistake: 5 penalty points, second mistake: 5 penalty points, third mistake: disqualification					



### WE3 Advanced level

Name rider:

Competition number:

Name horse:


Date:

	Test	Guidelines	Marks		C.	Remarks
			whole	half		
1	Enter at canter Halt Immobility. Salute facing the President of Jury	Collection on entry. Halt on hind quarters and weight balanced on extremities. Immobility.			1	
<b>Movements in walk</b>						
2	Walk in a straight line (minimum 10m)	Activity, regularity of movements and collection.			1	
3	Full pirouette on right rein	Regularity without rein back or failing to mark rear hooves along shortest circle. Bend facing inwards.			1	
4	Full pirouette on left rein	Regularity without rein back or failing to mark rear hooves along shortest circle. Bend facing inwards.			1	
5	Halt. Rein back (min. 6 steps and max. 10 steps) and exit at walk	Halt, regularity, balance, transition and exit at walk without any loss of activity.			1	
6	Half pass to the right (minimum 10m)	Bend in the direction of the movement.			1	
7	Half pass to the left (minimum 10m)	Bend in the direction of the movement.			1	
<b>Movements in trot</b>						
8	Perform a 3 loop serpentine	Geometry . The bends. Regularity. Fluency.			1	
9	Two leg yields, one each side (min. 10m each)	Geometry of figure. Fluency. Eveness of bends. Rhythm. Regularity.			1	
10	Medium trot (min 15m)	Transitions. Definition of medium trot, with lengthening of silhouette. Straightness.			1	
11	Halt, rein back 6 steps, immediately canter to the right lead.	Acceptance of halt. Regularity of rein back. Transition t o collected canter from rein back. Straightness.			1	
<b>Movements in canter</b>						
12	Describe 3 circles to the right: the first circle (20m) in <b>extended</b> canter; the second circle (15m) in <b>medium</b> canter; the third circle (10m) in collected canter. All the circles must begin and finish at the same point	Collection, balance, regularity, transitions have to be clear, fluid and immediate, and should be performed all at same point. Bending.			1	
13	Flying change	Quality of the flying change (straightness, maintenance of rhythm and tempos of canter)			1	

14	Describe 3 circles to the left: the first circle (20m) in <b>extended</b> canter; the second circle (15m) in <b>medium</b> canter; the third circle (10m) in collected canter. All the circles must begin and finish at the same point	Collection, balance, regularity, transitions have to be clear, fluid and immediate, and should be performed all at same point. Bending			1	
15	Describe 2 circles with the same diameter (max 10m) to describe a figure of "8" with <b>flying change</b>	Collection, balance, regularity, bending and engagement of the hind quarters. Quality of flying change at the end of the first circle. Straightness.			1	
16	<b>Half turn to one of the hands</b>	Balance, bend. Start and finish with the horse on the same rein as the half turn.			1	
17	Flying change	Quality of the flying change (straightness, maintenance of rhythm and tempos of canter)			1	
18	<b>Half turn to the other hand</b>	Balance, bend. Start and finish with the horse on the same rein as the half turn.			1	
19	Change of canter on three sides of arena. The canter must be extended on the long side of the arena, collected on the short side, and extended again on the next long side	Balanced transitions, amplitude of movement and balance on the collection.			1	
20	Increase speed and stop. <b>Proceed in canter</b>	Submission and straightness of the movement.			1	
21	Describe a serpentine with 4 loops, with flying changes at every crossing of the center line.	Impulsion, regularity of movements, precision and quality of flying changes			1	
22	Center line. Halt, immobility. Salute.	Collection, immobility and position of the four legs.			1	
<b>Collective marks</b>						
23	Paces	Freedom and regularity.			1	
24	Impulsion	Desire to move forward, elasticity of the steps, suppleness of the back and engagement of the hind quarters.			1	
25	Submission	Attention and obedience, lightness and ease of the movements, acceptance of contact.			1	
26	Rider	Position and seat of the rider. Correct use and effectiveness of the aids.			1	
27	Artistic mark	Music and sequence.			1	
Subtotal:						(max 270)
Penalty points (and reason)					-	
Total:						
Name judge: Fiona Price - Jones / C						
Signature judge:						
The test is not ridden on the arena letters, use the whole arena. Every exercise is rated on a scale of 0 to 10 points, in total 270 points. The test starts on the signal of the President of the jury when a bell is rung.						

The rider has a maximum of 8 minutes (in 20x40 arena) to complete all the required exercises.  
First mistake: 5 penalty points, second mistake: 5 penalty points, third mistake: elimination

## **WE4 Masters**

INTERNATIONAL WORKING EQUITATION DRESSAGE TEST					
					
DATE _____		JUDGE _____		POSITION _____ SIGNATURE _____	
COMPETITOR N° _____		NAME _____		HORSE _____	
N°	TEST	GUIDELINES	Mark	C.	Remarks
1	Enter at canter. Halt. Immobility. Salute facing the President of Jury	Collection on entry. Halt on hind quarters and weight balanced on extremities. Immobility.		1	
<b>Movements at Walk</b>					
2	Walk in a straight line (minimum 10m)	Activity, regularity of movements and collection.		1	
3	Full pirouette on right rein.	Regularity without rein back or failing to mark rear hooves along shortest circle. Bend facing inwards.		1	
4	Full pirouette on left rein.	Regularity without rein back or failing to mark rear hooves along shortest circle. Bend facing inwards.		1	
5	Halt. Rein back (minimum 6 steps and maximum 10 steps) and exit at walk.	Halt, regularity, balance, transition and exit at walk without any loss of activity.		1	
6	Half pass to the right (minimum 10m).	Bend in the direction of the movement.		1	
7	Half pass to the left (minimum 10m).	Bend in the direction of the movement.		1	
<b>Movements at Trot</b>					
8	Perform a 3 loop serpentine.	Geometry . The bends. Regularity. Fluency.		1	
9	Two leg yields, one each side (min 10m each).	Geometry of figure. Fluency. Eveness of bends. Rhythm. Regularity.		1	
10	Medium trot (min 15m).	Transitions. Definition of medium trot, with lengthening of silhouette. Straightness.		1	
11	Halt, rein back 6 steps, immediately canter to the right lead.	Acceptance of halt. Regularity of rein back. Transition to collected canter from rein back. Straightness.		1	
<b>Movements at Canter</b>					
12	Describe 3 circles to the right: the first circle (20m) must be performed at extended canter; second (15m) medium canter; third (10m) collected canter. All the circles must begin and finish at the same point.	Collection, balance, regularity, transitions have to be clear, fluid and immediate, and should be performed all at same point. Bend.		1	
13	Flying change	Quality of the flying change (straightness, maintenance of rhythm and tempos of canter)		1	
14	Describe 3 circles to the left: the first circle (20m) must be performed at extended canter; second (15m) medium canter; third (10m) collected canter. All the circles must begin and finish at the same point.	Collection, balance, regularity, transitions have to be clear, fluid and immediate, and should be performed all at same point. Bend.		1	
15	Describe 2 circles with the same diameter (max 10m) to describe a figure of "8" with flying change.	Collection, balance, regularity, bending and engagement of the hind quarters. Quality of flying change at the end of the first circle. Straightness.		1	

INTERNATIONAL WORKING EQUITATION DRESSAGE TEST				
<h1>WAVE</h1>				
16	<b>Half turn to one of the hands</b>	Balance, bend. Start and finish with the horse on the same rein as the half turn.		1
17	Flying change	Quality of the flying change (straightness, maintenance of rhythm and tempos of canter)		1
18	<b>Half turn to the other hand</b>	Balance, bend. Start and finish with the horse on the same rein as the half turn.		1
19	Change of canter on three sides of arena. The canter must be extended on the longest side of the arena, collected on the short side, and extended again on the next long side.	Balanced transitions, amplitude of movement and balance on the collection.		1
20	Increase speed and stop. Proceed in canter.	Submission and straightness of the movement.		1
21	Describe a serpentine with 4 loops, with flying changes at every crossing of the center line.	Impulsion, regularity of movements, precision and quality of flying changes.		1
22	Center line. Halt, immobility. Salute.	Collection, immobility and position of the four legs.		1
<b>Collective Marks</b>				
23	Paces.	Freedom and regularity.		1
24	Impulsion.	Desire to move forward, elasticity of the steps, suppleness of the back and engagement of the hind quarters.		1
25	Submission.	Attention and obedience, lightness and ease of the movements, acceptance of contact.		1
26	Rider.	Position and seat of the rider. Correct use and effectiveness of the aids.		1
27	Artistic mark.	<b>Music and sequence.</b>		1
<b>TOTAL (max 270 points)</b>				
<b>Time Limit - 8' 00"</b>		<b>Arena 40 x20 m</b>		
<b>Penalty Points</b>				
<div style="display: flex; justify-content: space-between;"> <span>1st error (5 pts.) _____</span> <span>2nd error (5 pts.) _____</span> <span>3rd error ELIMINATION _____</span> </div>				
<div style="display: flex; justify-content: space-between;"> <span></span> <span></span> <span></span> </div>				

## WAVE Junior dressage test

DRESSAGE TEST JUNIORS							
		WAVE					
DATE _____		JUDGE _____		POSITION _____		SIGNATURE _____	
COMPETITOR N° _____		NAME _____		HORSE _____			
N°	Letter	DESCRIPTION OF EXERCISE	DIRECTIVES	SCORE	C.	TOTAL	REMARKS
1	A	Enter at working canter at the center line, Halt immobility, salute. Start at working trot.	Straightness. Transitions. Halt on hind quarters and immobility.		1		
	X						
2	G	10 m. circle on the left.	Geometry of the circles.		1		
	G	10 m. circle on the right.	Trot regularity.				
	C	Turn on the left.	Bending.				
3	HXF	Medium trot	Transitions. Definition of medium trot, and straightness.		1		
4	A	Enter at center line.	Geometry. Horse reaction to the aids. Acceptance of aids		1		
	DB	Leg yield on the left leg.					
	BG	Leg yield on the right leg.					
	C	Turn on the right.					
5	C-M	Transit to walk	Fluidity. Transition and definition of extended walk. Regularity.		1		
	ME	Extended walk.					
	EKD	Collected walk.					
6	D	Halt, Imobility, 4 step reinback, exit at walk	Halt. Regularity, balance, transition and exit to walk without any lost of activity.		1		
	F	Track to the right					
7	A	Transition in to working canter.	Transition.		1		
8	KH	Medium canter	Transition, definition of medium canter. Straightness.		1		
	H	Working canter					
9	C	Describe three circles to the right, starting and finishing at C, first 20m. at extended canter, second 15m. At medium canter and third at collected canter. 10m	Collection, balance, regularity. Clear transitions, fluidity and immediate, performed performed at the same point. Bending.		1		
10	MK	Flying change to the left.	Quality of the flying change. Straightness.		1		
11	A	Describe 3 circles to the left, starting and finishing at C, first 20m at extended canter, second 15m at medium canter and third at collected canter. 10m	Collection, balance, regularity. Clear transitions, fluidity and immediate, performed at the same point. Bending.		1		
12	B	Flying change to the right.	Quality of the flying change. Straightness.		1		
13	BMCH	Counter Canter	Regularity, straightness, balance.		1		
14	E-K	Separate progressively to the quarter line, perform a 5 meters half circle in travers, finished at K	Regularity, geometry, bending and quality of travers.		1		
15	B	Flying change to the left	Quality of the flying change. Straightness.		1		
16	BFAK	Counter Canter	Regularity, straightness, balance.		1		
17	E-H	Separate progressively to the quarter line, perform a 5 meters half circle in travers, finished at H	Regularity, geometry, bending and quality of travers.		1		
18	K	Working trot.	Transition, definition of working trot.		1		
19	A	Enter center line.	Straightness		1		
	X	Halt, immobility, salute.	Quality of halt, immobility.				

COLLECTIVE MARKS						
A		<b>Paces</b> , freedom and regularity.		1		
B		<b>Impulsion</b> , desire to move forward, elasticity of steps suppleness of back and engagement of the hind quarters.		1		
C		<b>Submission</b> . Attention and obedience. Lightness and ease of the movements, acceptance of contact.		1		
D		<b>Rider</b> . Position and seat of the rider. Correct use and effectiveness of the aids.		1		
E		<b>Music and presentation</b> .		1		
PENALTIES COURSE ERRORS AND STROKE THE HORSE IN FRONT OF THE REINS						
		1st Error (-5 points)	2nd Error (-5 points)	3rd Error ELIMINACIÓN		
		FINAL SCORE	_____			
		Maximun 240 Points		Time limit - 7'30"		
		JUNIOR RIDERS MUST USE BOTH HANDS (FOUR REINS) TO ENSURE THE REINS.				



## **WAVE Yougn Riders dressage test**

DRESSAGE TEST FOR YOUNG RIDERS RIDERS					
LOCATION		DATE		TEST	
SADDLE no		RIDER		HORSE	
JUDGE		LETTER		COUNTRY	
N o	DESCRIPTION OF EXERCISE	GUIDELINES	SCO RE	C.	COMMENTS
<b>Movements in Walk</b>					
1	Entry at a collected canter.	Straightness. Regularity.		1	
2	Halt on hindquarters. Immobility. Exit at medium walk.	Straightness. Acceptance of halt on hindquarters. Immobility. Transition to medium walk.		1	
3	Perform a figure 8 formed by two Voltes with the same diameter of 8 metres in medium walk	Geometry of figure. Regularity and definition of medium walk. Bending of horse in each circle and change of bending.		1	
4	Pirouette in a walk to one of the hands.	Maintenance of walk (rhythm; regularities; 4 tempo pirouette).		1	
5	Pirouette in a walk on other hand (in respect to exercise "4").	Maintenance of walk (rhythm; regularities; 4 tempo pirouette)		1	
6	Extended walk in straight line (minimum 20 m).	Transition from medium to extended walk with lengthening of silhouette, without affecting the rhythm of walk. Definition of the extended walk Regularity.).		1	
7	Halt. Immobility. Rein back 6 to 10 steps. Exit in medium walk	Acceptance of halt. Immobility. Transition to medium walk. Straightness.		1	
8	Half-pass to one side up to quarter line. Counter change of hand at half-pass. Half-pass to the other side from quarter line to three quarter line. Counter change of hand at half-pass. Half-pass to the centre line.	Regularity. Geometry. Symmetry. Bending. Fluency.		1	
<b>Movements in Trot</b>					
9	Transition to collected trot.	Transition.		1	
10	Two leg yields, one each side (min 10m each).	Geometry of figure. Fluency. Rhythm. Regularity.		1	
11	One diagonal at medium trot.	Transitions to medium trot and then to collected trot. Definition of medium trot with lengthening of silhouette. Straightness.		1	
12	Collected trot. Halt. Immobility. Rein back between 6 and 10 steps and immediate exit at collected canter.	Acceptance of halt. Immobility. Regularity of rein back. Transition to collected canter from rein- back. Straightness.		1	
<b>Movements in Canter</b>					
13	Describe three circles to one of the hands, always beginning and ending at the same point, first (with 20m diameter). at extended canter, second (with 15m diameter), at medium canter and third (with 10m diameter) at collected canter	Geometry of figure. Bending with horse moulded to the figure being performed. Regularity. Fluency. Definitions of various canters. Transitions		1	
14	Flying change	Quality of flying change (straightness, maintenance of rhythm and tempos of canter).		1	
15	Describe three circles to one of the hands, (and to opposite hand to that of exercise 13) always beginning and ending at the same point, first (with 20m diameter). at extended canter, second (with 15m diameter), at medium canter and third (with 10m diameter) at collected canter	Geometry of figure. Bending with horse moulded to the figure being performed. Regularity. Fluency. Definitions of various canters. Transitions		1	
16	Half turn to one of the hands in the shortest possible number of steps and without affecting mobility of canter.	Agility of movement without stopping of hind quarters. Bending. Concentration. Some change of rhythm is acceptable.		1	
17	Flying Change.	Quality of flying change (straightness, maintenance of rhythm and tempos of canter).		1	
18	Half turn to the other hand (in respect of exercise "15") in the shortest possible number of steps and without affecting the mobility of the canter.	Agility of movement without stopping hind quarters. Bending. Concentration. Some change of rhythm is acceptable.		1	57

DRESSAGE TEST FOR YOUNG RIDERS (continued ...)				
19	Extended canter on long side, collected canter on short side and extended canter once again on long side.	Agility. A certain change of rhythm to favour agility is acceptable. Straightness. Ease of transitions.		1
20	Perform a 4 arched serpentine in a canter with flying changes on centre line at each change of direction.	Impulsion, regularity of movements, precision and quality of flying changes.		1
21	Down the centre line and immediately start extended canter. Halt sliding on hindquarters. Immobility. Salute.	Straightness. Transition. Acceptance and correctness of halt. Agility. A certain change of rhythm to favour agility is acceptable.		1
<b>TOTAL SCORE FOR EXERCISES.</b>		TOTAL: 210 points		
<b>Collective Marks</b>				
A	Paces, freedom and regularity.			2
B	Impulsion, desire to move forward, elasticity of steps and suppleness of back.			2
C	Submission and acceptance of bridle, attention and confidence.			2
D	Position and seat of rider and correct use of aids.			2
E	Presentation.			1
<b>TOTAL COLLECTIVE MARKS</b>		Total: 90 points		
<b>Penalties</b>				
1st error (5 pts.) _____ 2nd error (5 pts.) _____ 3rd error ELIMINATION _____				
<b>FINAL SCORE</b>				
<b>Maximum 300 points</b>		<b>Time limit - 7' 30 "</b>		
YR may use both hands to hold the reins.				

## **Annex 4**

### **Description of the obstacles and judging criteria**

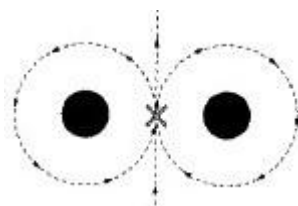
## 1. Figure 8 between drums

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

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

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

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



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

### Assessment by the judge

the judge assesses if the (flying) change is correct and has bounce, if the (flying) change is executed in the correct place (exactly in the middle between the two drums), rhythm and impulsion, the shape and symmetry of the circles, as well as the throughness and posture of the horse.

One or more incorrect (flying) changes will lead to a lower mark (WE2-3-4, **Juniors and Young Riders**).

If a barrel falls down the mark is always <5.

### Time penalties speed trail

- Knock down a barrel, per barrel: +5 sec.
- Not performing the obstacle correctly: disqualification
- (Flying) changes are not mandatory in the speed trail, they do not influence the end result

## 2. Bridge

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

The obstacle is at least 2 m long, 1,20 m wide and at most 50 cm high (WAVE measurements for the bridge are: 4 m long, 1,50 m width and min. 20 cm height).

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

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

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

### Assessment by the judge

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

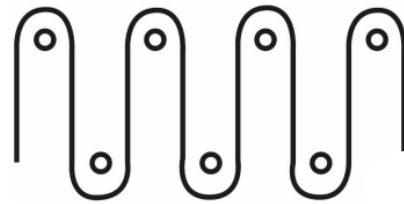
The judge will rate the performance negatively (lower than 5 points) if the obstacle is performed awkwardly, hesitantly, in an irregular walk or in the wrong gait.

### Time penalties speed trail

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

### 3. Double slalom

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



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

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

Introduction class	WE1	WE2	WE3, WE4, Juniors, Young Riders
the double slalom will be performed in trot. It is allowed to make bigger half circles	the double slalom will be performed in trot	the double slalom will be performed in canter with simple changes through walk	the double slalom will be performed in canter with flying changes

#### Assessment by the judge

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

One or more incorrect (flying) changes will lead to a lower mark (WE2-3-4, Juniors and Young Riders).

If a pole falls down the mark is always <5.

#### Time penalties speed trail

- Knocking down a pole: +3 sec.
- Not performing the obstacle correctly: disqualification.
- (Flying) changes are not mandatory in the speed trail, they do not influence the end result.

## 4. Jump over straw bales or a cross pole

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

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

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

<b>Introduction class</b>	WE1, WE2, WE3, WE4, Juniors, Young Riders
the jump is not used in the ease of handling of the introduction class	approach obstacle in canter

### Assessment by the judge

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

### Time penalties speed trail

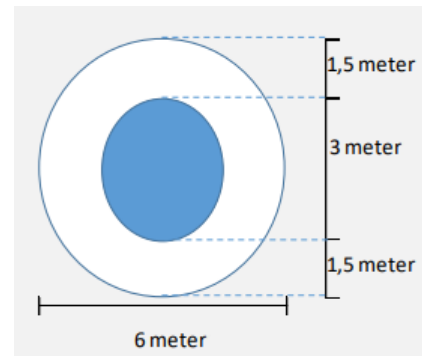
- Knocking down a pole or other part of the jump: +5 sec. per part of the jump.
- Third refusal: disqualification.



## 5. Livestock pen

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

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



Introduction class	WE1	WE2	WE3, WE4, Juniors, Young Riders
the pen is performed in walk	approach in canter, transition to walk (few steps of trot allowed) before the red/white markers, perform pen in walk, transition to canter (few steps of trot allowed) after passing the red/white markers	approach in canter, transition to walk before the red/white markers (no trot steps allowed), perform pen in walk, transition to canter after passing the red/white markers (no trot steps allowed)	approach in canter, enter in one direction and perform a complete circle, exit the obstacle, perform a half pirouette followed by a flying change (gets higher marks than the other way around) enter the obstacle again in the other direction than the first circle, perform a complete circle and exit the obstacle.
when ridden in both directions this class does not need to perform a half pirouette.	when ridden in both directions this class does not need to perform a half pirouette.	when ridden in both directions this class needs to perform a half pirouette in walk.	The obstacle may also be executed in walk

### Assessment by the judge

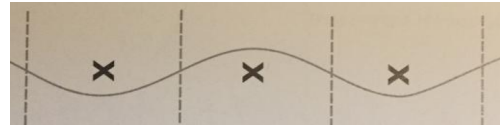
the judge assesses the self-assurance and confidence of the combination, the way the rider gives the aids, rhythm, bending and flexion.

### Time penalties speed trail

- Knocking down a part of the obstacle: +5 sec.
- If the horse places 4 feet outside of the pen anywhere other than at the entrance: disqualification
- (Flying) changes are not mandatory in the speed trail, they do not influence the end result.

## 6. Slalom

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



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

### Assessment by the judge

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

### Time penalties speed trail

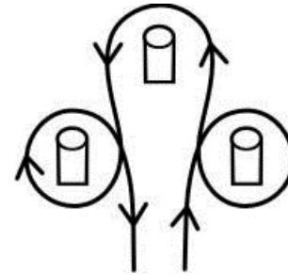
- Knocking down a pole: +3 sec.
- Not performing the obstacle correctly: disqualification
- (Flying) changes are not mandatory in the speed trail, they do not influence the end result.

## 7. Drums

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

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

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



Introduction class	WE1	WE2	WE3, WE4, Juniors, Young Riders
the drums are performed in trot. It is allowed to ride bigger circles.	the drums are performed in trot	the drums are performed in canter with simple changes through walk (no trot steps allowed)	the drums are performed in canter with flying changes

### Assessment by the judge

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

One or more incorrectly performed flying changes will result in lower marks (WE2-3-4, Juniors and Young Riders).

If a drum is knocked down the marks is always <5.

### Time penalties speed trail

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

## 8. Gate

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

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

The obstacle should be performed as follows: the combination approaches the gate in canter perpendicular to the middle of the gate, followed by a transition to walk a few steps before the gate. Through a turn on the forehand the horse is placed parallel to the gate. The rider opens the gate and rides through the opening. When the horse has passed through the gate the rider may ride one or two steps rein back in order to be able to close the gate. The rider closes the gate and makes a transition to canter. The rider is self-confident, precise, and self-assured. The horse is ridden with seat and legs where needed. The gate can also be ridden in rein back, this will be indicated in the design of the ease of handling.

Introduction class	WE1	WE2	WE3/Young Riders	WE4	Juniors
the gate is not used in the ease of handling of the introduction class	approach in canter, transition to walk (few steps of trot are allowed). Not closing the gate will lead to lower marks but will not lead to disqualification. It is allowed to briefly let go of the gate	approach in canter, transition to walk. Not closing the gate will lead to disqualification. It is allowed to briefly let go of the gate	approach in canter, transition to walk, perform obstacle as described above. Briefly letting go of the gate leads to lower marks, not closing the gate will lead to disqualification.		Approach as described for WE3-4. Not closing the gate will not result in disqualification but result in a mark of '0'

### Assessment by the judge

the judge assesses the way the rider gives the aids and the movements of the horse, both should be smooth and confident. The horse is attentive and co-operates in opening and closing the gate, it should not show signs of uncertainty, stress, or disobedience. Letting go of the gate leads to lower marks in level WE2, 3 and 4, Juniors and Young Riders. Uncertainty of the horse or rider or hitches in the performance of the obstacle are also rated negatively. Not closing the gate leads to disqualification in level WE2, 3 and 4, Juniors and Young Riders.

### Time penalties speed trail

- Not closing the gate: disqualification.
- Knocking down the gate: +10 sec. per part of the gate.
- Knocking down the whole gate: + 30 sec.

### Time penalties speed trail Juniors

- Not closing the gate will not result in disqualification but results in +15 sec.

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

The obstacle consists of:

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

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

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

### Assessment by the judge

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

### Time penalties speed trail

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

## 10. Table with jar, bottle, or jug

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

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

Approaching the obstacle in the right lead will result in a higher mark. Left handed competitors will approach in the left lead.

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

The obstacle is completed when the hindquarters of the horse pass the table and the table and jug are still standing. If the table or jug is knocked down with the tail **after the hindquarters have passed the table** this does not affect the points for the obstacle. In this case the table and/or jug do not have to be put back. **In all other cases the table and/or jug do have to be put back.**

Introduction class	WE1	WE2	WE3/Young Riders	WE4	Juniors
the combination approaches the table in trot, transitions to walk and then halts	the combination approaches the table in canter, transitions to trot and then halts	the combination approaches the table in canter and transitions to halt (few steps of walk allowed)			Execute as described for WE3-4. <b>Not</b> replacing the jug on the table will <b>not</b> result in disqualification but results in a mark of '0'

### Assessment by the judge

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

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

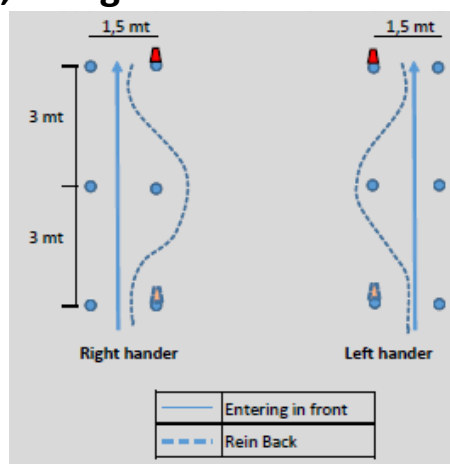
- Knocking down the table: +5 sec.
- If the table is knocked down the rider must dismount, put the table upright, mount the horse and put the jug back on the table.
- Not putting back the jug (or it rolls off the table): disqualification.

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

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

The obstacle is performed as follows: the combination transitions to walk (WE3 and 4 preferably in canter) before the red/white markers and rides to the last pole on which a hat/cup is placed. The horse halts square and in contact between the last two poles.

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



Introduction class	WE1	WE2	WE3/Young Riders	WE4	Juniors
the rider switches the hat/cup from the right to the left pole or vice versa and exits the obstacle going forwards	the rider switches the hat/cup from the right to the left pole or vice versa and exits the obstacle in rein back	the rider picks up the hat/cup and reins back to the first pole on the same side of the corridor, paces the hat/cup on that pole and exits the obstacle in rein back until the front legs of the horse have passed the red/white markers	the rider picks up the hat/cup and performs a rein back slalom to the first pole on the same side of the corridor, places the hat/cup on that pole and exits the obstacle in rein back until the front legs of the horse have passed the red/white markers. Entering the obstacle in canter instead of walk is permitted. A correct execution in canter will be marked higher. Approaching in the right lead will result in higher marks. Left handed competitors approach in the left lead.		Execute as described for WE3-4. Knocking down the first or last pole will not lead to disqualification but will result in the mark of '0'

### Assessment by the judge

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

### Time penalties speed trail

- Knocking down a part of the obstacle: +3 sec.
- Not placing the cup on the right pole: disqualification
- Not reining back to the end of the corridor: disqualification
- Not replacing the first or last pole after knocking them down: disqualification

### Time penalties speed trail Juniors

- Juniors that cannot execute the obstacle correctly: +15 sec.

## 12. Sidepass over a pole

The obstacle consists of a pole preferably at least 4 m long positioned on blocks at least 5 to 10 cm above the ground, if the only poles available are only 3 m long or blocks to put them on are not available they may be put directly on the ground, however this is NOT preferred. Red/white entry and exit markers are used. The course design dictates at which side the head of the horse must be. The combination approaches the obstacle perpendicularly to the pole. After a half turn on the forehand the combination proceeds by sidestepping in half pass position (we2-3-4) or leg yield (WE1), with the pole between the front legs and hindlegs of the horse. The pole may not be touched by the horse's hooves.

The obstacle can consist of two poles, e.g. two parallel poles, or two poles in a 90° angle. On entry and exit all four hooves of the horse must pass between the red and white markers.

Introduction class	WE1	WE2, WE3, Juniors, Young Riders	WE4
the sidepass is not used in the ease of handling of the introduction class	the obstacle is performed in walk in leg yield	the obstacle is performed in walk in half pass	the obstacle is performed in walk or canter in half pass. A correct execution in canter is rewarded with higher marks

### Assessment by the judge

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

### Time penalties speed trail

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



### 13. Removing the garrocha from a drum

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

Obstacle must be approached in the right lead. If not the mark will be <5. Left handed competitors approach in the left lead.

Introduction class	WE1	WE2	WE3/Young Riders	WE4	Juniors
the garrocha is not used in the ease of handling of the introduction class	the garrocha may be removed in walk or trot. The gait will not influence the marks. This class may only skewer the ring with the garrocha.	remove garrocha as described. This class may only skewer the ring with the garrocha.	remove garrocha as described. This class may perform one obstacle with the garrocha: the pen or the bridge.	remove garrocha as described. No restrictions in the number of obstacles performed with the garrocha in hand.	Execute as described for WE3-4. If the garrocha falls down, a member of the staff may give the garrocha back. This will result in a mark of '0'

#### Assessment by the judge

the judge assesses the self-assuredness of the combination while approaching the obstacle, the relaxation while removing the garrocha and the skill of the rider in handling the garrocha. Disturbances in rhythm and impulsion and knocking down the drum will lead to lower marks. Cantering around the drum one time (WE3-4): mark <7.

#### Time penalties speed trail

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

#### Time penalties speed trail Juniors

- If a Junior drops the garrocha a member of the staff needs to give it back as soon as possible: +15 sec.

## 14. Placing the garrocha in a drum

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

Obstacle must be approached in the right lead. If not the mark will be <5. Left handed competitors approach in the left lead.

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

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

If it is not indicated in the design of the ease of handling from which direction the garrocha should be placed back in the drum and there are no red and white markers present, the rider can decide for himself from which direction he approaches the drum. Please note: crossing a line is of course not allowed.

Introduction class	WE1	WE2	WE3/Young Riders	WE4	Juniors
the garrocha is not used in the ease of handling of the introduction class	the garrocha may be removed in walk or trot. The gait will not influence the marks. This class may only skewer the ring with the garrocha.	remove garrocha as described. This class may only skewer the ring with the garrocha.	remove garrocha as described. This class may perform one obstacle with the garrocha: the pen or the bridge.	remove garrocha as described. No restrictions in the number of obstacles performed with the garrocha in hand.	Execute as described for WE3-4. If the garrocha falls down, a member of the staff may give the garrocha back. This will result in a mark of '0'

### Assessment by the judge

the judge assesses the self-assuredness of the combination while approaching the obstacle, the relaxation while placing the garrocha and the skill of the rider in handling the garrocha. Disturbances in rhythm and impulsion and knocking down the drum will lead to lower marks. Not correctly placing the garrocha or picking up a fallen garrocha leads to disqualification. Canter around the drum one time (WE3-4): mark <7.

### Time penalties speed trail

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

### Time penalties speed trail Juniors

- If a Junior drops the garrocha a member of the staff needs to give it back as soon as possible: +15 sec.

## 15. Skewering the ring

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

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

Obstacle must be approached in the right lead. If not the mark will be <5. Left handed competitors approach in the left lead.

Introduction class	WE1	WE2	WE3/Young Riders	WE4	Juniors
the garrocha is not used in the ease of handling of the introduction class	the ring may be skewered in walk or trot. The gait will not influence the marks.	skewer the ring as described			Skewer ring as described. If the garrocha falls down, a member of the staff may give the garrocha back. This will result in a mark of '0'

### Assessment by the judge

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

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

If the ring is a separate obstacle, not skewering the ring will result in a mark of 5 or lower.

If the ring is part of a A-B-C obstacle, not skewering the ring will result in <7 for the A-B-C obstacle.

### Time penalties and bonus points speed trail

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

### Time penalties speed trail Juniors

- If a Junior drops the garrocha a member of the staff needs to give it back as soon as possible: +15 sec.

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

## 16. Riding through water

The combination rides through water without hesitation in a gait of their choice. The water obstacle should have a natural appearance, it should not be a plastic sheet with raised edges laid on the ground.

<b>All classes</b>
perform the obstacle as described

### Assessment by the judge

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

### Time penalties speed trail

- third refusal: disqualification.

## 17. Bank

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



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

### Assessment by the judge

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

### Time penalties speed trail

- third refusal: disqualification.
- no forward movement for more than 20 seconds before the bank: disqualification.

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

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

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

The obstacle is completed when the hindquarters of the horse pass the imaginary line between the poles, the poles are still standing and the cup is still in place. If the cup is knocked down with the tail **after the hindquarters have passed the imaginary line** this does not affect the points for the obstacle. In this case the cup does not have to be put back. **In all other cases the cup does have to be put back.**

Introduction class	WE1	WE2	WE3/Young Riders	WE4	Juniors
transition to walk before the red/white markers		approach in canter Approaching in the right lead will result in higher marks. Left handed competitors approach in the left lead.			Approach as described for WE3-4. Knocking down the poles will not result in disqualification but results in a mark of '0'

### Assessment by the judge

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

### Time penalties speed trail

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

### Time penalties speed trail Juniors

- Juniors that cannot execute the obstacle correctly: +15 sec.

## Overview of the obstacles per level

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

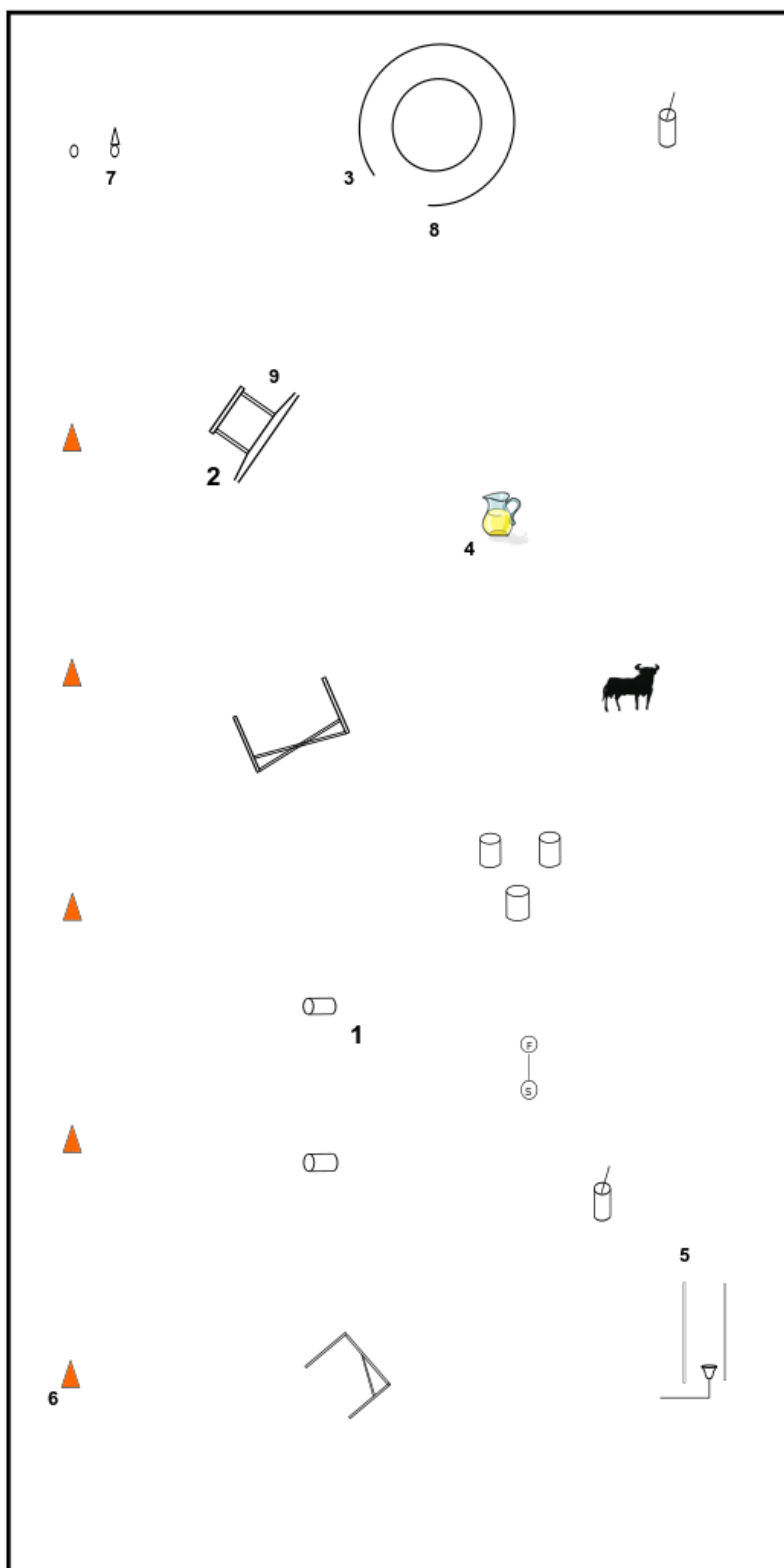
## **Annex 5**

### **Examples of ease of handling and speed trail courses**

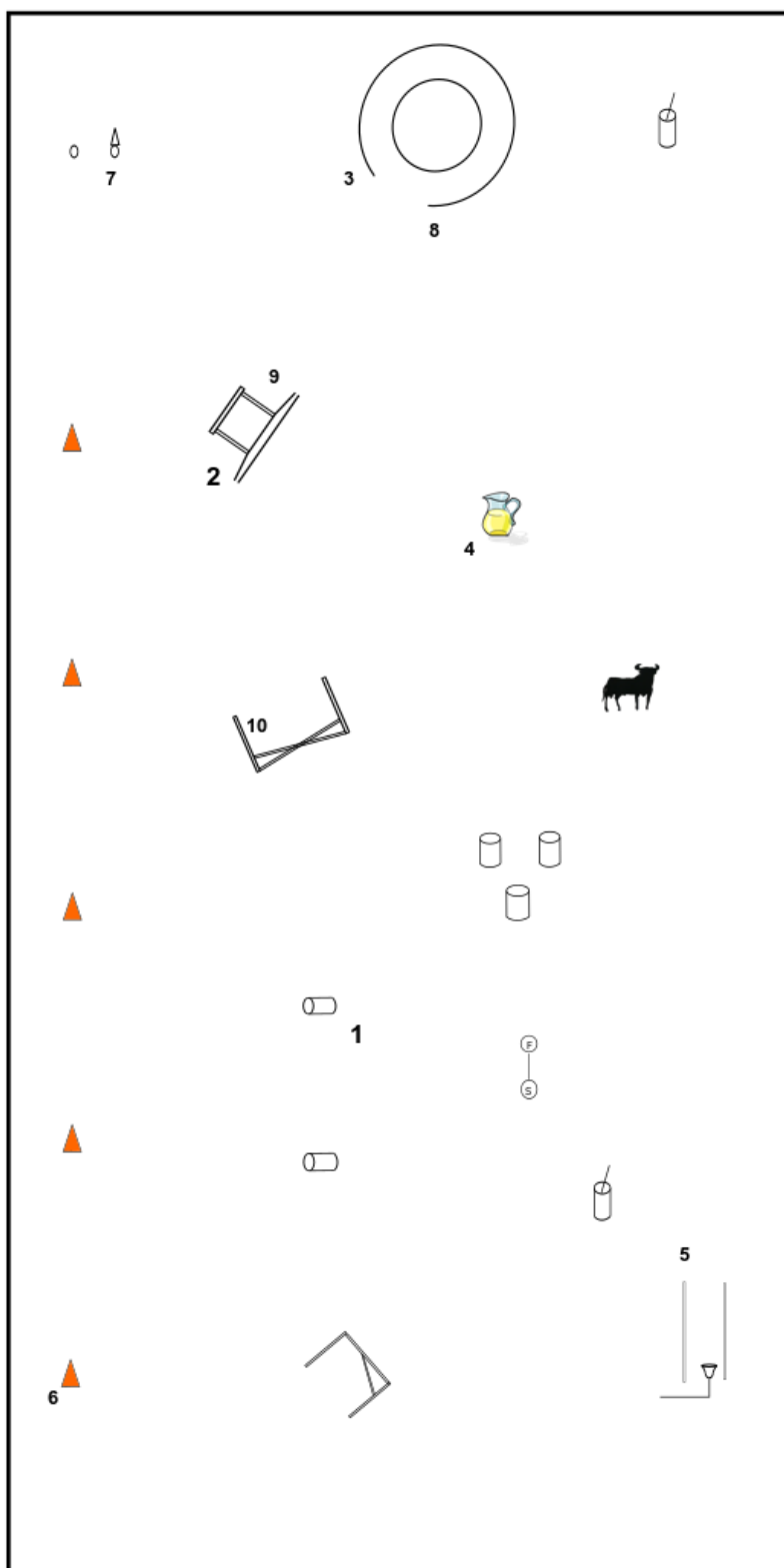


## Introduction class

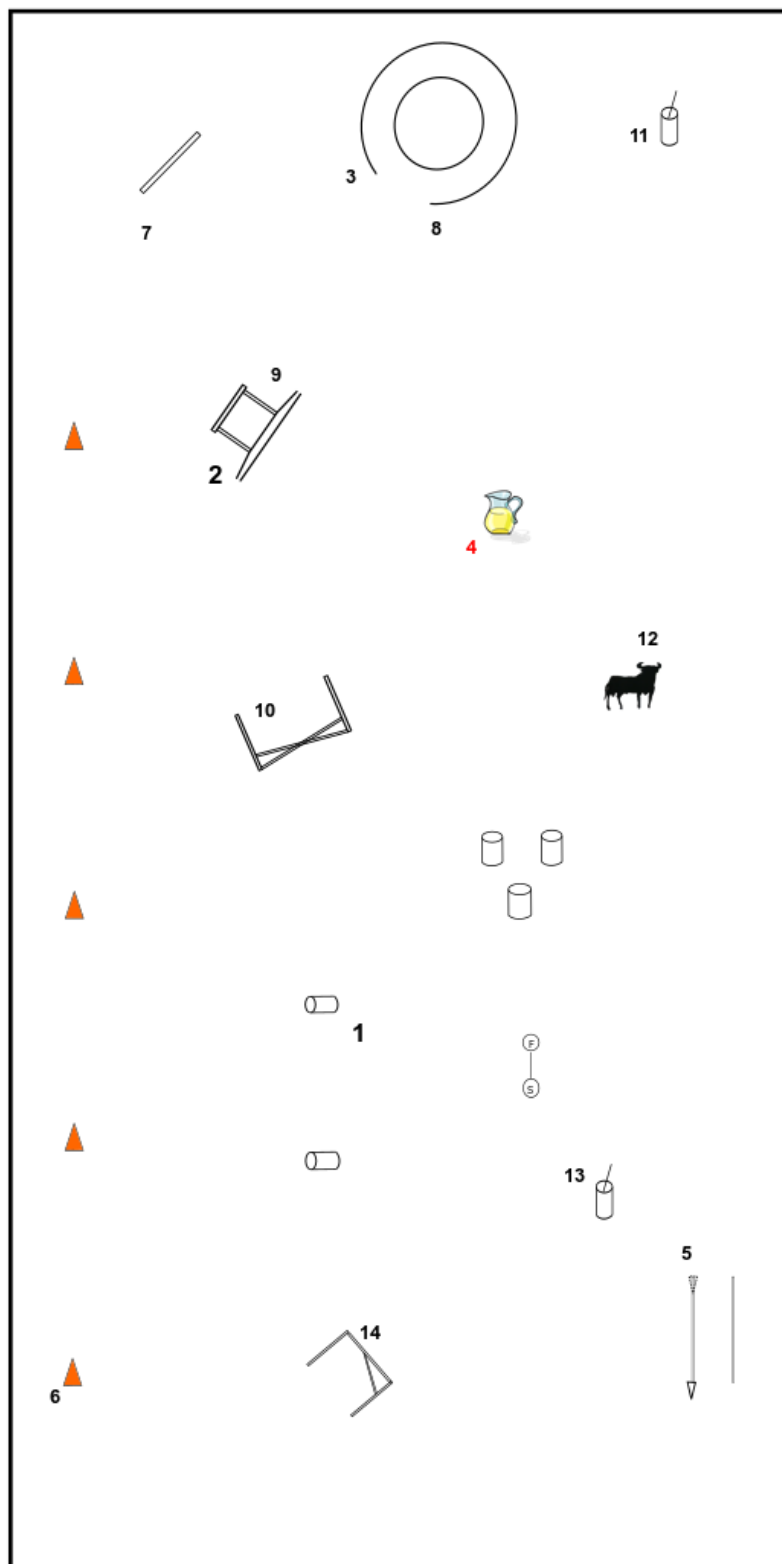
1. figure 8
2. bridge
3. pen, right hand
4. jug
5. corridor with bell, exit forwards
6. slalom
7. switch cup, exit forwards
8. pen, left hand
9. bridge



## WE1



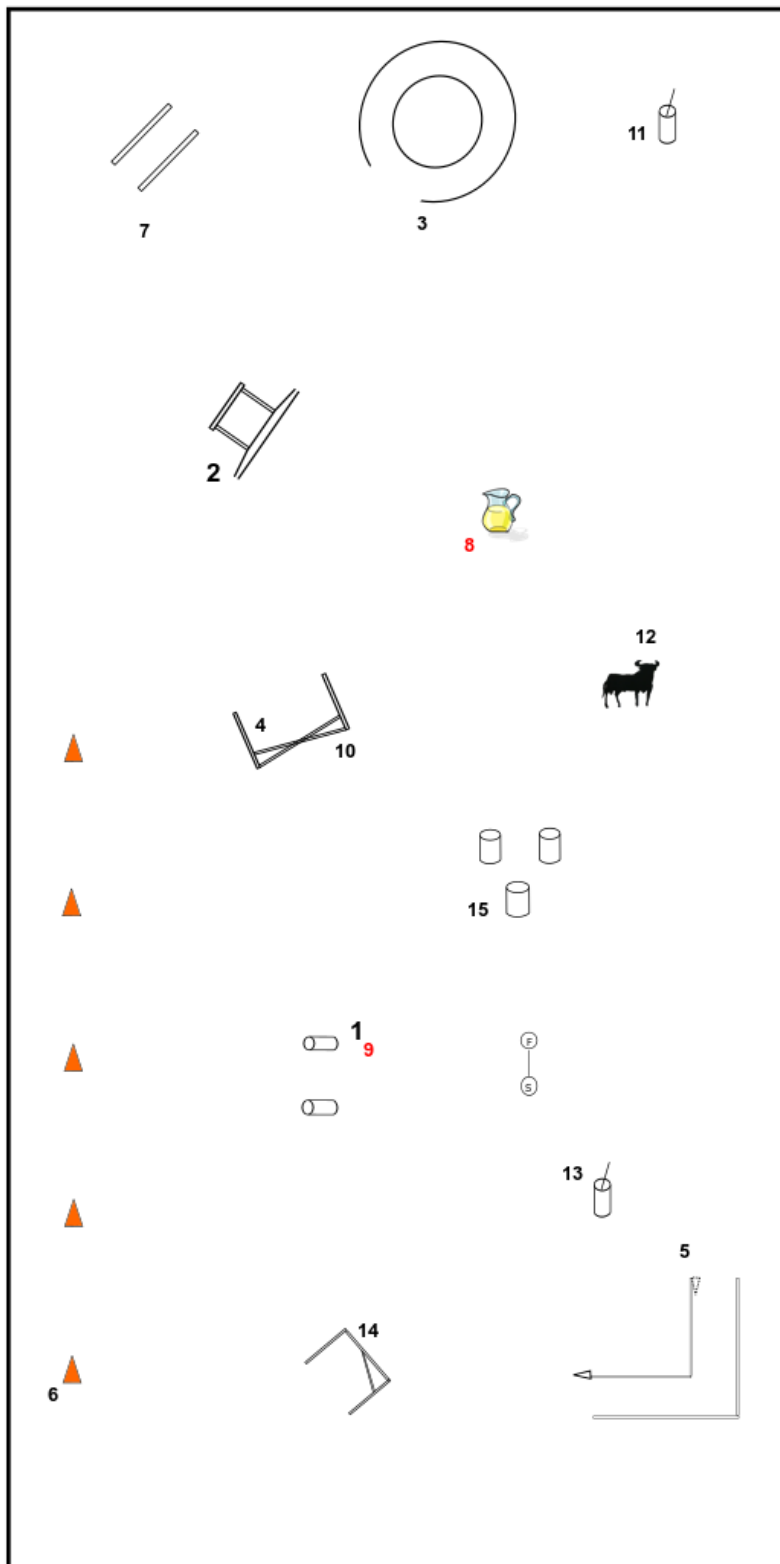
1. figure 8
2. bridge
3. pen, right hand
4. jug
5. corridor with bell
6. slalom
7. switch cup
8. pen, left hand
9. bridge
10. jump



## WE2

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

\* not in speed



### WE3-4

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

\* not in speed

## **Annex 6**

### **Overview of time penalties speed trail**

Figure 8 between drums and/or drums:	<ul style="list-style-type: none"> <li>• Knock down a barrel, per barrel: +5 sec.</li> <li>• Not performing the obstacle correctly: disqualification.</li> </ul>
Bridge:	<ul style="list-style-type: none"> <li>• Bridge is not crossed: disqualification.</li> <li>• Bridge is not touched by the horses' hooves: disqualification.</li> <li>• Knocking down a part of the obstacle: +5 sec.</li> </ul>
Slalom, double slalom:	<ul style="list-style-type: none"> <li>• Knocking down a pole: +3 sec. per pole</li> <li>• Not performing the obstacle correctly: disqualification.</li> </ul>
Jump	<ul style="list-style-type: none"> <li>• Knocking down a part of the jump: +5 sec. per part of the jump</li> <li>• Third refusal: disqualification.</li> </ul>
Livestock pen:	<ul style="list-style-type: none"> <li>• Knocking down a part of the obstacle: +5 sec. per part</li> <li>• If the horse places 4 feet outside of the pen anywhere other than at the entrance: disqualification.</li> </ul>
Rein back L/slalom with cup:	<ul style="list-style-type: none"> <li>• Knocking down a part of the obstacle: +3 sec. per part of the obstacle</li> <li>• Not placing the cup on the right pole: disqualification</li> <li>• If the horse places 4 feet outside of the corridor or L: disqualification</li> <li>• Not reining back to the end of the corridor or L: disqualification</li> <li>• Not replacing the first or last pole after knocking them down: disqualification</li> <li>• Juniors that cannot execute the obstacle correctly: + 15 sec.</li> </ul>
Gate:	<ul style="list-style-type: none"> <li>• Not closing the gate: disqualification.</li> <li>• Knocking down the gate: +10 sec. per part of the gate</li> <li>• Knocking down the whole gate: +30 sec.</li> <li>• Juniors: not closing the gate: +15 sec., no disqualification.</li> </ul>
Corridor/L with bell:	<ul style="list-style-type: none"> <li>• Knocking down a part of the obstacle: +5 sec per part of the obstacle</li> <li>• Not ringing the bell: disqualification.</li> <li>• If the horse places 4 feet outside of the corridor: disqualification</li> <li>• Not reining back to the end of the corridor: disqualification</li> </ul>
Table with jug: (not recommended to use in speed trail)	<ul style="list-style-type: none"> <li>• Knocking down the table: +5 sec.</li> <li>• Not putting back the jug (or it rolls off the table): disqualification.</li> </ul>
Sidepass over a pole	<ul style="list-style-type: none"> <li>• Knocking down one or more poles (on blocks): +7 sec. per pole</li> <li>• Front leg or hindleg placed on the wrong side of the pole: + 5 sec.</li> </ul>

Removing the garrocha from a drum:	<ul style="list-style-type: none"> <li>• Not removing the garrocha: disqualification.</li> <li>• Removing the garrocha, letting it drop and not dismounting to pick it up: disqualification.</li> <li>• Knocking down the drum: +5 sec.</li> <li>• Juniors: give garrocha back asap, +15 sec.</li> </ul>
Placing the garrocha in a drum:	<ul style="list-style-type: none"> <li>• Not placing the garrocha: disqualification.</li> <li>• Garrocha dropped, picked up and placed in the drum from the horse: no time penalties.</li> <li>• Knocking down the drum after placing the garrocha: + 5 sec.</li> <li>• Knocking down the drum before placing the garrocha without replacing the drum: disqualification.</li> <li>• Juniors: give garrocha back asap, +15 sec.</li> </ul>
Skewering the ring:	<ul style="list-style-type: none"> <li>• If the ring is skewered correctly and stays on the garrocha until it is placed in the drum: -5 sec.</li> <li>• Knocking down the bull or other base of the ring: +10 sec.</li> </ul>
Bank:	<ul style="list-style-type: none"> <li>• third refusal: disqualification.</li> <li>• no forward movement for more than 20 seconds before the bank: disqualification.</li> </ul>
Riding through water:	<ul style="list-style-type: none"> <li>• third refusal: disqualification.</li> </ul>
Switching cup or coat	<ul style="list-style-type: none"> <li>• Knocking down a pole and not putting it back upright: disqualification</li> <li>• Juniors that cannot execute the obstacle correctly: +15 sec.</li> </ul>
WE4/Masters	<ul style="list-style-type: none"> <li>• The use of the second hand is considered a fault. Rewarding the horse by touching it with the second hand is also not allowed and is counted as a fault. Each fault equals 5 penalty seconds. Three faults lead to disqualification.</li> </ul>