

WORKING EQUITATION NEW ZEALAND RULEBOOK

VERSION 1.2



Working Equitation New Zealand

July 2025

Working Equitation New Zealand Inc. Rulebook

Version 1.2

Copyright © July 2025

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

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

TABLE OF CONTENTS

INTRODUCTION	1
WENZ VISION	1
WENZ MISSION	1
WENZ CORE VALUES	1
THE RULES	2
THE WORKING EQUITATION PHASES	2
FLATWORK	2
EASE OF HANDLING	2
SPEED	2
CATTLE (Team events at Advanced and Masters)	2
PERFORMANCE LEVELS	3
INTRODUCTORY	3
PREPARATORY	3
PRELIMINARY	3
NOVICE	4
ELEMENTARY	4
MEDIUM	4
ADVANCED & MASTERS LEVELS	4
Level Selection	4
TACK AND ATTIRE	5
General Tack	5
● Bits	5
● Bitless	5
● Nosebands	5
● Saddles	5
● Spurs	5
● Whips	6
● Boots And Leg Protection	6
● Other Equipment	6
● Prohibited Equipment	6
ATTIRE	6
● Helmets	7
THE PHASES	8
THE FLATWORK PHASE	8
● Objective	8
● Arena and Surrounding Area	8
● Performance of the Flatwork Phase	8
● Errors of Course	9
● Marking Scale (Flat Work)	9/10
● Collective Marks	10
● Penalties/Grounds for Disqualification	11
● Penalties	11
● Disqualification	11

EASE OF HANDLING PHASE	12
● Objective	12
● Arena and Surrounding Area	12
● Performance of the Ease of Handling Phase	12
● Penalties	13
● Errors of Course	13
● <i>Avoidance of Course Errors</i>	13
● Disqualification	13
● <i>Three Refusals</i>	14
● Marking Scale (Ease of Handling)	14/15
● Collective Marks	15
 SPEED PHASE	 16
● Objective	16
● Arena and Surrounding Area	16
● Performance of the Speed Phase	16
● Timers	16
● Speed Directives	16
● Special Characteristics of Various Obstacles in the Speed Round	16
● Table of Penalties & Bonuses (Speed)	18
 THE OBSTACLES	 19
 KIWI PICKUP	 19
Construction	
Performance	
 PICKUP POLE	 20
Construction	
Performance	
 SPEAR RING	 22
Construction	
Performance	
 KNOCK BALL	 23
Construction	
Performance	
 REPLACE POLE	 24
Construction	
Performance	
 SWITCH CUP	 25
Construction	
Performance	
 JUG	 26
Construction	
Performance	
 BELL CORRIDOR	 27
Construction	
Performance	
 REIN BACK CUP	 28
Construction	
Performance	

GATE	29
Construction	
Performance	
Reverse Gate (Novice and above)	30
Performance	
SIDEPASS POLE(S)	31
Construction	
Performance	
TWO BARRELS	33
Construction	
Performance	
THREE BARRELS (CLOVER LEAF)	34
Construction	
Performance	
SINGLE SLALOM	35
Construction	
Performance	
DOUBLE SLALOM	36
Construction	
Performance	
STOCKYARD	37
Construction	
Performance	
JUMP	38
Construction	
Performance	
BRIDGE	39
Construction	
Performance	
BANK	40
Construction	
Performance	
WATER OBSTACLE	41
Construction	
Performance	
GENERAL COMPETITION RULES	42
COMPETITION SECRETARY OR SHOW MANAGER	42
• Draw Order	42
JUDGES	42
• Placement Of Judges	43
• Conflicts Of Interest Of Judges	43
• Duties Of Judges	43

GEAR AND WELFARE STEWARD	43
• Duties And Obligations of Gear & Welfare Steward	43
Blood/Lameness	44
COURSE DESIGNER	44
EMERGENCY MEDICAL PERSONNEL	44
RIGHTS AND RESPONSIBILITIES OF RIDERS	45
• Rights	45
• Responsibilities	45
INQUIRIES AND PROTESTS	45
• Inquiries	45
• Protests	45
• Disqualifications & Eliminations	46
• General Disqualification for any Phase	46
• Elimination from Competition	46
SCORING OF INDIVIDUAL PHASES	47
• Flatwork Scoring	47
• Ease of Handling Scoring	47
• Speed Scoring	47
• Scoring for Overall Placings	47
• Handling Ties	47
• Determining Final Placement for Individual Competitors	48
• Amendments to Score Sheets	48
Prizes	48

INTRODUCTION

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

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

WENZ VISION

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

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

WENZ MISSION

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

To grow participation for Working Equitation and uphold the integrity of the sport;

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

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

WENZ CORE VALUES

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

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

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

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

THE RULES

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

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

Only groups which have paid the yearly subscription may hold WENZ affiliated events using the rules contained herein. This includes the official WENZ Flat Work tests

Only events run by affiliated groups, using WENZ affiliated judges are eligible for inclusion in WENZ National Competitions (eg annual High Points).

New groups may apply to join WENZ and pay a deposit on their first year's membership in order to run affiliated events under WENZ rules. Payment of the balance of the membership will be due within three months of the initial application or the membership is void.

THE WORKING EQUITATION PHASES

There are four phases or tests that make up a Working Equitation competition. The first three, Flatwork, Ease of Handling and Speed, are compulsory for both individual and team competitions. However there is no speed round at Introductory level. At Preparatory the speed may be substituted for a second Ease of Handling round at the discretion of the organising committee. Competitions should be run with the three phases running in the order: Flatwork, Ease of Handling and then Speed, preferably all on the same day.

The fourth phase - Cattle - is only to be included at Advanced and Masters, where facilities allow. These competitions are run under WAWE (World Association of Working Equitation) rules.

FLATWORK

- Prescribed tests are ridden at each level and are designed to evaluate the horse and rider and to be an assistance in training. The movements at each level build upon movements of the previous level and coincide with the type and difficulty of movements expected in the Ease of Handling and Speed phases at the corresponding levels.
- Each movement of the test is given a numerical score between 0-10, and collective marks are given at the end for paces, impulsion, willing cooperation, and the rider's position and effectiveness of aids.

EASE OF HANDLING

- Obstacles are set up to simulate the difficulties encountered by a horse and rider in the field. The goal of this phase is to negotiate the obstacles with accuracy, ease, smoothness and balance.
- Obstacles are numbered and are ridden in order. Each obstacle is given a numerical score between 0-10. Collective marks are given for transitions/ navigation, paces, impulsion, willing cooperation, the rider's position and effectiveness of aids, and a mark is also given for overall presentation of the horse and rider.
- Obstacles in EOH rounds are not considered "Live", ie may be ridden through prior to being completed.

SPEED

- The obstacles used in the Speed phase are ridden at speed with no evaluation of style or movement.
- Individual scores are based on elapsed time through the obstacles with time penalties added for mishandled obstacles.
- Obstacles in Speed rounds are not considered to be "Live", ie they may be ridden through prior to being completed.

CATTLE (Team events at Advanced and Masters)

- This phase tests the ability of the horse and rider to work, individually and as a team, with cattle.
- The objective is for each rider to individually sort, cut, and yard a pre-selected beast from the herd and then, as a team, put it in a designated yard. Please refer to the WAWE rulebook.

PERFORMANCE LEVELS

- All levels consist of compulsory Flatwork and Ease of Handling (EOH) phases. Speed is compulsory from Preliminary level onwards.
- At Introductory level, a second Ease of handling phase may be allowed at the organiser's discretion.
- At Preparatory level, the third phase may be a second Ease of handling or speed phase at the organiser's discretion.
- At all levels, show organisers may split classes. For example, they may split an introductory class into newcomer, young horse, junior rider or lead-rein, etc.

INTRODUCTORY

- This level is to Introduce the Working Equitation sport to children, Para-riders, green/young horses and beginner riders, in a safe environment.
- At this level the rider is allowed to be assisted on course by their supporter who may lead the horse at any point, communicate verbally with the rider and assist with the obstacles. Judging of lead rein combinations may be done as a separate category within the Introductory level class.
- This level is ridden at walk and trot only.
- There is to be no Speed round, however a second Ease of Handling round may be performed at the discretion of the organising committee.

PREPARATORY

- This level is designed to test the horse and rider combination's competence at performing basic patterns and simple obstacles in walk and trot only. Canter is not allowed.
- In the Flatwork phase working paces are required. 20 metre circles at trot, rein back and one-handed riding at walk are introduced. Transitions may be progressive and trot may be sitting or rising.
- In the Ease of Handling and Speed phases obstacles are performed at walk or trot, with some trot required to be shown between obstacles. This level must be ridden with the reins in two hands unless a 'free' hand is required to handle an obstacle.
- At this level, the third phase is either a second Ease of Handling round or a Speed round at the discretion of the organising committee.

PRELIMINARY

- This level is designed to test the horse and rider combination's competence at performing patterns and obstacles in walk and trot, with canter introduced.
- In the Flatwork phase canter is introduced, along with trot serpentine, stretching at trot, and rein back. Leg yield in walk is required and some one-handed riding at trot.
- In the Ease of Handling obstacles are performed at walk or trot, with some canter required between obstacles (no minimum number of canter strides). Not showing canter is a Course Error per occurrence. Upward and downward canter transitions can be progressive through trot or walk, or direct i.e. walk to canter. All obstacles should be performed in trot with the exception of the jump and the bank which may be cantered. Ease of Handling phase is to be ridden with the reins in two hands unless a 'free' hand is required to handle an obstacle.
- In the Speed phases all obstacles are to be performed at walk or trot, with the exception of the jump and the bank which may be cantered. Some canter may be shown between obstacles.

NOVICE

- This level introduces some obstacles at canter.
- In the Flatwork Phase the movements required are: $\frac{1}{2}$ 10 metre trot circles, simple changes through walk or trot, 15 metre canter circles, leg yield/half pass, reinback and $\frac{1}{2}$ turns on haunches are introduced.
- In the Ease of Handling phase canter is required both between and within the obstacles, except for the slaloms, which may be performed at trot or canter. If cantered, changes may be through walk or trot.
- Transitions are made at markers and are closer together. Transitions into and out of obstacles may be progressive. Changes of lead may be through trot or walk.
- In Speed, the single and double slalom obstacles may be cantered.

ELEMENTARY

- This level is designed to prepare combinations to compete at the upper levels, and introduces flying changes and collected canter.
- In the Flatwork phase: one-handed trot, simple changes (canter-walk-canter) or flying changes, leg yield/half pass at trot, 15 metre canter circles. Shoulder-in, medium and collected canter are introduced.
- In the Ease of Handling phase, flying changes or simple changes are allowed. Canter-walk transitions and simple changes should not include trot steps.
- This level is to be ridden predominantly with two hands, however riders may choose to execute an obstacle one-handed in preparation for higher levels. If the rider wishes to adjust reins while riding one handed, shortening of the reins may be done from above the hand carrying the reins, or by adjusting the reins from the sides of the hand carrying the reins. This will depend on how the rider is holding the reins. No time limit is required or penalised while adjusting the reins. No DQ will apply to shortening of the reins unless it relates to loss of control that causes an error. Collective Scores for Rider will reflect good or poor management of the reins.
- Counter canter is permissible.
- In both Ease of Handling and speed, if the rider drops any item, the penalty in EOH is a zero score for that obstacle, or in Speed 60 seconds is added per occurrence.

MEDIUM

- This level is designed to further prepare combinations to compete at the higher levels.
- In the Flatwork phase the horse is expected to show more collection and suppleness. Introduced are collected canter, collected walk and trot, medium trot, walk ½ pirouette, walk half pass, collected canter 10 metre circles, medium canter 15 metre circles, steeper collected trot half pass, collected trot ½ 10 metre circles, halt to canter and canter to halt. Rein back to canter, one-handed canter, flying changes of lead.
- In Ease of Handling phase flying changes are required. Riders should ride one-handed between the obstacles and may do so in the obstacles in preparation for higher levels.
- If the rider wishes to adjust reins while riding one handed, shortening of the reins may be done from above the hand carrying the reins, or by adjusting the reins from the sides of the hand carrying the reins. This will depend on how the rider is holding the reins. No time limit is required or penalised while adjusting the reins. No DQ will apply to shortening of the reins unless it relates to loss of control that causes an error. Collective Scores for Rider will reflect good or poor management of the reins.
- In both Ease of Handling and speed, if the rider drops any item, the penalty in EOH is a zero score for that obstacle, or in Speed 60 seconds is added per occurrence.

ADVANCED & MASTERS LEVELS

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

Level Selection

- The rider may select the level they believe is most appropriate for the horse/rider combination. This allows for good welfare decisions for Horse and Rider.
- As WENZ does not have horse Passports or proof of age, it is acknowledged we allow a certain level of trust for the age requirements and as such advise riders that the welfare of horses is always the first consideration in competing. Blatant abuse of the above rule will not be tolerated.
- On a single day at a show, a horse may be competed by two different riders in introductory, or in introductory and one other level (up to and including Novice).
- A horse-rider combination may not compete twice on the same day, but may compete twice in a show (in different levels) if spread over two days (ie different levels on different days).

TACK AND ATTIRE

GENERAL

- All tack at all performance levels, regardless of tradition, must include a saddle with stirrups, and a bridle with reins securely attached.
- Competitors should preferably use the same tack and attire in all phases. Changes in tack, equipment, and clothing are allowed provided they follow phase rules and maintain the same style throughout the competition.
- Stallions must be identified by a red stallion tag on both sides of the bridle.

TACK

Bits

- Bits of rubber, nylon or other synthetic material are allowed as well as mixed metal bits.
- Fixed and loose ring Snaffles, Pelhams and Kimblewicks are permitted.
- Double bridle is acceptable from Novice level.
- Bit guards are allowed.
- A snaffle chin strap is allowed and must be a minimum of 2 cm in width.
- Curb chains may be chain or leather and must be a minimum of 2 cm in width. The curb chain must lie flat against the horse's chin.

Any allowed bit can be used regardless of tradition or discipline. The following bits are not allowed:

- Mechanical hackamores
- Gag bits
- Twisted or wire bits
- Elevator bits
- Combination bits
- Dr Bristol
- Peewee
- Shank bits that exceed 10 cms in shank length as measured from the mouthpiece to the bottom where it attaches to the rein
- Any bit with a port higher than 3.5cms.
- Spade bits.
- Any bit considered inhumane by the Judge.

Bitless

- Natural or authentic bosal hackamores are allowed, as are flower, star, or wheel hackamores, so long as the reins are attached to the flower, star or wheel itself, and not to a shank.
- Bitless bridles must not self-tighten (crossunders) or have shanks, must have a browband or split ear-piece and have reins attached.
- A combination of snaffle bit and bitless with two reins is permitted.

Nosebands

- Nosebands are not compulsory but if worn must be adjusted to allow room for at least two fingers (or gauge as supplied by WENZ) placed vertically under the noseband on the nasal planum. This should be checked by the Gear Steward prior to the commencement of competition.

Saddles

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

Spurs

- Spurs, including rowels, must be blunt (with rounded edges).
- Excessive use of the spurs will not be tolerated and may be grounds for Elimination.
- Riders aged under 12 years are not permitted to use spurs.

Whips

- A whip may be carried and used as an aid from Introductory to Medium level provided that:
 - it does not exceed 1.2m in length Including the lash) for a horse
 - it does not exceed 1m in length (including the lash) for a pony
- The whip may be dropped during a round with no penalty.
- A whip, if carried, must be held with the same hand that is holding the reins, not in the free hand when doing obstacles. Penalty is -5 points per occurrence.

Boots And Leg Protection

- Protective boots and bell boots are not permitted in the Flatwork phase. Hoof boots are permitted.
- Protective boots, hoof boots and bell boots are permitted in Ease of Handling, Speed and Cattle phases.
- Bandages are prohibited in the warmup and in all phases.
- All boots must be humane.

Other Equipment

- Neck straps are allowed at all levels and must be attached to the saddle by at least one single point.
- Monkey grips are allowed at all levels.
- Breastplates and cruppers are permitted.
- Nose nets may be used, but must be discreet and must not cover the mouth of the horse.
- Fly hoods (ear covers) are permitted for competition in order to protect horses from insects. The fly hoods should be discreet and should not cover the horse's eyes. After completion of the phase, the rider or his/her representative is responsible for removing the fly hood to present it to the Gear Steward for inspection. The Gear Steward will also visually inspect for earplugs.

Prohibited Equipment

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

- Halters, headstalls, rope halters with lead rope
- Tie downs
- Tongue ties
- Martingales of any kind
- Studded, chain, or metal cavessons/nosebands
- Metal core nosebands/serretas
- Studded, spiked curb chain or chinstraps
- Bearing, side, draw, or balancing reins
- Blinkers
- Earmuffs or ear plugs
- Leg bandages and wraps
- Bits as per Bit Section above
- Electronic communication devices including Headphones and Earphones may be used in the warm up arena but are prohibited in the competition arena.

ATTIRE

WENZ promotes Working Equitation as a sport for all riders across all disciplines. Therefore the types of attire allowed are broad and may include:

- Pony Club/Riding Club/WE Club Uniform
- English riding attire (ie jacket, breeches and boots/chaps/gaiters)
- Western riding attire
- Stock horse attire
- Traditional Portuguese/Spanish type attire
- Side-Saddle attire
- All shirts must have sleeves (no tank tops/singlets) and long sleeves are preferred.
- Boots must be heeled and suitable for riding.
- Tack and attire should match wherever possible, eg western saddle and bridle with western attire.
- Attire should be neat and tidy and workmanlike. Muted colours such as dark green, navy, and beige are preferred – remember you are going for the look of calmly working stock on a farm – not frightening them!

Helmets

- A riding helmet is compulsory for all riders.
- Approved Protective headgear to current ESNZ Safety Standards is required for all riders under 18.
- Clubs or venues may require this standard for all riders, which should be stated on the entry schedule.

A mark out of ten (10) is given by the judges in the Ease of Handling phase for presentation of horse and rider, where the above rules will be taken into consideration.

THE PHASES

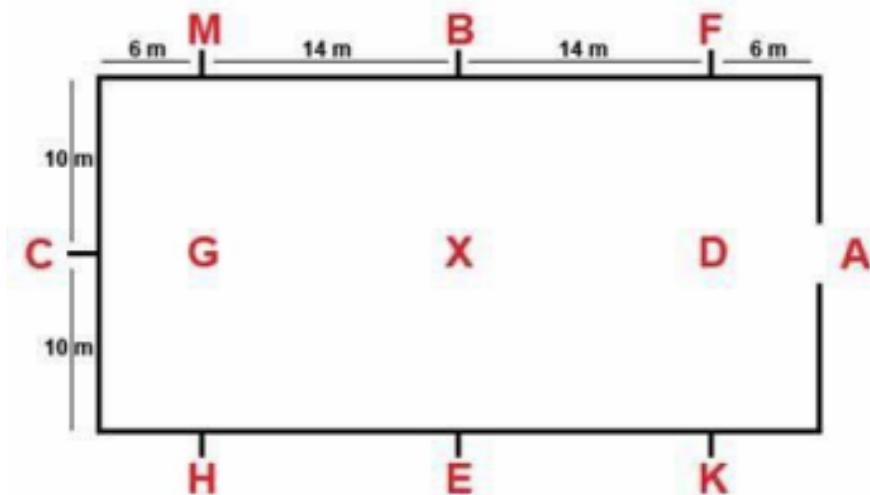
FLATWORK PHASE

Objective

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

Arena and Surrounding Area

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



Notes:

- The edges of the area may be marked out with poles, hay bales, rails on the ground or similar. If not fully enclosed, the corners of the arena must be marked at the actual corner and extend a minimum of two metres along each side.
- If the phase is held indoors, the side of the arena may coincide with the enclosure's side wall.
- The arena entrance, positioned at A, will be approx. 2m wide and need not necessarily be closed when a competitor is in the arena. The letter A should be at least 5m back from the entrance.
- There must, whenever possible, be a minimum distance of 5 metres between spectators and the arena. If this is not possible, spectators should be positioned at the maximum distance possible.

Performance of the Flatwork Phase

- The judge will ring the bell and give permission for the rider to enter the arena. The rider then has 60 seconds to enter through the gate at A.
- All riders must salute the judge at the beginning and end of the test from an immobile halt by a nod of the head and a sweep of the arm not controlling the reins.
- Callers are allowed at all levels. For Novice and above a penalty of -5 points will be deducted from the score. The caller may be stationed at either position E or B on the outside of the arena, or near if judges are stationed at those locations. The caller is limited to reading the movement as it is written once only. The caller may not give any information besides the directives on the test. If the caller gives additional information the rider is awarded a penalty of -5.

- If the rider has a medical exemption certificate stating the need for a caller the penalty will not be applied.
- Occasional use of a soft voice is allowed in the Flatwork phase. Loud or excessive use of the voice will be penalised by the judge in the collective marks for rider.
- When riding one handed the free hand is to be held on the rider's thigh, or across the body, and a whip, if carried, must be held with the same hand that is holding the reins, not in the free hand. The free hand should be the same as the one used in the EOH round, i.e. the right hand for right handed riders. A rider carrying the free hand incorrectly will be penalised by a loss of marks within that movement. Shortening of the reins may be done from above the hand carrying the reins, or by adjusting the reins from the sides of the hand carrying the reins. This will depend on how the rider is holding the reins. No time limit is required or penalised while adjusting the reins. No DQ will apply to shortening of the reins unless it relates to loss of control that causes an error. Collective Scores for Rider will reflect good or poor management of the reins.

Errors of Course

- An error of course is defined as a change in the sequence of movements that alters the course of the test or performed intentionally in the incorrect gait.
- In the event of any error, the judge may ring the bell and notify the competitor of the error.
- The competitor must resume the test at the point indicated by the judge to correct the error and continue with the test.
- Two points will be subtracted for the first error, and 4 points for the second error. The third error will result in disqualification.

Marking Scale

The scale of marks for Flatwork at Introductory level is as follows:

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

The scale of marks for Flatwork at Preparatory level and above is as follows:

Mark	Descriptor	Phase Criteria
0	Not Performed	Failed to perform movement
1	Very Bad	Major Conflict Behaviour at any point of movement eg bucking / rearing / bolting
2	Bad	Opposing Response at any point of movement eg shying / stopping / kicking out
3	Fairly bad	High levels of tension in the horse E.g. breaking gait, flight posture, tail swishing.
4	Insufficient	The movement will be free from high levels of tension & stress, but may have poor geometry.
5	Sufficient	The movement will be recognisable (good geometry) with a fairly relaxed horse.
6	Satisfactory	As above (5) but gaits must be pure and the tempo correct and maintained without repeated aids. Horse may not be predominantly behind the vertical.
7	Fairly Good	As above (6) but the alignment (straightness and bend) of the horse must be correct and must be maintained without repeated aids.
8	Good	As above (7) but rider posture must be correct and the horse must be in an uphill balance with the horse in self carriage.
9	Very Good	As above (8) but with correct posture and frame of horse
10	Excellent	As above (9) but with that certain X - Factor of poise, precision and grace

Collective Marks at all levels are given for:

- **Paces** - Rhythm, clarity, freedom and regularity.
- **Impulsion** - Desire to move forward, availability and readiness for any task at hand.
- **Willing Cooperation** - Harmony, confidence, bend, straightness, acceptance of contact, lightness of forehand, ease of movement.
- **Rider - Position**: alignment, posture, stability, weight placement, & following mechanics of the gaits.
Effectiveness of the aids: clarity, subtlety, independence, and accuracy.

Penalties/Grounds for Disqualification

Penalties

- If not a fully enclosed arena (i.e. discontinuous uprights) the competitor may not be penalised for leaving the arena during the test provided that the exit and re-entry are performed rapidly and within very close proximity to the line demarcating the arena. If the horse deviates more than this the competitor will be disqualified.
- Outside assistance (-5 point penalty each occurrence). At Introductory level an assistant is allowed but the judge must be notified of this prior to the commencement of the round.
- For Novice and above a penalty of -5 points will be deducted from the score if using a caller.
- With the exception of the Introductory level, if a caller gives additional information to the rider, the rider will be awarded a penalty of -5 for each occurrence.

Disqualification

- If a fully enclosed arena, stepping over any of the sides of the arena with all four legs.
- If not a fully enclosed arena, all four feet of the horse leaving the marked arena for a period of more than 5 seconds.
- Refusal to move forward for a period of more than 15 seconds.
- Failure to correct a course error as advised by the judge.
- Three course errors.
- Fall of the horse and/or rider is elimination.

EASE OF HANDLING PHASE

Objective

The Ease of Handling phase is designed to represent difficulties that a horse and rider would encounter while working in the field. The objective is to show both the rider's and horse's capacity for calmness, precision, style, and regularity in performing the obstacles, providing evidence of harmony between the horse and rider. This phase is not timed.

Arena and Surrounding Area

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

Performance of the Ease of Handling Phase

- Before the start of the phase, competitors may join the Head Judge or the Course Designer to walk the course on foot. This is in order to acquaint themselves with the obstacles and understand the course directives. If a Rider opts not to join in this course walk, the judge must be notified prior to it commencing.
- Riders taking part are expected to attend in full competition attire unless otherwise specified by the Head Judge or Organising Committee. If riders aren't correctly attired, they may be asked to change, but the course walk will not be held up while they do so. The course will be open to the riders and trainers for a minimum period of 30 minutes.
- The Head Judge, or Course Designer in accordance with the Head Judge's instructions, will signal the course's opening and closing times with a bell or by verbal instructions.
- Any adjustment or alteration to obstacles or position of obstacles can only be made by the Head Judge and Course Designer before the completion of the course walk.
- The phase should begin no less than 30 minutes after the completion of the course walk.
- The rider must enter and depart the arena mounted through the designated gate.
- The Judge will give their authorisation for the start of the phase by ringing the bell. Once the bell has been rung, competitors have 60 seconds to salute the judge from an immobile halt and pass through the start markers.
- Riders will salute the judge with a slight nod of the head and a sweep of the arm not controlling the reins.
- Obstacles in EOH rounds are not considered to be "Live", ie they may be ridden through prior to being completed.
- On completion of the phase, competitors must pass through the finish markers in the correct direction, come to a halt facing the judge and salute.
- Any entry and exit flags, numbers and transition markers are considered part of the obstacle. If any part of an obstacle is knocked over up to Novice level, a score of no more than 4 can be awarded for that obstacle. At Elementary & above, a zero score will apply for the obstacle.
- Any obstacle may be included twice in a course, but must be performed in opposite directions.
- All levels of riders may have a caller during the EOH phase. For Novice and above a penalty of -5 points will be deducted from the score unless the rider has a medical exemption certificate, in which case the penalty will not be applied. The caller may be stationed outside of or within the arena out of the line of travel. Only the obstacle name and directive may be called.
- Transition Markers are compulsory for the following obstacles: Single Slalom; Double Slalom; Pole Halt; Side Pass; Water; Bridge. Transition markers must be placed a minimum of 1m before the obstacle, and 2m after the obstacle, except in the base of slaloms where the distance must allow room for loops in keeping with training levels.

- Where transition markers are present, the horse will transition to the required gait prior to the markers indicating the point of transition.
- Occasional use of a soft voice is allowed in the Ease of Handling phase. Loud or excessive use of the voice will be penalised by the judge in the collective marks for rider.
- Accidental breaking of gait between obstacles will be penalised under collective marks for navigation and/or willing cooperation. Deliberate showing of the incorrect gait between obstacles will be penalised as a course error. Eg if canter between obstacles is not shown at Preliminary level.

Penalties

- Failure to salute the judge before or after the round (-5 point penalty for each occurrence).
- Outside assistance (-5 point penalty each occurrence).
- For Novice and above a penalty of -5 points will be deducted from the score if using a caller.
- With the exception of the Introductory level, if a caller provides additional information to the rider, the rider will be given a penalty of -5 for each occurrence.
- Leaving the arena unmounted or not through the designated gate (-5 penalty for each occurrence)
- Inconsistent Use of Hand (zero mark per obstacle).
 - When operating obstacles (e.g. the pole, the gate, moving a cup, the bell), the rider must use the same hand consistently throughout the phase and may not switch hands or use different hands on different obstacles.
 - The hand used at the first obstacle will be deemed the working hand. A zero mark will be given for subsequent obstacles where there is an inconsistent use of the hand.
- If a whip is carried, it must be in the same hand as that on the reins, not the free hand used for obstacles, or -5 penalty is incurred per obstacle.

Errors of Course

- An error of course / course error is defined as a change in the sequence of movements that alters the course of the test or performed intentionally in the incorrect gait.
- In the event of any error, the judge may ring the bell and notify the competitor of the error.
- The competitor must resume the test at the point indicated by the judge to correct the error and continue with the test.
- Five marks will be deducted for each of the first two course errors and Disqualification will occur after the third, which the judge will signal by ringing the bell.

A course error is deemed to have occurred if the combination:

- Starts to perform an obstacle without having completed the previous obstacle (unless waived on by the judge).
- Approaches one of the obstacle's components without passing between the transition markers (if present).
- Does not perform the correct movements within the obstacle.
- Begins to perform the next obstacle without having corrected a course error.
- Travels between obstacles at the incorrect gait e.g. Walking between obstacles at Preliminary.

Avoidance of course error:

- Failure to perform an obstacle may be remedied before passing through the entry approach markers/flags of the next obstacle, or starting to perform the next obstacle (in the case where entry markers are not present).
- After attempting the obstacle the rider may signal the Judge for permission to move on to the next obstacle.

Disqualification

- Competitors have 60 seconds from the time the bell has been rung to begin the phase, after which time they will be disqualified for failing to begin.
- Touching the obstacles (hand or horse) prior to the bell.
- Shortening of the reins may be done from above the hand carrying the reins, or by adjusting the reins from the sides of the hand carrying the reins. This will depend on how the rider is holding the reins. No time limit is

required or penalised while adjusting the reins. No DQ will apply to shortening of the reins unless it relates to loss of control that causes an error. Collective Scores for Rider will reflect good or poor management of the reins.

- 3 course errors = Disqualification
- 3 Refusals:
 - A refusal occurs when a horse has presented to an obstacle, and clearly ceases forward motion or takes a step backwards or sideways away from the obstacle.
 - The judge may also ask the rider to move on if the horse is becoming unduly stressed
 - After three unsuccessful attempts the following applies:
 - ★ *At Introductory to Preliminary levels, on the third failed attempt of an obstacle the judge will signal the rider to move to the next obstacle and the judge(s) will give a zero (0) mark for the obstacle.*
 - ★ *At Novice and above, this will result in Disqualification.*
- Passes through the start/finish markers in the direction opposite of that indicated on the course map.
- Passes through the start/finish markers before all obstacles of the course have been executed.
- Leaving the competition arena with all four feet.
- Refusal to move forward for a period of more than 15 seconds
- Failure to correct a course error as advised by the judge
- Fall of horse and/or rider is Elimination.

Marking Scale (Ease of Handling)

The scale of marks for Ease of Handling at Introductory level is as follows:

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

Half marks are acceptable.

The scale of marks for Ease of Handling at Preparatory level and above is as follows:

Mark	Descriptor	Phase Criteria
0	Not Performed	Missed obstacle / dropped cup or spear etc / knocked jump / 3 refusals
1	Very Bad	Major Conflict Behaviour at any point of obstacle eg bucking / rearing / bolting
2	Bad	Opposing Response at any point of obstacle eg shying / stopping / kicking out
3	Fairly bad	High levels of tension in the horse eg breaking gait, flight posture, tail swishing.
4	Insufficient	The movement will be free from high levels of tension & stress, but may have poor geometry.
5	Sufficient	The movement will be recognisable (good geometry) with a fairly relaxed horse.
6	Satisfactory	As above (5) but gaits must be pure and the tempo correct and maintained without repeated aids. The horse must not be predominantly behind the vertical.
7	Fairly Good	As above (6) but the alignment (straightness and bend) of the horse must be correct and must be maintained without repeated aids.
8	Good	As above (7) but rider posture must be correct and the horse must be in an uphill balance with the horse in self carriage
9	Very Good	As above (8) but correct posture and frame of horse
10	Excellent	As above (9) but with that certain X - Factor of poise, precision and grace

Half Marks are acceptable.

Collective Marks at all levels in EOH are given for:

- **Navigation** - Crisp, accurate, uphill transitions between gaits. Transitions should be fluid, balanced, and soft, with minimal delay. Efficiency of course lines to obstacles; correct leads and bend. Prescribed gait between obstacles.
- **Impulsion** - Desire to move forward, availability and readiness for any task at hand.
- **Willing Cooperation** - Harmony, confidence, bend, straightness, acceptance of contact, lightness of forehand, ease of movement.
- **Rider - Position**: alignment, posture, stability, weight placement, and following mechanics of the gaits.
Effectiveness of the aids: clarity, subtlety, independence, and accuracy.
- **Presentation** - Overall impression of horse/rider combination in terms of cleanliness & the correctness of tack, clothing & equipment. This mark is not related to performance.

SPEED PHASE

Objective

- The Speed Phase is judged solely on the time taken to complete the course, plus any time adjustments for bonuses or penalties.
- The obstacles are executed as quickly as possible, without any concern for style.
- This phase provides evidence of the rider's coordination and anticipation, and the horse's willing cooperation, speed, and attention.

Arena and Surrounding Area

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

Performance of the Speed Phase

- The scoring in this phase is based on the time taken to complete the course by each competitor, plus any time penalties accrued through faults, minus any reductions for bonuses.
- The phase is performed with all, most or different of the obstacles from the Ease of Handling phase. The order of the obstacles and the placement of the flags may be changed. A separate course map will be provided in this case.
- Obstacles in Speed rounds are not considered to be "Live", ie they may be ridden through prior to being completed.
- Introductory Level - no Speed round, but there may be a second Ease of Handling round at the discretion of the OC. This may be shorter or otherwise different to the first round.
- Preparatory Level - A Speed round OR a second Ease of Handling round may be provided at the discretion of the OC. This may be shorter or otherwise different to the first round. Some trot should be shown between obstacles.
- At Preliminary level, some canter should be shown between obstacles as per the requirement for EOH.
- From Preparatory to Novice Levels, if any part of an obstacle is dropped or knocked over, including marker flags, numbers & transition markers, the rider will receive a penalty of 20 seconds for each instance.
- At Elementary and above, if any obstacle is dropped or knocked over, including marker flags, numbers & transition markers, the rider will receive a penalty of 60 seconds for each instance.

Timers

- The event is timed from the moment the horse's nose passes between the start markers until the horse's nose crosses the finish markers. The start and finish markers may or may not be in the same place.
- This phase may be timed manually or using electronic time equipment.
- If manually timed there must be two stopwatches operated by separate time stewards/judges. The fastest time taken will be used as the official time. If one stopwatch malfunctions, the time recorded by the other stopwatch will be the official time.
- If electronic time equipment is used, an additional back-up stopwatch must also be used. In event of a malfunction in the electronic system, the time recorded by the back-up stopwatch will be the official time.

Speed Directives

- The rider must enter and depart the arena mounted through the designated gate.
- The judge will give their authorisation for the start of the phase by ringing the bell. Once the bell has been rung, competitors have 60 seconds to salute the judge from an immobile halt and pass through the start markers.
- Riders will salute the judge with a slight nod of the head and a sweep of the arm not controlling the reins.
- On completion of the phase, competitors must pass through the finish markers in the correct direction, come to a halt facing the judge and salute.
- Any entry and exit flags, numbers and transition markers are considered part of the obstacle. If knocked over, a time penalty of +20 seconds will apply for Preparatory to Novice Levels, and for Elementary and above, a time penalty of +60 seconds will apply.

- Transition Markers are compulsory for the following obstacles: Single Slalom; Double Slalom; Pole Halt; Side Pass; Water; Bridge. Transition markers must be placed a minimum of 1m before the obstacle, and 2m after the obstacle, except in the base of slaloms where the distance must allow room for loops.
- Where transition markers are present, the horse will transition to the required gait prior to the markers indicating the point of transition.
- Passing through the Start/Finish flags before all obstacles have been completed results in Disqualification.
- All levels of riders may have a caller during the Speed Phase. For Novice and above a penalty of 20 seconds will be added to the time unless the rider has a medical exemption certificate. The caller may be stationed outside of or within the arena out of the line of travel. Only the obstacle name and directive may be called.
- Use of the voice is allowed in the Speed Phase.
- Fall of horse and/or rider is Elimination.
- The Speed Phase master sheet with times and penalties/bonuses must be displayed on the scoreboard after the phase has ended and all scores have been posted. It is recommended that individual rider score sheets be provided for the Speed phase, as for FW & EOH (templates available on the WENZ website).

Special Characteristics of Various Obstacles in the Speed Round

- The Stockyard is only to be performed in one direction, the direction is at the rider's discretion.
- For both the 2 Barrel & 3 Barrel obstacles, the direction around the first barrel is at the rider's discretion.
- For the Sidepass Poles - the direction is at the rider's discretion.
- The Gate in the Speed Phase will conform to the dimensions outlined in the Ease of Handling description of the obstacle, and halts are not required. At Preparatory, the gate will be opened and hung up on the hinge end. A Rope Gate is permitted in the Speed round at all levels, and a Solid Gate is also permitted at Preliminary and above.
- The Jug is not included in the Speed Phase.
- In the Bell Corridor no halt is required when ringing the bell (at all levels).
- In Preparatory - no halt is required over the sidepass pole.
- In Preliminary, the Jump and Bank obstacles may be done at trot or canter.
- The water obstacle may be walked, trotted or cantered in the Speed round.
- In the Single and Double Slalom, lead changes are not required and are not specified.
- A bonus of -10 seconds will be given for spearing the ring or knocking the ball, provided no penalties are incurred at that obstacle.

Please refer to the table below for a list of penalties and bonuses in the Speed Round. More detail can be found under the Section on Obstacles.

ERROR	DESCRIPTION	PENALTY
Knocking over or dislodging part of any obstacle.	Includes jump and transition markers, flags, numbers etc	+20
Failure to complete any obstacle	Up to Novice level Elementary & Above	+20 DQ
Dropped object (eg spear, cup, knock ball, kiwi pick up)	Up to Novice level Elementary & Above	+20 +60
Failure to salute the judge(s) Applies to both before and after the phase	Up to Prelim Level Novice & above	+20 /occurrence DQ
Not passing through start/finish flags		DQ
Passing through start/finish flags in the wrong direction or at any time other than at the Start or Finish	Up to Prelim Level Novice & above	+20 DQ
Gate	The rope gate may not be passed over the rider's head	DQ
Sidepass/Step over Pole	Any leg stepping off the pole while negotiating the obstacle, or break of gait at any stage within the transition markers.	+20
Pick Up Pole / Spear Ring / Drop Off Pole & Knock Ball: If any penalties are incurred while doing these obstacles, no bonus can be awarded.	Spearing the ring or knocking the ball with the butt end of the pole. Placing pole tip end into the barrel	+20 +20
Bridge	Clear break of gait on the bridge (anywhere between transition markers)	+20
At Preparatory level more than 3 canter strides at any stage on course or within an obstacle	At 3 occurrences the combination will be disqualified	+20 each time, DQ the third time
At Preliminary level more than 3 canter strides during the obstacles	At 3 occurrences the combination will be disqualified	+20 each time, DQ the third time
Clear break of gait at any point within transition markers (if used)	Per occurrence	+20
Taking more than 15 seconds to begin an obstacle once approached		DQ
Caller at Novice level and above		+20
KnockBall (Bonus)	Does not apply if any penalties incurred	-10
Spearing the Ring (Bonus)	Does not apply if any penalties incurred	-10

THE OBSTACLES



KIWI PICKUP

Construction

- Two secure platforms 1 metre or higher, not exceeding 1.6 metres.
- The distance between the platforms must be at least 10 metres.
- The pickup item can consist of an object that is not scary, flappy or unsafe for all riders to pick up. Examples include an oilskin coat tied in a bundle, gumboot, saddle bag, hessian sack, cowboy hat, stockwhip or soft toy.

Performance

- At Introductory level the obstacle is performed at walk and halt for pickup/drop off is allowed.
- At Preparatory and Preliminary the obstacle is performed at walk or trot and the pickup/drop off is completed while moving.
- At Novice to Medium the obstacle is performed at a walk or canter and the pickup/drop off is completed while moving.
- If transition markers are present the horse will transition down at the on approach to pickup and dropoff stands. The competitor will pick up the item while the horse is in motion (or at halt at intro), then continue to the dropoff stand at the prescribed gait, depositing the item in motion (or at halt at intro). If performed at the wrong gait, a 0 (zero) mark is given.

GAIT REQUIRED	Intro	Prep	Prelim	Nov	Elem	Med
Gait Between Obstacles	W/T	T	C	C	C	C
Kiwi Pick up / Drop Off	W	W/T	W/T	W/C	W/C	W/C

If the item is dropped, knocked from the stand, or the obstacle is knocked over, the following apply:

Level	Phase	Action	Penalty
Intro-Novice	EOH	Move On	Score = 0
Prep-Novice	Speed	Move On	+20 secs
Elementary +	EOH	Move On	Score = 0
	Speed	Move On	+60 secs

If performing the obstacle at canter (Novice & above), to be awarded a higher EOH score the horse should be travelling on the correct canter lead (right canter if rider is right handed, left canter lead if rider is left handed).

THE OBSTACLES

PICKUP POLE



Construction

- One open top, well-balanced, and lightly weighted barrel.
- Wooden, bamboo or metal pole, approximately 2.4 metres to 3.5 metres long, with a diameter of 25-30mm. A pole no longer than 2.5 metres is suggested for Intro and Prep.
- The pole is placed in the barrel, butt end down. The tip end should be easily identified as such by a pronounced taper or distinctive colouring.
- The rider may request a steward to adjust the position of the pole. The pole must be positioned pointing away from the approach for safety. The rider should not alter the pole themselves.

Performance

- At Introductory level the obstacle may be ridden as a straight line beside the 3 parts of the obstacle using one or two hands in walk or trot, with no requirement to carry the pole.
- At Preparatory the obstacle may be performed at either the walk or the trot. The judge will consider the additional difficulty of the trot when awarding marks.
- At Preliminary the obstacle must be performed at the trot.
- At Novice and above the obstacle must be performed at the canter.
- This obstacle must be performed in motion, and the rider will be marked down for halting or circling the barrel.
- If performing the obstacle at canter (Novice & above), to be awarded a higher EOH score the horse should be travelling on the correct canter lead (right canter if rider is right handed, left canter lead if rider is left handed).
- This obstacle may be used in conjunction with Spear Ring and Replace Pole, or with the Knock Ball, and it is first in the sequence. When used in a connected series (e.g. a, b, c) these obstacles must be scored as a single obstacle.
- If there are other obstacles encountered between them, then they are scored separately (e.g. if Pickup Pole and Spear Ring obstacles are performed in sequence, and another obstacle is performed before Replace Pole, then Pickup Pole and Spear Ring are scored as a single obstacle and Replace Pole is scored as a separate obstacle).
- The Jump, Bank or Water obstacles are not to be performed carrying the pole below Novice level in EOH or Speed.
- In Preliminary it must be numbered as one obstacle with parts a, b and c, as the gait within these elements must be trot.
- If the pole has not been replaced after the previous competitor, the current rider will stop and signal to the steward and wait while the pole is replaced, and then continue with no penalty.

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

If the pole is dropped or any part of the obstacle is knocked over, the following apply:

Level	Phase	Action	Penalty
Intro-Novice	EOH	Move On	Score = 0
Prep-Novice	Speed	Move On	+20 secs
Elementary +	EOH	Move On	Score = 0
	Speed	Move On	+60 secs

THE OBSTACLES

SPEAR RING



Construction

- One to three supports and rings with an inside diameter of more than 15cm.
- When multiple supports and rings are used, the supports will be of varying heights between 80cm and 1.5 metres. The supports should not extend significantly beyond the ring placed on them.

Performance

- At Introductory level the obstacle may be ridden as a straight line beside the 3 parts of the obstacle using one or two hands in walk or trot, with no requirement to carry the pole.
- At Preparatory the obstacle may be performed at either the walk or trot.
- At Preliminary the obstacle must be performed at trot.
- At Novice and above the obstacle must be performed at the canter. This obstacle must be performed in motion, and the rider will receive a lower score for halting at the ring.
- If performing the obstacle at canter, to be awarded a higher EOH score the horse should be travelling on the correct canter lead (right canter if rider is right handed, left canter lead if rider is left handed).
- The rider will spear the ring with the tip end of the pole at the required gait.
- The Spear ring may be either part of a series including the Pickup pole and replace pole or at Novice and above it may be a stand alone obstacle. This allows Novice and above riders to complete other obstacles while carrying the pole.
- If part of a series with the Pickup pole and replace pole, they will be scored as a single obstacle.
- In Preliminary it must be numbered as one obstacle with parts a, b and c as the gait within these elements must be trot.
- If the ring has not been replaced after the previous competitor, the current rider will stop and signal to the steward and wait while the ring is replaced, and then continue with no penalty.
- In the EOH phase, from Prep to Novice level, if the ring is missed or dropped, or no clear attempt is made to spear it, the rider should continue without stopping and the Judge will deduct one mark from this obstacle score. It is more important that the horse stays straight and balanced, than the rider spears the ring at the expense of this.
- In the Speed phase, if the ring is successfully speared and replaced with the pole, a bonus of -10 seconds will be applied, as long as no penalty has been incurred.

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

If the ring is missed or dropped, or no clear attempt is made to spear it, the following apply:

Level	Phase	Action	Penalty
Intro	EOH	Move On	No penalty
Prep-Novice	EOH	Move On	Deduct 1 point
Prep-Novice	Speed	Move On	No penalty
Elementary +	EOH	Move On	No penalty
	Speed	Move On	+60 secs

THE OBSTACLES

KNOCK BALL

Construction



- A support between 1 metre and 1.6 metres in height on to which a ball is placed.
- The support should not extend significantly beyond the ball placed on top of it.
- A smaller ball (tennis ball size) may be used for Elementary and above.
- The ball must be made or filled in such a way that it will not bounce.

Performance

- At Introductory level the obstacle will be performed at walk only.
- At Preparatory the obstacle may be performed at either the walk or trot. The judge will consider the additional difficulty of the trot when awarding marks.
- At Preliminary the obstacle must be performed at trot.
- At Novice and above the obstacle must be performed at the canter.
- The rider aims to knock the ball off the support with the tip of the pole.
- This obstacle must be performed in motion, and the rider will receive a lower score for halting at the ball.
- If performing the obstacle at canter, to be awarded a higher EOH score the horse should be travelling on the correct canter lead (right canter if rider is right handed, left canter lead if rider is left handed).
- This obstacle must be used in conjunction with Pickup Pole and Replace Pole. When used in a connected series (e.g. a, b, c) these obstacles must be scored as a single obstacle.
- In Novice & above, if other obstacles are encountered between them, they are scored separately (e.g. if Pickup Pole and Spear Ring obstacles are performed in sequence, and another obstacle is performed before Replace Pole, then Pickup Pole and Spear Ring are scored as a single obstacle and Replace Pole is scored as a separate obstacle).
- In Preliminary it must be numbered as one obstacle with parts a, b and c, as the gait within these elements must be trot.
- If the Ball has not been replaced after the previous competitor, the current rider will stop and signal to the steward and wait while the ring is replaced, and then continue with no penalty.

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

If the ball is missed or dropped, or no clear attempt is made to knock it, the following apply:

Level	Phase	Action	Penalty
Intro	EOH	Move On	No penalty
Prep-Novice	EOH	Move On	Deduct 1 point
	Speed	Move On	No penalty
Elementary +	EOH	Move On	No penalty
	Speed	Move On	+60 secs

In the Speed phase, if the ball is successfully knocked, a bonus of -10 seconds will be applied, as long as no penalty has been incurred.

THE OBSTACLES

REPLACE POLE

Construction

- One open top, well-balanced, and lightly weighted barrel.
- Wooden, bamboo or metal pole, approximately 2.4m to 3.5m in length, with a diameter of 25- 30mm. A pole no longer than 2.5m is suggested for Introductory and Preparatory.
- The pole is placed by the rider in the barrel, butt end down. The tip end should be easily identified as such by a pronounced taper or distinctive colouring.

Performance

- At Introductory level the obstacle may be ridden as a straight line beside the 3 parts of the obstacle using one or two hands in walk or trot, with no requirement to carry the pole
- At Preparatory the obstacle may be performed at either the walk or the trot. The judge will consider the additional difficulty of the trot when awarding marks.
- At Preliminary the obstacle must be performed at the trot.
- At Novice and above the obstacle must be performed at the canter.
- This obstacle must be performed in motion, and the rider will receive a lower EOH score for halting or circling the barrel.
- If performing the obstacle at canter, to be awarded a higher EOH score the horse should be travelling on the correct canter lead (right canter if rider is right handed, left canter lead if rider is left handed).
- This obstacle may be used in conjunction with Pickup Pole, Spear Ring and Knock Ball. When used in a connected series (e.g. a, b, c) these obstacles must be scored as a single obstacle.
- In Novice & above, if other obstacles are encountered between them, they are scored separately (e.g. if Pickup Pole and Spear Ring obstacles are performed in sequence, and another obstacle is performed before Replace Pole, then Pickup Pole and Spear Ring are scored as a single obstacle & Replace Pole is scored as a separate obstacle).
- The Jump, Bank or Water obstacles are not to be performed carrying the pole below Novice level in EOH or Speed.
- In Preliminary it must be numbered as one obstacle with parts a, b and c, as the gait within these elements must be trot.

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

If the pole is dropped or any part of the obstacle is knocked over, the following apply:

Level	Phase	Action	Penalty
Intro	EOH	Move On	No Penalty
Prep-Novice	EOH	Move On	Score = 0
	Speed	Move On	+20 secs
Elementary +	EOH	Move On	Score = 0
	Speed	Move On	+60 secs

THE OBSTACLES

SWITCH CUP

Construction

- Two posts approximately 2 metres high. A cup is placed upside down on top of a post.
- The posts will be located adjacent to one another with 1.2-1.5 metres between them. For Junior riders the posts can be placed closer and lower, at the discretion of the judge.
- The side supports for the switch cup must not protrude at the base to the extent that they will interfere with the placement of the horses' feet in carrying out the required movements, or prevent them from getting close enough to the obstacle. For this reason, it is recommended that many jump wings are inappropriate for this obstacle.

Performance

- At Introductory level the obstacle will be entered at walk only.
- At Preparatory the obstacle may be entered at either the walk or the trot. The judge will consider the additional difficulty of the trot when awarding marks.
- At Preliminary the obstacle must be entered at the trot, the transition to halt may be through the walk.
- At Novice and above the obstacle must be entered at the canter.
- The horse and rider should transition to the required gait prior to the obstacle, and halt between the posts. The rider will then remove the cup and place it on the other post while the horse remains immobile. The rider will exit the obstacle at the required gait for the level. The exit will be when the horse's hindquarters have passed the poles, or the exit markers (if used).
- If the cup has not been replaced after the previous competitor, the current rider will stop and signal to the steward and wait while it is replaced, and then continue with no penalty.

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

If the cup is dropped or the obstacle is knocked over, the following apply:

Level	Phase	Action	Penalty
Intro	EOH	Move On	No Penalty
Prep-Novice	EOH	Move On	Score = 0
	Speed	Move On	+20 secs
Elementary +	EOH	Move On	Score = 0
	Speed	Move On	+60 secs

THE OBSTACLES

JUG



Construction

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

Performance

- At Introductory level the obstacle will be entered at walk only.
- At Preparatory the obstacle may be entered at either the walk or the trot. The judge will consider the additional difficulty of the trot when awarding marks.
- At Preliminary the obstacle must be entered at the trot, transition to halt may be through walk.
- At Novice and above the obstacle must be entered at the canter.
- Horse and rider may transition to the walk at the approach of the obstacle or may continue the prescribed gait to the obstacle. Horse and rider will halt alongside the table.
- The rider will raise the Jug above their head, and then place it back on the platform. The horse and rider will depart at the same gait as they approached the obstacle.

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

If the jug is dropped or the obstacle is knocked over, the following apply:

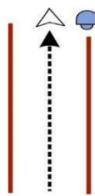
Level	Phase	Action	Penalty
Intro	EOH	Move On	No Penalty
Prep-Novice	EOH	Move On	Score = 0
	Speed	Move On	+20 secs
Elementary +	EOH	Move On	Score = 0
	Speed	Move On	+60 secs

The Jug must remain upright, if it falls over but remains on the platform the rider should continue to the next obstacle and the Judge will deduct one mark from the EOH obstacle score (All levels).

THE OBSTACLES

BELL CORRIDOR

Construction



- The corridor will consist of poles resting on supports, small fences, or walls at least 30cm in height. They will be placed parallel to one another and spaced a distance of 1.5 metres apart. The ends are open. The corridor will be about 3.5 metres long.
- A bell will be positioned on the right or left hand side at the end of the obstacle suspended at a height of about 2 metres. The ringer may be extended to allow young riders on small ponies to reach it.
- The corridor may be shaped in the configuration of an “L” from Novice level and above with a single corner. The bend may be in either direction.
- The support for the bell must not protrude at the base to the extent that it will interfere with the placement of the horses’ feet in carrying out the required movements, or prevent them from getting close enough to the obstacle. For this reason, it is recommended that many jump wings are inappropriate for this obstacle.

Performance

- At Introductory and Preparatory the obstacle must be entered at walk.
- At Preliminary the obstacle may be entered at walk or trot.
- At Novice and above the obstacle may be entered at walk or canter.
- The horse and rider transition to the required gait prior to the obstacle and will proceed to the end of the corridor and halt, and the rider will ring the bell.
- In Introductory and Preparatory the rider will proceed forwards after ringing the bell to exit.
- At Preliminary and above the horse and rider will then rein back beyond the entry point to conclude the obstacle.

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

If any part of the obstacle is dropped or knocked over, the following apply:

Level	Phase	Action	Penalty
Intro	EOH	Move On	No Penalty
Prep-Novice	EOH	Move On	Score = 0
	Speed	Move On	+20 secs
Elementary +	EOH	Move On	Score = 0
	Speed	Move On	+60 secs

At all levels, failure to ring the bell in EOH = 0 score (failure to complete)

Prep to Novice - failure to ring the bell in Speed = +20 seconds

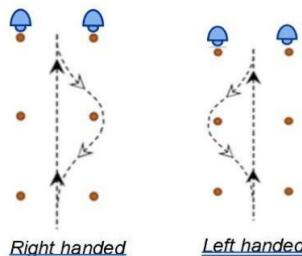
Elementary and above - failure to ring the bell in Speed = DQ

At all levels, no halt is required when ringing the bell in the Speed round.

THE OBSTACLES

REIN BACK CUP

Construction



- Two lines of posts, spaced 1.5 metres apart. Each line will have three posts spaced at least 3 metres apart.
- A cup is placed upside down on each post at the destination end of the line.

Performance

- This obstacle is not used at Introductory or Preparatory levels.
- At Preliminary and Novice the obstacle is entered at trot, with rein back straight between the posts.
- At Elementary and Medium the obstacle is entered at canter, with rein back slalom around the middle post on the side from which they took the cup.
- The horse and rider will enter, halt, pick up the cup, then rein back, halt and place the cup on the designated post.
- If the cup has not been replaced after the previous competitor, the current rider will stop and signal to the steward and wait while it is replaced, and then continue with no penalty.

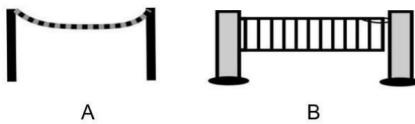
GAIT REQUIRED	Intro	Prep	Prelim	Nov	Elem	Med
Gait Between Obstacles	N/A	N/A	C	C	C	C
Entry to Rein-back Poles	N/A	N/A	T	T	C	C

If the cup is dropped or the obstacle is knocked over, the following apply:

Level	Phase	Action	Penalty
Prelim-Novice	EOH	Move On	Score = 0
	Speed	Move On	+20 secs
Elementary +	EOH	Move On	Score = 0
	Speed	Move On	+60 secs

THE OBSTACLES

GATE



Construction

- The gate may be made of rope (A) or solid (B). A solid gate can be used for Preliminary and above, and should swing on hinges and have a latch that can be easily worked from horseback with one hand. A rope gate should have a loop on each end (to be accessible for both left and right handed riders). The slack in the rope gate should not be excessive, and the loop should be prevented from falling down the post.
- The gate is to be constructed such that the top of the gate & adjacent sides are a minimum of 1.3 metres above the ground, with minimum of 2 metres between gate poles.
- The side supports for the gate must not protrude at the base to the extent that they will interfere with the placement of the horses' feet in carrying out the required movements, or prevent them from getting close enough to the obstacle. For this reason, it is recommended that many jump wings are inappropriate for this obstacle.
- The gate opens either to the left or right, in conformity to the layout of the course.

Performance

- At all levels, the rider must use one hand on the reins, and one on the rope/gate. Failure to do so will be penalised with a lower EOH mark, or +20 seconds in Speed.
- The rope gate is not allowed to pass the rope over the rider's head. This procedure causes disqualification.
- At **Introductory** level, the gate will not be opened, but the obstacle will be performed in the following way: Approach the middle of the gate at a right angle, then turn to halt parallel to the gate facing the latch end (A). Lift and replace the latch of the rope, remaining immobile.
- At **Preparatory**, there are three options, the rider must indicate to the steward/judge which set-up is required. A higher mark will be awarded for successfully completing a more difficult option.
- Options at Preparatory are:
 1. The rope may be opened only and hung up at the hinge end (Max mark = 4)
 2. Gate open, execute movements as though completing with the rope present. (Max mark = 6)
 3. The gate is completed fully.
- If there is a Speed round offered at Preparatory, Option 1 above will be used - the gate will be opened and hung up on the hinge end.
- The Gate in the Speed phase will be a rope gate for Intro-Prep levels, and either a rope or solid gate for Prelim & above. Halts are not required.

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

If the rope gate is dropped or the obstacle is knocked over, the following apply:

Level	Phase	Action	Penalty
Intro	EOH	Move On	No Penalty
Prep-Novice	EOH	Move On	Score = 0
	Speed	Move On	+20 secs
Elementary +	EOH	Move On	Score = 0
	Speed	Move On	DQ (failed to complete)

THE OBSTACLES

REVERSE GATE (Novice & Above)

Performance

- The horse will approach the gate perpendicularly and then turn/move laterally to line up parallel to the gate at the latch end, and halt.
- The rider will lift up the latch of the gate, open the gate and back through, then forward parallel, to halt at the gate post.
- This obstacle may be performed in both directions as separate obstacles.
- If the gate has not been closed after the previous competitor, the current rider will stop and signal to the steward and wait while it is replaced, and then continue with no penalty.

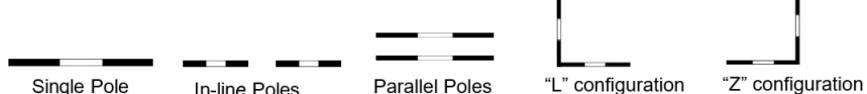
If the rope gate is dropped or the obstacle is knocked over, the following apply:

Level	Phase	Action	Penalty
Novice	EOH	Move On	Score = 0
	Speed	Move On	+20 secs
Elementary +	EOH	Move On	Score = 0
	Speed	Move On	DQ (failed to complete)

The Reverse Gate in the Speed phase will be either a rope or solid gate. Halts are not required.

THE OBSTACLES

SIDE-PASS POLE(S)



Construction

- One or more poles about 2.7 metres in length with a diameter of about 10 cm, supported 5-10 cm above the ground.
- In Introductory a half round or round pole is placed on the ground.
- In Preparatory and above it may be a round or raised pole.
- Transition markers are compulsory and must be at least 1m before the obstacle, and at least 2m after the obstacle.
- Poles may be arranged in the following configurations:
 - Single pole;
 - In-line poles;
 - Two parallel poles separated by at least 3 metres;
 - Two poles in an "L" configuration;
 - Three poles in a "Z" configuration.

The configurations at each level are:

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

Performance

- The horse will transition to the walk prior to the transition markers indicating the entrance to the obstacle and will stay in the walk until passing through transition markers at exit. Breaking gait means scoring no higher than "4" for this obstacle in the EOH round, and +20 seconds in the Speed round.
- Introductory** - the horse walks to the centre of the pole, stands over the pole for 5 seconds and then exits forward.
- Preparatory** - the horse walks to the centre of the pole, halts momentarily, and then sidepasses off the pole. In the Speed phase, no halt or gait reduction is required over the pole.
- Preliminary and above** - the horse will perform lateral movement along the length of the obstacle with the pole between the horse's front and hind legs.
- At **Novice & above**, one pole is passed off one leg and one off the other showing the ability to sidepass both ways. Eg when in a parallel configuration, the horse will pass over first in one direction (left or right) and the second in the opposite direction.
- The course map should indicate which direction (right or left) the horse passes over the pole, or can be left to the rider's discretion. In the Speed round, the direction is at the rider's discretion.

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

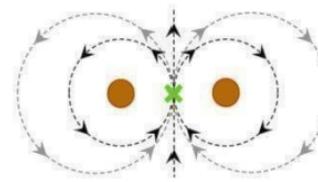
If any part of the obstacle is knocked over, the following apply:

Level	Phase	Action	Penalty
Intro	EOH	Move On	No Penalty
Prep-Novice	EOH	Move On	Score = 0
	Speed	Move On	+20 secs
Elementary +	EOH	Move On	Score = 0
	Speed	Move On	+60 secs

THE OBSTACLES

TWO BARRELS

Construction



- Two barrels or similar equipment spaced 4 metres apart.

Performance

- At Introductory and Preparatory levels, the obstacle may be performed at the walk or trot.
- At Preliminary the obstacle must be performed at trot.
- At Novice the obstacle must be performed at canter, with a change of lead through walk or trot.
- At Elementary the obstacle must be performed at the canter with walk-through transitions or flying changes.
- At Medium the obstacle must be performed at the canter with a flying change.
- In EOH, the horse and rider will perform a circle around the first barrel as per course directives. If there are no course directives then it is the rider's choice.
- Upon completing the circle, halfway between the barrels the horse will change bend and begin a circle of the same diameter around the second barrel.
- When the second barrel has been completed, the horse will pass between the barrels to exit the obstacle.
- The rider may decide the size of the circles which should be determined by the training level of the horse, and these should be the same size on each side.
- In the Speed round - the direction around the first barrel is at the rider's discretion.

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

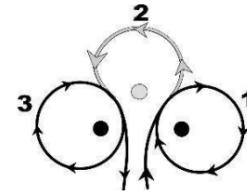
If any part of the obstacle is knocked over, the following apply:

Level	Phase	Action	Penalty
Intro	EOH	Move On	No Penalty
Prep-Novice	EOH	Move On	Score = 0
	Speed	Move On	+20 secs
Elementary +	EOH	Move On	Score = 0
	Speed	Move On	+60 secs

THE OBSTACLES

THREE BARRELS (CLOVER LEAF)

Construction



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

Performance

- At Introductory and Preparatory levels, the obstacle may be performed at the walk or trot.
- At Preliminary the obstacle must be performed at trot.
- At Novice the obstacle must be performed at canter, with a change of lead through walk or trot.
- At Elementary the obstacle must be performed at the canter with walk-through transitions or flying changes.
- At Medium the obstacle must be performed at the canter with flying changes.
- The barrels will be circled as per course directives and in the order in relation to the entry of the obstacle: If the barrel to the right is first, the barrel across from the entry will be second, and the barrel to the left of the entry will be third.
- If the barrel to the left is first, the barrel across from the entry will be second, and the barrel to the right of the entry will be third.
- The horse and rider enter between the barrels, and they will perform a full circle around the first barrel after the entry, then the horse will change direction and perform a $\frac{3}{4}$ circle around the second barrel, then the horse will change direction and ride a full circle around the third and final barrel, exiting through the entry point.
- The rider may decide the size of the circles which should be determined by the training level of the horse, and these should be the same size around each barrel.
- In the Speed round - the direction around the first barrel is at the rider's discretion.

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

If any part of the obstacle is knocked over, the following apply:

Level	Phase	Action	Penalty
Intro	EOH	Move On	No Penalty
Prep-Novice	EOH	Move On	Score = 0
	Speed	Move On	+20 secs
Elementary +	EOH	Move On	Score = 0
	Speed	Move On	+60 secs

THE OBSTACLES



SINGLE SLALOM

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

Construction

- Five or seven vertical posts or markers, spaced in a straight line 7-10m (equally) apart.
- Transition markers are compulsory and must be placed far enough before & after the obstacle to permit the rider to enter & exit the obstacle making a loop appropriate to their level of training.

Performance

- At Introductory level, the obstacle may be performed at walk or trot.
- At Preparatory, Preliminary and Novice the obstacle must be performed at trot.
- At Elementary the obstacle must be performed at the canter with simple changes (through walk) or flying changes.
- At Medium the obstacle must be performed at the canter with flying changes.
- The Single Slalom is to be ridden as a series of shallow loops.
- Each change of direction should be executed halfway between the posts. The horse's lead should be in conformity with the bend when performed in the canter.
- The correct gait for the obstacle must be ridden while between the transition markers. A clear break of gait at any point = +20 seconds in Speed.
- Missing transition markers = not completing obstacle – score in EOH is 0, and in Speed = +20 (Prep-Novice); Elementary & above = DQ.
- In the speed phase, no lead changes are required.

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

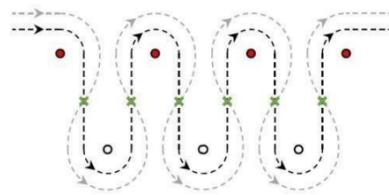
If any part of the obstacle is knocked over, the following apply:

Level	Phase	Action	Penalty
Intro	EOH	Move On	No Penalty
Prep-Novice	EOH	Move On	Score = 0
	Speed	Move On	+20 secs
Elementary +	EOH	Move On	Score = 0
	Speed	Move On	+60 secs

THE OBSTACLES

DOUBLE SLALOM

Construction



- Five (Preparatory) or seven (Preliminary and above) vertical posts or markers, arranged in two parallel lines 7-10 metres (equally) apart. The lines will be staggered equally so that the first even-numbered post is set opposite the midpoint between the first and second odd-numbered posts.
- **Novice Level:** There is a 2nd option for Novice Level, whereby only 5 poles are used, spaced 8-10 metres apart within each row. Riders are required to canter the obstacle, and lead changes may be through walk or trot.
- Transition markers are compulsory and must be placed far enough before & after the obstacle to permit the rider to enter & exit the obstacle making a loop appropriate to their level of training.

Performance

- At Preparatory the obstacle may be performed at walk or trot.
- At Preliminary the obstacle must be performed at trot.
- At Novice the obstacle may be performed at trot or canter (unless 2nd option above is used, then canter is compulsory). If cantered, the changes may be through walk or trot.
- At Elementary the obstacle must be performed at the canter with simple changes through walk or flying changes.
- At Medium the obstacle is performed at the canter with flying changes.
- The horse will perform loops or half circles of consistent sizes around each post.
- Each change of direction should be done halfway between the two lines of posts. The horse's lead and bend should conform with the direction of the turn.
- In the speed phase, no lead changes are required.
- The correct gait for the obstacle must be ridden while between the transition markers. A clear break of gait at any point = +20 seconds in Speed.
- Missing transition markers = not completing obstacle – score in EOH is 0, and in Speed = +20 (Prep-Novice); Elementary & above = DQ.

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

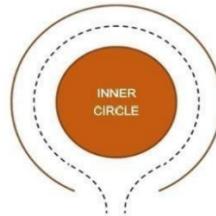
If any part of the obstacle is knocked over, the following apply:

Level	Phase	Action	Penalty
Prep-Novice	EOH	Move On	Score = 0
	Speed	Move On	+20 secs
Elementary +	EOH	Move On	Score = 0
	Speed	Move On	+60 secs

THE OBSTACLES

STOCKYARD

Construction



- This obstacle consists of a circular inner yard containing farm or animal-like objects, surrounded by a circular outer yard with an opening to allow entry and exit.
- The outer yard should be a minimum of 8 metres diameter with an entry/exit opening of 2 metres, and the inner yard should have a minimum diameter of 3 metres.
- The actual track to ride should be a minimum of 1.5 metres in width.
- The use of live animals in the inner yard is prohibited.

Performance

- At Introductory level the obstacle must be performed at walk.
- At Preparatory and Preliminary the obstacle must be performed at walk or trot.
- At Novice and above the obstacle must be performed at walk or canter.
- Competitors will make one circuit inside the obstacle (first circle direction as per course directives, or if no directive, at the rider's discretion), then exit the obstacle, change direction, and return to the obstacle to repeat the circuit in the opposite direction.
- When changing direction, the horse and rider may execute a teardrop (10 metres in diameter or less), turn on the haunches, or half-pirouette. Introductory to Preliminary may perform circles or loops of a size in keeping with their training levels.
- If riding a canter half pirouette (Elementary & above), the flying change may be performed before or after the half pirouette.
- In the Speed phase, the Stockyard is only to be performed in one direction, determined by the rider.

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

If any part of the obstacle is knocked over, the following apply:

Level	Phase	Action	Penalty
Intro	EOH	Move On	No Penalty
Prep-Novice	EOH	Move On	Score = 0
	Speed	Move On	+20 secs
Elementary +	EOH	Move On	Score = 0
	Speed	Move On	+60 secs

THE OBSTACLES

JUMP



Construction

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

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

Performance

- At Introductory level the obstacle is performed at walk or trot.
- At Preparatory the obstacle is performed at trot.
- At Preliminary the obstacle is performed at trot or canter.
- At Novice and above the obstacle must be performed at canter
- This obstacle may be performed in both directions as separate obstacles on a course, as long as there are at least two obstacles between both instances, and it is done in opposite directions.
- If the jump has not been reset after being knocked by the previous competitor, the current rider will stop and signal to the steward and wait while it is replaced, and then continue with no penalty.

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

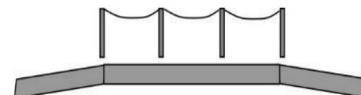
If the jump has not been reset after being knocked by the previous competitor, the current rider will stop and signal to the steward and wait while it is replaced, and then continue with no penalty.

If any part of the obstacle is knocked over, the following apply:

Level	Phase	Action	Penalty
Intro	EOH	Move On	No Penalty
Prep-Novice	EOH	Move On	Score = 0
	Speed	Move On	+20 secs
Elementary +	EOH	Move On	Score = 0
	Speed	Move On	+60 secs

THE OBSTACLES

BRIDGE



Construction

- The bridge should be made of wood and be of solid construction.
- Minimum width: 1.2 metres (preferably 1.5 metres); Minimum length: 4 metres.
- The bridge will rise from flush or near flush with the ground on either end to a minimum height at centre of 20 cm, with a 1 metre slope on either end.
- Transition markers are compulsory and must be at least 1m before the obstacle, and at least 2m after the obstacle.
- Rails or other barriers if used, will be affixed to or positioned next to both sides of the bridge. The rails or barriers will be a minimum of 90 cm and a maximum of 1.2 metres in height without projections or gaps less than 30 cm and must be constructed such that they can be quickly and easily removed without the use of tools.
- The surface of the bridge must not be slippery.

Performance

- In the EOH phase and the Speed phase the horse and rider must walk the bridge. Walk must be maintained from the entry transition markers until the horse's hindquarters have passed through the exit transition markers. A clear break of gait means a score of no more than "4" in EOH, and +20 in Speed.
- This obstacle may be performed in both directions as separate obstacles on a course, as long as there are at least two obstacles between both instances, and it is done in opposite directions.
- Missing transition markers = not completing obstacle – score in EOH is 0, and in Speed = +20 (Prep-Novice); Elementary & above = DQ.

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

If any part of the obstacle is knocked over, the following apply:

Level	Phase	Action	Penalty
Intro	EOH	Move On	No Penalty
Prep-Novice	EOH	Move On	Score = 0
	Speed	Move On	+20 secs
Elementary +	EOH	Move On	Score = 0
	Speed	Move On	+60 secs

THE OBSTACLES

BANK

Construction

- The approach to the drop off may either be flat or an inclined ramp rising to about 30-60 cm.
- If an inclined ramp is used, the top of the ramp will be a level plateau and a minimum of 3 metres long in the direction of travel.
- The Bank will be a minimum of 1.5m wide.

Performance

- This obstacle is not used at Introductory or Preparatory level.
- At Preliminary or Novice the obstacle may be performed at walk, trot or canter.
- At Elementary the obstacle must be performed at the walk or canter.
- At Medium level the obstacle must be performed at the canter.
- The horse will proceed through the obstacle at the prescribed gait and jump directly from the plateau to the ground in a fluid movement.
- The obstacle may also be used in reverse so that the horse jumps up.

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

If any part of the obstacle is knocked over, the following apply:

Level	Phase	Action	Penalty
Prelim-Novice	EOH	Move On	Score = 0
	Speed	Move On	+20 secs
Elementary +	EOH	Move On	Score = 0
	Speed	Move On	+60 secs

THE OBSTACLES

WATER OBSTACLE

Construction

- Width of the water should be a minimum of 1.5 metres and length to be ridden should be a minimum of 3 metres.
- The water will have a maximum depth of 45 cm. The footing within the water should be safe for horses to travel through.
- Transition markers are compulsory and must be at least 1m before the obstacle, and at least 2m after the obstacle.

Performance

- This obstacle is not used for Introductory or Preparatory levels.
- At all levels for EOH, this obstacle must be performed at walk.
- At all levels for Speed, this obstacle may be performed at walk, trot or canter.
- The horse should approach the obstacle calmly and walk through the water showing no reaction, in a workmanlike manner.
- The horse must not jump over this obstacle, but go through at the prescribed gait.
- The correct gait for the obstacle must be ridden while between the transition markers. A clear break of gait at any point = +20 seconds in Speed.
- Missing transition markers = not completing obstacle – score in EOH is 0, and in Speed = +20 (Prep-Novice); Elementary & above = DQ.

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

If any part of the obstacle is knocked over, the following apply:

Level	Phase	Action	Penalty
Intro	EOH	Move On	No Penalty
Prep-Novice	EOH	Move On	Score = 0
	Speed	Move On	+20 secs
Elementary +	EOH	Move On	Score = 0
	Speed	Move On	+60 secs

GENERAL COMPETITION RULES

- At WENZ affiliated competitions it is required that Ease of Handling judges are accredited with or approved by WENZ, if the results from that competition are to be used in the annual national High Points series. Flat Work judges must have signed the “Memorandum of Understanding” relating to this.
- Clubs should notify WENZ of competition dates for inclusion on the National calendar (on WENZ website).
- Course maps must be submitted and approved by the Head Judge of the Show no less than 7 days prior to the competition. Course maps must be sent to riders at least 5 days prior to the competition, and include the obstacles, the order in which they are to be ridden, directives regarding direction for EOH, and any changes to the course between EOH & Speed.
- At all Levels there are no “Live” obstacles.

COMPETITION SECRETARY OR SHOW MANAGER

- The Competition Secretary or Show Manager is responsible for the management of the Working Equitation competition. They must abide by WENZ rules.
- The Competition Secretary or Show Manager ensures that all necessary competition personnel are in place and properly trained, and ensures all phases are properly prepared and managed.
- Organisers, Officials, Gear Checkers, Writers and Volunteers must be briefed on, and have access to, the WENZ rules.
- The Competition Secretary or Show Manager has the responsibility to ensure good technical, sporting, and humane conditions, required for the smooth performance of the competition.
- The Competition Secretary or Show Manager, or Steward must notify the Head Judge of any irregularity or failure to comply with the Rules and any serious incidents that occur during the competition.
- Results should be sent to WENZ within 5 days of the competition for inclusion in the Annual High Points National Series calculation.

Draw Order

- The Competition Secretary is responsible for posting the Draw Order.
- The Show committee should endeavour to provide as much time as is feasible for riders with multiple horses.
- The draw of the Flatwork phase should be used for the Ease of Handling phase. The Flatwork Draw and Course Maps of the Ease of Handling and Speed phases should be sent to competitors at least 5 days prior to the competition.
- For efficient timetabling, it is suggested that there be a draw for FW section with times for each rider; and then a Start Time for the EOH, with the responsibility to follow the FW order in a timely manner left to the riders. Not having draw times for EOH/Speed ensures that less time is taken, and the event inevitably finishes earlier.
- Score Sheets for individual riders for all three phases are available to download from the WENZ website. It is recommended that these be used so that riders can see where they gained/lost marks in each phase.

JUDGES

- There may be a separate judge for each phase. If the show results are being submitted as part of the WENZ national High Points Series, the EOH judge must be accredited by WENZ. Speed judges may be members of the OC or club, or riders. Flat Work judges must have signed the Memorandum of Understanding available for downloading from the WENZ website.
- A collection of judges is referred to as a jury. One judge will be identified as Head Judge and will act as the chairperson of the jury. If the Course Designer is judging, they should not be the Head Judge. The remaining jury members are referred to as jury officers.
- When more than one judge officiates in a competition phase, the scores are averaged to determine the official score for the phase.
- WENZ may accept suitably qualified judges from International Working Equitation organisations to judge at individual competitions. They must be accredited or approved by WENZ prior to judging.

- All judges are entitled to respect from competitors, organisers, volunteers etc.
- Rules around Judges training, membership of WENZ and registration for judging various phases are available from WENZ.
- Scores gained at shows where judges are not properly WENZ approved or accredited cannot be used to enter the National High Points competition.

Placement Of Judges

- In the Flatwork Phase the Head Judge is positioned at C and the other jury officers based on seniority: H, M, E and B.
- In the Ease of Handling Phase and Speed Phase, the judge/s must be positioned so as to have all obstacles visible and be clear of the path of travel. The judge/s may move about the course at their discretion, though they should maintain similar positions for judging each competitor within the same class.

Conflicts Of Interest Of Judges

Individuals who should not compete under a judge include:

- A horse owned or leased by the judge.
- No person with whom the judge has a close personal relationship.
- No employer or employee of a judge.
- At National level competitors may not get any instruction within 30 days prior to a competition from the presiding judge. This includes clinics or assistance in group activities as well as private instruction.
- A judge must notify the show committee of any conflict(s) of interest that may arise. Exception: The Conflict of Interest rules will not apply if the rider applies to ride Hors Concours (HC).

Duties Of Judges

- The judges' decisions are final and may only be questioned by way of official protest or inquiry.
- The Ease of Handling and Speed judges must conduct a safety assessment of obstacles prior to the rider course walk.
- The EOH & Speed Judges and/or Course Designer will conduct an official course walk prior to the commencement of the phase.
- Welfare - All judges have a responsibility for the welfare of the horse - to ensure that horses appear to be well cared for and free from obvious injury; to address any welfare issues that arise from age, or conditioning/strength of horse or rider/horse weight ratio or horses performing above their level of training and balance or inappropriate tack for level of horse.

GEAR AND WELFARE STEWARD

A Gear & Welfare Steward is required at all competitions and must have access to a current WENZ rulebook, and noseband gauge.

Duties And Obligations of Gear & Welfare Steward

- To inspect the tack and attire in accordance with the definitions set out in these rules, prior to entering the competition arena for their first phase, and if there are any gear changes between phases, and on completion of all phases. Competitors with inappropriate tack/attire may be permitted to adjust their tack/attire before the start of the phase provided it does not interfere with their ride time.
- To correctly use the noseband taper gauge to ascertain correct fit of nosebands.
- To control the number of competitors in warm-up areas.
- To ascertain the existence of any blood, recent wounds, lameness or welfare issues at any time while on the grounds.
- The Gear and Welfare Steward must notify the Head Judge or Show Manager of any irregularity or failure to comply with the rules and may only inform the competitor of the decision after the Head Judge or Show Manager has made a ruling.

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

Blood / Lameness

- If a Steward or Official sights any blood on a horse they will inform the Head Judge or Show Manager, who will inspect the horse. The rider may be eliminated if it is deemed detrimental to the horse's welfare to continue.
- If a judge sights blood anywhere on the horse during any phase they will ring the bell to stop the horse and check for injury. If there is blood caused by bit, tack, spurs, or whip, the rider will be eliminated. If the bleeding has been caused by other means the judge may still eliminate the rider if it is deemed detrimental to the horse's welfare to continue.
- If a steward or official suspects a horse is showing signs of lameness they will inform the Head Judge or Show Manager, who will inspect the horse. A lame horse will be eliminated from the competition.
- If a judge suspects a horse is showing signs of lameness during any phase they will ring the bell to stop the horse to check for injury. A lame horse will be eliminated from the competition.
- There is no option for appeal in the case of elimination for either blood or lameness.

COURSE DESIGNER

- The Course Designer designs the course for the Ease of Handling and Speed Phases.
- The Course Designer will coordinate with the organising committee regarding the available obstacles, the dimensions and demarcation of the course area, and any other constraints or requirements that might be present.
- An obstacle may be used twice in a phase, provided the direction of the second instance is opposite the direction of the first instance and there are at least 2 other obstacles required to be performed between the two instances.
- The Course Designer will ensure that course plans contain all relevant information - directives regarding the direction obstacles are to be ridden, the use of Transition Markers etc.
- Transition markers are compulsory for the Single Slalom; Double Slalom; Side Pass Poles; Water; and Bridge obstacles.
- The Course must be submitted and approved by the Ease of Handling judge at least 7 days prior to the event, before sending out to competitors.
- The Course Designer and/or the Head Judge will conduct the Course Walk for these phases.

The course is made up of a minimum number of obstacles, depending on the level as follows:

LEVEL	MIN NUMBER OF OBSTACLES
Introductory/Preparatory	8
Preliminary/Novice	10
Elementary & Above	12

EMERGENCY MEDICAL PERSONNEL

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

RIGHTS AND RESPONSIBILITIES OF RIDERS

RIGHTS

- A rider may enter more than one horse at the discretion of the competition organisers.
- Riders are entitled to have their Flatwork, Ease of Handling and Speed scoresheets at the end of each phase, provided that the results have been posted.
- A rider may have a coach and/or groom with them in the warm-up area and course walk. These support personnel may not, under any circumstances, speak to the judges or officers during the performance of the phases. Only the riders entered in the show may ask the judge questions during the course walk.

RESPONSIBILITIES

- Riders must comply with the rules and accept all of the decisions of the Jury, Gear Steward, Officials, and WENZ.
- A rider must present a doctor's letter to the show Organisers in order to be given any allowed exemptions e.g. specialist equipment or support.
- Riders under the age of 16 years must be represented by an adult.
- A rider must declare their intention to ride either Hors Concours or left handed when entering the competition. These may be marked on the draw. Left handed riders will be noted on their individual score sheets.
- It is the rider's responsibility to check the EOH course before saluting the judge, to make sure that all obstacles are set up correctly for them.
- Riders may not contact judges personally without first asking permission from the Show Manager. Any queries, grievances or complaints are to be raised with the Show Manager.
- Unless otherwise noted, ride times are tentative. It is the rider's responsibility to know their draw and monitor progress of the phase to ensure they are ready and at the gate when called.
- Before the start of the EOH phase, competitors may join the Head Judge or the Course Designer to walk the course on foot. This is in order to acquaint themselves with the obstacles and understand the course directives. If a Rider opts not to join in this course walk, the judge must be notified prior to it commencing.
- Riders taking part are expected to attend in full competition attire unless otherwise specified by the Head Judge or Organising Committee. If riders aren't correctly attired, they may be asked to change, but the course walk will not be held up while they do so. The course will be open to the riders and trainers for a minimum period of 30 minutes.

INQUIRIES AND PROTESTS

Inquiries

- An inquiry must be lodged by or on behalf of a competitor about any perceived irregularity or error in scoring during the course of the competition, before presentation of awards.
- The overall results of all 3 phases must be posted prior to prize giving, with the posted time noted on them and signed by the relevant judge. A period of 30 minutes from that time is then allowed for any inquiries or protests to be made.
- Individual score sheets must also be available for riders at this time.
- Prize giving will take place at the end of the 30 minutes, or whenever any subsequent inquiries/protests are resolved.

Protests

- A Protests Committee will be designated for all competitions. The Protests Committee will consist of the Head Judge, jury and the Show Manager. No member of the Protests Committee should have a conflict of interest when determining the outcome of the protest.
- The protest must be lodged in writing, signed, and accompanied by a fee of \$50, which will be refunded if protest (or subsequent appeal) is upheld.
- The protest is to be delivered to the Show Manager.

- Protests must be filed within the following time limits:
 - A. Concerning the eligibility of a horse or a competitor, not later than 30 minutes before the start of the relevant competition.
 - B. Concerning the condition of the Flatwork arena, not later than 30 minutes before the start of the relevant competition.
 - C. Concerning an obstacle, the length of the course, the condition of the course, etc., for the Ease of Handling or Speed phase, not later than 30 minutes before the relevant phase.
 - D. Concerning irregularities or incidents during the competition, or scoring, as soon as possible, and not later than 30 minutes after the publishing of the results of the relevant test.
- The Protests Committee must issue a ruling on the protest within one hour of the appeal being submitted.
- If the protest is upheld, the Protests Committee will post a statement to that effect and correct the posting of any course, scores and/or results affected by the ruling. The \$50 deposit will be refunded to the appellant.
- If the Protests Committee upholds part of the protest but denies other portions, the protest will be considered upheld to the extent stated in the ruling. The \$50 deposit will be refunded to the appellant.
- If the protest is denied, the appellant will forfeit the \$50 deposit.
- Appellants are entitled to a ruling on their protest.

Disqualifications and Eliminations

- Whenever the words “disqualify”, “disqualified”, or “disqualification” are used in these rules, they refer to disqualification from a phase only. Entries disqualified from a phase are still eligible for awards.
- Whenever the words “eliminate”, “eliminated”, or “elimination” are used in these rules, they refer to elimination from the entire competition. Entries eliminated from a competition are not eligible for any points or awards.

General Disqualifications for any Phase

- Taking more than 60 seconds to start the phase after the bell has been rung.
- Entering the competition arena with prohibited equipment.
- Three errors of course.
- Failure to correct an error of course.

Elimination from Competition

- Fall of rider or horse.
- Abusing the Welfare of the horse in any way shape or form.
- Lameness.
- If there is blood on the horse caused by bit, tack, spurs, or whip, the rider will be eliminated. If the bleeding has been caused by other means the judge may still eliminate the rider if it is deemed detrimental to the horse’s welfare to continue.

SCORING OF INDIVIDUAL PHASES

- After each phase and after each judge has awarded their collective marks, the score sheets will be delivered to the competition's secretary for the totalling of scores.
- The number of points obtained by each competitor must be displayed on the scoreboard. The competitor may inspect their test sheet after the phase has ended and all scores have been posted on the scoreboard. However the sheets may not be able to be collected till the end of the competition.
- The score sheets are private and each competitor may only inspect their own sheet.
- Overall results of all 3 phases must be posted prior to prize giving, with the posted time noted on them and signed by the relevant judge. A period of 30 minutes from that time is then allowed for any inquiries or protests to be made.

Flatwork Scoring

- In the Flatwork phase riders are ranked in order of placing from highest to lowest on overall percentage.

Ease of Handling Scoring

- In the Ease of Handling phase riders are ranked in order of placing from highest to lowest on overall percentage.

Speed Scoring

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

Scoring for Overall Placings

- The total number of points available in a given class is based on the number of competitors that entered and initially competed in that class.
- The point basis remains the same even if fewer riders compete in subsequent phases within that class as a result of scratches or DQs.
- Competitors earn points depending on their placement in each phase, eg:
1st place = N + 1; 2nd place = N - 1; 3rd place = N - 2; 4th place = N - 3 etc.
N = the number of competitors entered and initially competed in that class

Handling Ties

- Organisers should do their best to avoid ties in all phases by applying the following rules:
 - Flatwork Phase:** The collective marks at the end of the test sheet are used to break the tie. If these marks are equal, the entries remain tied and each will be awarded the points associated with the placing for which they are tied.
 - EOH Phase:** The rider with the most Zero scores will be placed lower. If the tie remains, the collective marks are used to break the tie. If these marks are equal, the entries remain tied and each will be awarded the points associated with the placing for which they are tied.
 - Speed Phase:** The competitor with the lowest accrued penalty/bonus time (in seconds) will be placed higher. If these marks are equal, the entries will remain tied and each entry will be awarded the points associated with the placing for which they are tied.
- Competitors who remain tied after all tie breakers are applied, get the same placing and points. This is applied as follows: Competitors scoring lower than the tie get placed as if there were no tie. For example: If two competitors are tied for 2nd place in a 6-horse class, they would each get 2nd place prizes and each be awarded 5 points. The next horse in line would be placed 4th with 3 points, as if the tie did not exist. There would be no 3rd place award or points.

- **Ties for Overall Placings:** The competitor who earned the highest average of the combined Flatwork and EOH score will be placed higher. If there is still a tie, the competitor with the highest score in EOH will be placed higher. If there is still a tie, the fastest time in the Speed phase will place higher. For the purpose of breaking ties in overall placement, a scratch/withdrawal is not equivalent to a disqualification. A rider with a DQ will be placed ahead of a rider who withdrew or scratched.

Determining Final Placement for Individual Competitors

- The total number of points accrued by each competitor in each phase determines the overall placing for each class.
- To be considered for overall placing, competitors must compete in all phases for the class.
- Riders who have successfully completed fewer phases cannot place above riders who have successfully completed more phases (eg a DQ in any phase means that rider cannot place higher than those who complete all 3 phases)
- Competitors who have withdrawn or been disqualified in any of the phases or eliminated from the competition are not awarded any points for that phase, however they are included in the number of competitors when computing the phase points.
- Competitors who withdraw or are disqualified from a phase may participate in the other phases and earn competition points in those phases. Competitors eliminated may not continue in other phases.
- Competitors are awarded overall prizes per show, but show organising committees may choose to also provide placings for each phase.

Amendments to Score Sheets

- All amendments made by a judge on their score sheet must be properly initialled by the issuing judge. If this is not done, the secretary will not enter the score in doubt until it has been validated by the issuing judge.
- In the event of the non-award of a mark for a movement or exercise, the secretary will send the score sheet back to the Head Judge for the score sheet to be completed and all marks indicated.
- Judges must be unanimous when awarding a (zero) 0 point score or course error. If this is not the case, the secretary will not enter the referred score and will inform the Head Judge, who will call a judges' meeting to clarify the situation or determine the validity of the (zero) 0 score at the Head Judge's discretion.

Prizes

- WENZ Inc. encourages ribbons for placings down to 6th place (if there are sufficient entrants), and Championship awards for every level.
- Prizes should be awarded (if there are sufficient entrants), for the top three overall places for every class at affiliated club competitions.