



United States Rules for Working Equitation



**United States Rules
for
Working Equitation**

Revision 6

1 January 2023



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PREFACE

This document, United States Rules for Working Equitation, is the national rulebook for working equitation in the U.S. It is maintained on the USA Working Equitation website: USAWE.org. In the event of a discrepancy between a printed version and the version residing on the website, the electronic version will take precedence.

This document is revised annually. Suggestions for modifications from WE groups, show officials, or individuals involved in the discipline are encouraged. A **Rule Change Proposal** may be submitted up until August 1st of any calendar year; this will enable adequate consideration of all proposed modifications prior to the start of the following competition year on January 1. The **Rule Change Proposal** form is on the USAWE website:

[USAWE.org>Competitions>U.S. Rules for Working Equitation](http://USAWE.org/Competitions/U.S.RulesforWorkingEquitation)

Questions for the Rules Committee can be sent to: Rules@usawe.org. The Rules Committee will not respond to any questions or discussions on social media.

REVISION SUMMARY

Revision	Date	Summary of Change
0	1 Dec 2016	Original Issue
1	1 Dec 2017	
2	1 Dec 2018	
3	1 Dec 2019	
4	1 Dec 2020	
5	1 Dec 2021	
6	1 Jan 2023	<ul style="list-style-type: none"> • 1.1: Statement of USAWE goals. • 1.8: One youth and one adult can share the same horse in L1. • 1.9.1e: Clarification on mechanical hackamores, elevator bits, and shank bits. • 1.9.1j: The same style of tack and attire can be used in all trials. Changes are allowed as long as the style is maintained. • 1.9.1: A timeout is allowed to remedy tack malfunctions while in the arena. • 1.9.2f: A tail corset is allowed. • 1.9: Riders with disabilities can apply for a dispensation certificate. • 1.11 Riders using a spade bit must ride with the reins in one hand regardless of level (<i>clarification included here – not a new requirement</i>). • 3.3: Different Judges may be used for different trials. Clarification added when using more than one Judge for each trial. • 3.4 Technical Delegate: <ul style="list-style-type: none"> ○ Is no longer responsible for monitoring entries (registrations) of horses. ○ Is no longer responsible for drawing for the order of go in trials. ○ Answers questions related to tack, attire, and equipment. • 3.8 Gate Steward/3.9 Paddock Steward <i>Note:</i> <ul style="list-style-type: none"> (1) <i>The titles of these positions have been switched to better reflect the duties performed.</i> (2) <i>Neither the Gate Steward nor the Paddock Steward is responsible for checking tack and attire. That responsibility belongs to the competitor.</i> • 3.8 Gate Steward <ul style="list-style-type: none"> ○ Coordinates competitors’ entrance into the arena ○ Inspects for blood ○ May inspect bits, cavessons/nosebands, or curb chains if there is any question regarding acceptability. • 3.9 Paddock Steward: <ul style="list-style-type: none"> ○ Controls entry to the warm-up paddock ○ Monitors horses, riders, and trainers in the paddock ○ Ensures a minimum of 3 obstacles is available for EOH and Speed trials • 3.20b: 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. Exception is L1 competitors. Schooling shows prior to a licensed competition are acceptable. Clinics, group sessions, or private instruction are permitted after a competition. • 3.20c: A TD cannot officiate for the level in which there is a competitor with a conflict of interest. • 3.20g: The Scribe may not coach any competitors.

Revision	Date	Summary of Change
		<ul style="list-style-type: none"> • 3.20i: The Scorer is allowed to compete but may not score any tests for the level in which she/he is competing. • 5.3: Added purpose of dressage tests L1 thru L6. • 5.4: Clarification of L7 dressage test. • Table 5-1. Updated to reflect new skill requirements for dressage tests. • 5.5: Modified collective marks. Separate marks for Rider and Presentation. • 6.2: Warm-up arena must have a minimum of 3 obstacles. • Table 6-1: <ul style="list-style-type: none"> ○ L4/L5 trials must have a minimum of 13 obstacles. ○ L6/L7 trials must have a minimum of 15 obstacles. ○ L6/L7 may walk or canter in the Pen. ○ L7 may walk or canter in the Bell Corridor, Reinback L, or Move Sack. ○ Rounding Posts obstacle is allowed for L1. ○ Water obstacle is allowed for L1. • 6.4 Course Design: <ul style="list-style-type: none"> ○ Distance requirement between obstacles may be adapted for arena limitations if necessary. ○ Obstacle marker requirements are specified. ○ Markers for the Jug and Sidepass Rail do not indicate transition points. ○ Clarified the position of obstacle numbers. ○ An obstacle may be duplicated in a course design. • 6.5: Clarified statement on start of trial following a course walk. • 6.6 EOH Trial Execution: <ul style="list-style-type: none"> ○ Clarification on crossing an obstacle line prior to the start of the trial. ○ Knocking over a Start or Finish marker will result in a 5-point penalty. ○ Exiting the non-exit end of a corridor will result in a negative mark. • 6.7: Changes in collective marks (impact both Dressage and EOH). • 6.8: Multiple clarifications on course errors. • 7.5 Speed Trial Execution: <ul style="list-style-type: none"> ○ Clarification on crossing an obstacle line prior to the start of the trial. ○ Knocking over a Start or Finish marker will result in a 5-second penalty. • 7.7 Obstacle Time Penalties: <ul style="list-style-type: none"> ○ Knocking over a course Start or Finish marker is a 5-second penalty. ○ Starting to exit the non-exit end of a corridor is a 10-second penalty, not a DQ. • 7.8i: Passing the rope over the rider's head in the Gate obstacle is a DQ. • 7.8j: Taking more than 20 seconds to jump up or down the Bank is a DQ. • 8.2: Minimum size arena dimensions specified. • 8.4: Clarified when a cow is considered fully herded in the holding pen. Clarified the sequence for stopping the clock. • 8.6c: Clarified grounds for DQ for rider crossing into the herd zone. • 8.6e: L6/L7 riders or anyone riding with a Spade bit will DQ for using two hands on the reins. • 8.6g: Intentional contact with cattle by hands, feet, ropes, etc. is a DQ. • App A: New dressage tests for L1 thru L6. No change in the L7 test. • App B: Multiple changes throughout, particularly in execution and assessment criteria. • App C: Minor modification to EOH score sheet to include block for 0's. Updates on Speed score sheet to reflect new penalties. • App G: Added policy to define amateur status.



CONTENTS

Section

Page

PART I. GENERAL RULES

1. GENERAL RULES AND INFORMATION 1

1.1 Introduction 1

1.2 WE Trials 1

1.3 Rider Divisions 2

1.4 Horse Divisions 2

1.5 Horse Requirements 3

1.6 Performance Levels 3

1.7 Performance Level Selection and Advancement 4

1.8 Entry Requirements 5

1.9 Tack, Attire, and Equipment Allowances 5

 1.9.1 Tack and Attire 5

 1.9.2 Equipment Allowances 7

1.10 Outside Assistance 8

1.11 Use of Hands 8

1.12 Salute 9

1.13 Use of Voice 9

1.14 General Grounds for Disqualification/Elimination 9

 1.14.1 Definitions 9

 1.14.2 Disqualification 10

 1.14.3 Elimination 10

PART II. COMPETITION ORGANIZATION/MANAGEMENT

2. COMPETITON LEVELS 12

2.1 Schooling Shows 12

2.2 Licensed Shows 12

2.3 Championship Shows 12

3. OFFICIALS AND SHOW PERSONNEL 14

3.1 Show Manager 14

3.2 Show Secretary 14

3.3 Judge 14

3.4 Technical Delegate 16

3.5 Riders 16

3.6 Trainers and Handlers 17

3.7 Veterinarian 17

3.8 Gate Steward 17

3.9 Paddock Steward 18

3.10 Scribe 18

3.11 Scorers 18

CONTENTS (cont)

<u>Section</u>		<u>Page</u>
3.12	Course Designer	18
3.13	Ground Crew	19
3.14	Timers	19
3.15	Runners	19
3.16	Announcer	19
3.17	Safety Coordinator	19
3.18	Emergency Medical Personnel	19
3.19	Farrier	19
3.20	Conflict of Interest Restrictions	20
4.	GENERAL COMPETITION REQUIREMENTS	22
4.1	Paddock Rules	22
4.2	Entry Order	22
4.3	Veterinary Inspection.....	23
4.4	Drug Testing	23
4.5	Evidence of Blood	23
4.6	Horse Welfare.....	23
4.7	Prizes	24
4.8	Scoring and Determining Final Placement	24
4.8.1	Scoring.....	24
4.8.2	Determining Points	25
4.8.3	Determining Final Placement for Individual Competitors	25
4.8.4	Determining Points and Final Placement for Teams	26
4.8.5	Amendments to Judge’s Score Sheets and Non-Award of Points	27
4.8.6	Judging on a Panel	27
4.8.7	Posting Results.....	27
4.9	Inquiries, Protests, and Appeals	28
4.9.1	Inquiries	28
4.9.2	Protests	28
4.9.3	Appeals	29
4.10	Disciplinary Dispositions and Fines	29
PART III. THE TRIALS		
5.	DRESSAGE TRIAL	30
5.1	Objective	30
5.2	Arena	30
5.3	Tests	31
5.4	Trial Execution	32
5.5	Scoring	34
5.6	Penalties/Grounds for Disqualification	35

CONTENTS (cont)

<u>Section</u>	<u>Page</u>
6. EASE OF HANDLING (EOH) TRIAL	37
6.1 Objective	37
6.2 Arena	37
6.3 Obstacles	37
6.4 Course Design	39
6.5 Walking the Course	40
6.6 Trial Execution	40
6.7 Scoring	42
6.8 Course Errors	43
6.9 Penalties/Grounds for Disqualification	44
7. SPEED TRIAL	46
7.1 Objective	46
7.2 Arena	46
7.3 Course Design	46
7.4 Walking the Course	46
7.5 Trial Execution	46
7.6 Scoring	47
7.7 Obstacle Time Penalties/Bonus Time	48
7.8 Penalties/Grounds for Disqualification	49
7.9 Safety Considerations	50
8. CATTLE TRIAL	51
8.1 Objective	51
8.2 Arena	51
8.3 Cattle.....	52
8.4 Trial Execution	52
8.5 Penalties	53
8.6 Grounds for Disqualification	53
8.7 Safety Considerations	54
8.8 Scoring	54
8.9 Protests and Re-rides.....	56
8.10 Show Management.....	56
APPENDIX A. DRESSAGE TESTS	A-1
APPENDIX B. OBSTACLES	B-1
APPENDIX C. SCORE SHEETS	C-1
APPENDIX D. TACK AND ATTIRE FOR INTERNATIONAL COMPETITIONS	D-1
APPENDIX E. FEI CODE OF CONDUCT FOR WELFARE OF THE HORSE	E-1
APPENDIX F. PROTEST FORM.....	F-1
APPENDIX G. AMATEUR STATUS POLICY	G-1



United States Rules for Working Equitation



CONTENTS (cont)

TABLES

<u>Table</u>	<u>Page</u>
1-1 Summary of Performance Level Requirements	4
1-2 Summary of General Disqualifications and Eliminations	11
5-1 Summary of Skills Required for Dressage Tests	33
5-2 Summary of Dressage Penalties and Disqualifications	36
6-1 Obstacle Requirements Summary	38
6-2 Summary of EOH Penalties and Disqualifications	45
7-1 Summary of Time Penalties, Time Bonuses, and Disqualifications.....	50
8-1 Summary of Cattle Trial Penalties and Disqualifications.....	55

SUBJECT INDEX

<u>Subject</u>	<u>Section</u>
Advanced level (L6)	1.6f
Amateur division	1.3b
Amateur status	App G
Announcer	3.16
Appeals	4.9.3
Arena	
Dressage	5.2
Ease of Handling	6.2
Speed	7.2
Cattle	8.2
Attire requirements	1.9.1, App D
Blood, evidence of	3.3, 4.5
Cattle	8.3
Cattle trial	1.2d, 8
Championship shows	2.3
Conflict of interest restrictions	3.20
Course Designer	3.12, 3.20h
Disciplinary dispositions	4.10
Disqualifications	
Definition	1.14.1a
General disqualifications	1.14.2
Dressage	5.6
Ease of Handling	6.9
Speed	7.8
Cattle	8.6
Dressage trial	1.2a, 5
Dressage tests, purpose	5.3
Dressage tests	App A
Drug testing	4.4
Ease of Handling trial	1.2b, 6
Eliminations	1.14.1b, 1.14.3
Emergency Medical Personnel	3.18
Entry order	4.2
Entry requirements	1.8
Equipment allowances	1.9.2
Farrier	3.19
Gaited horse division	1.4b
Gate Steward	3.9, 3.20f
Ground Crew	3.13
Handlers	3.6
Hands, use of	1.11
Horse divisions	1.4
Horse requirements	1.5
Horse welfare	4.6, App E
Inquiries	4.9.1
Intermediate levels (L4, L5)	1.6d, 1.6e
Introductory level (L1)	1.6a
Judge	3.3, 3.20b
Judging on a panel	4.8.6
Licensed shows	2.2
Masters level (L7)	1.7g
Novice levels (L2, L3)	1.6b, 16.c

<u>Subject</u>	<u>Section</u>
Obstacle course design	6.4, 7.3
Obstacle course errors	6.8
Obstacle time penalties	7.7
Obstacles	6.3, App B
Open division	1.3c
Outside assistance	1.10
Paddock rules	4.1
Paddock Steward	3.8. 3.20e
Penalties	
Dressage	5.6
Ease of Handling	6.9
Speed	7.7, 7.8
Cattle	8.5
Performance levels	1.6, 1.7
Placement	4.8.3, 4.8.4
Points	4.8.2
Prizes	4.7
Protests	4.9.2, 8.9, App F
Regions	2.3
Results, posting	4.8.7
Rider divisions	1.3
Riders	3.5
Runners	3.15
Safety considerations	7.9, 8.7
Safety Coordinator	3.17
Salute	1.12
Schooling shows	2.1
Score sheets	4.8.5, App C
Scorer	3.11, 3.20i
Scoring	
Determining final placement	4.8
Dressage	5.5
Ease of Handling	6.7
Speed	7.6
Cattle	8.8
Scribe	3.10, 3.20g
Show Manager	3.1, 3.20a
Show Secretary	3.2
Speed trial	1.2c, 7
Tack requirements	1.9.1
Technical Delegate	3.4, 3.20c
Ties	4.8.3, 4.8.4
Timers	3.14
Trainers	3.6
Trials	1.2
Veterinarian	3.7, 3.20d
Veterinary inspection	4.3
Voice, use of	1.13
Walking the course	6.5, 7.4
Warm-up paddock	4.1
Young horse division	1.4a
Youth division	1.3a



PART I. COMPETITION RULES

SECTION 1. GENERAL RULES AND INFORMATION

1.1 Introduction

The discipline of Working Equitation (WE) was created to recognize and promote the equestrian techniques employed in countries that use the horse to work in the field. The aim is to preserve and perpetuate not only the type of equitation in each country but also the various traditions, riding attire, and tack that constitute part of the intrinsic cultural tradition of each country.

The sport is gaining popularity in many countries around the world. The World Association for Working Equitation (WAWWE) governs the sport internationally and maintains a set of rules for international competition. Each country, however, has its own rules for domestic WE competitions.

USA Working Equitation (USAWE) is the national working equitation association of the United States that is recognized by WAWWE. USAWE's goal is to promote the sport of working equitation in a way that promotes the welfare of the horse and the practice of good horsemanship. USAWE encourages different styles of horses, equipment, and traditions.

1.2 WE Trials

There are four trials that make up a Working Equitation competition. The first three (Dressage, Ease of Handling, and Speed) are the mandatory trials required for a complete Working Equitation competition. The fourth trial, Cattle, is included when location and facilities allow. If the Cattle trial is included, it is scored and placed as a separate event.

The trials are conducted in the order presented below.

- a. Dressage Trial. Prescribed dressage tests are ridden at each level. Each movement is given a numerical score, and collective marks are given for gaits, impulsion, submission, rider's position, effectiveness of the aids, and overall presentation. Movements in the dressage test coincide with the type and difficulty of movements required in the Ease of Handling and Speed trials at each level. Requirements for the Dressage trial are presented in Section 5. Dressage tests are contained in Appendix A.
- b. Ease of Handling (EOH) Trial. Obstacles are set up to simulate the difficulties encountered by a horse and rider in the field. Each obstacle is given a numerical score, and collective marks are given for transitions/navigation, gaits, impulsion, submission, and rider/presentation. Obstacles are numbered and are ridden in order. The goal of this trial is to negotiate the obstacles with accuracy, ease, and smoothness. Requirements for the Ease of Handling trial are presented in Section 6. The obstacles are described in Appendix B.
- c. Speed Trial. Obstacles are ridden at speed. The objective is to negotiate the course with no errors, in the correct order, as quickly and efficiently as possible. There are no gait

restrictions unless enacted by show management for safety reasons due to weather conditions or footing. Individual scores are based on elapsed time through the obstacles plus time penalties and minus time bonuses as described in Section 7.

- d. Cattle Trial. This trial tests the ability of a horse and rider to work with cattle individually and as a team. The trial is performed with a team of 3 or 4 riders. The objective is for each rider to individually sort, cut, and herd a pre-selected cow from the herd and then as a team put it in a designated pen. This is a timed event, with time penalties for course errors. Requirements for the Cattle trial are presented in Section 8.

1.3 Rider Divisions

Show management may opt to offer classes in any of the following divisions for riders:

- a. Youth – Open to riders 7 to 17 years of age, as of January 1 of the calendar year. Youth division riders may compete in any level up through Level 6. The Youth division may be subdivided as follows:
- (1) Children: Riders 7 to 11.
 - (2) Juniors: Riders 12 to 17.
- b. Amateur – Riders must comply with USEF Rule GR1306. This division is not age restricted. A rider eligible for this division may also compete in the Open Division and Young Horse Division.
- c. Open – All riders.

Note: Unless defined elsewhere in the prize list, a class is by default an Open division class.

1.4 Horse Divisions

Show management may opt to offer separate divisions for young horses or gaited horses.

- a. Young Horse Division – For horses 4 or 5 years of age competing in their first year. The owner/rider must be able to validate that these criteria are met. Horses in this division may only be shown in either the Introductory (L1) or Novice A/B (L2/L3) levels. A horse may compete in this division for one competition year only.
- b. Gaited Horse Division – For gaited horses that use an intermediate gait instead of the trot. If a separate division is not designated, these horses may compete in any division with the intermediate gait substituted for the trot.

1.5 Horse Requirements

- a. The term “horse” as used in these rules refers to any member of the Equid family. Any horse, with the exception of miniature horses, is eligible to compete.
- b. Gaited horses may use an intermediate gait instead of trot. Anywhere in this rulebook that refers to “trot” is also defined to include “intermediate gait” for gaited horses.
- c. All horses entered must be serviceably sound; show no signs of lameness, discomfort, or pain; and be in good condition.
- d. A horse must be at least 4 years old at the beginning of the competition year to participate in the Introductory (L1) and Novice A (L2) levels.
- e. A horse must be at least 5 years old at the beginning of the competition year to participate in Novice B (L3) and Intermediate A/B (L4/L5) levels.
- f. A horse must be at least 6 years old at the beginning of the competition year to participate in the Advanced (L6) and Masters (L7) levels.

Note:

- (1) A horse is considered 1 year old on the first day of January following the actual date of foaling.
 - (2) The competition year is January 1 through December 31.
- g. Horses that have lost sight in one eye or have impaired vision are permitted to participate in all phases. Horses that have lost sight in both eyes are not allowed to participate in any phase.
 - h. The President of the Jury may disqualify any horse, either before or during a competition, which they deem to be unsafe for competition.

1.6 Performance Levels

Show management may offer classes in any of the following levels/divisions:

- a. Level 1 – Intro. This is an introductory level designed for new horse-rider pairs, as well as young or green horses. There is no Speed trial or Cattle trial at this level. Walk and trot are required in the Dressage and EOH trials (i.e., canter is not allowed). Rising or sitting trot is allowed. Trot is required between obstacles in EOH. Two hands may be used on the reins. May be offered for Youth, Amateur and Open Divisions, as well as Young Horse Division.
- b. Level 2 – Novice A. This level is designed for horse-rider pairs who are beginning their development in WE. Canter is required in the Dressage trial and between obstacles in EOH. Changes of lead are through the trot. Obstacles must be trotted, unless required or allowed to be walked. Rising or sitting trot is allowed. Two hands may be used on

the reins. May be offered for Youth, Amateur and Open Divisions, as well as Young Horse Division.

- c. Level 3 – Novice B. Rising or sitting trot is allowed in the Dressage trial. Canter is required between obstacles. Changes of lead through the trot are required. Two hands may be used on the reins. May be offered for Youth, Amateur and Open Divisions, as well as Young Horse Division.
- d. Level 4 – Intermediate A. This level is designed for horse-rider pairs progressing in their development. Sitting trot is required in the Dressage trial. Simple changes of lead through the walk are required. Two hands may be used on the reins. May be offered for Youth, Amateur and Open Divisions.
- e. Level 5 – Intermediate B. Sitting trot is required in the Dressage trial. Flying changes are required. Two hands may be used on the reins. May be offered for Youth, Amateur and Open Divisions.
- f. Level 6 – Advanced. Sitting trot is required in the Dressage trial. Flying changes are required. One hand must be used on the reins. May be offered for Youth, Amateur and Open Divisions.
- g. Level 7 – Masters (International Level). Sitting trot is required in the Dressage trial. Changes at canter must be flying changes. One hand must be used on the reins. Offered for the Open Division only.

Table 1-1. Summary of Performance Level Requirements

Level	Trot	Canter/ Lead Change	Hands	Speed Trial	Cattle Trial
L1 - Intro	Sitting or rising	No	1 or 2	No	No
L2 - Novice A	Sitting or rising	Yes/thru trot	1 or 2	Yes	Yes
L3 - Novice B	Sitting or rising	Yes/thru trot	1 or 2	Yes	Yes
L4 - Inter A	Sitting	Yes/thru walk	1 or 2	Yes	Yes
L5 - Inter B	Sitting	Yes/flying	1 or 2	Yes	Yes
L6 - Advanced	Sitting	Yes/flying	1	Yes	Yes
L7 - Masters	Sitting	Yes/flying	1	Yes	Yes

1.7 Performance Level Selection and Advancement

- a. A rider will initially select the level she/he believes is the most appropriate for the horse/rider pair upon entering their first licensed competition of the season. This establishes the horse/rider pair's performance level.
- b. A horse/rider pair may choose to self-advance to the next higher level at any time. Once they have earned a combined Dressage/EOH score percentage of 62% at the higher level in three competitions under at least two different judges, they are established and registered at this level effective immediately upon earning the third

qualifying percentage. Until earning the three qualifying scores, a horse/rider pair may elect to move back to the previous level. *Note:* This also applies to the horse/rider combination's initial performance level registration.

- c. Horse/rider pairs that score 57.499% or less at their registered level in either Dressage or EOH at three competitions with at least two different judges may elect to move to the next lower level. They may do so immediately upon earning their third qualifying score.

1.8 Entry Requirements

- a. A horse-rider pair is considered an entry.
- b. A horse-rider entry can only compete in one level/division per show.
- c. Once a horse-rider entry has competed at any given level, that entry may not compete at any lower level except as noted in sections 1.7b and c.
- d. A horse may be entered twice in a competition if ridden by two different riders and in different levels. Exception: Two youth **or one youth and one adult** can share the same horse if competing in Level 1.

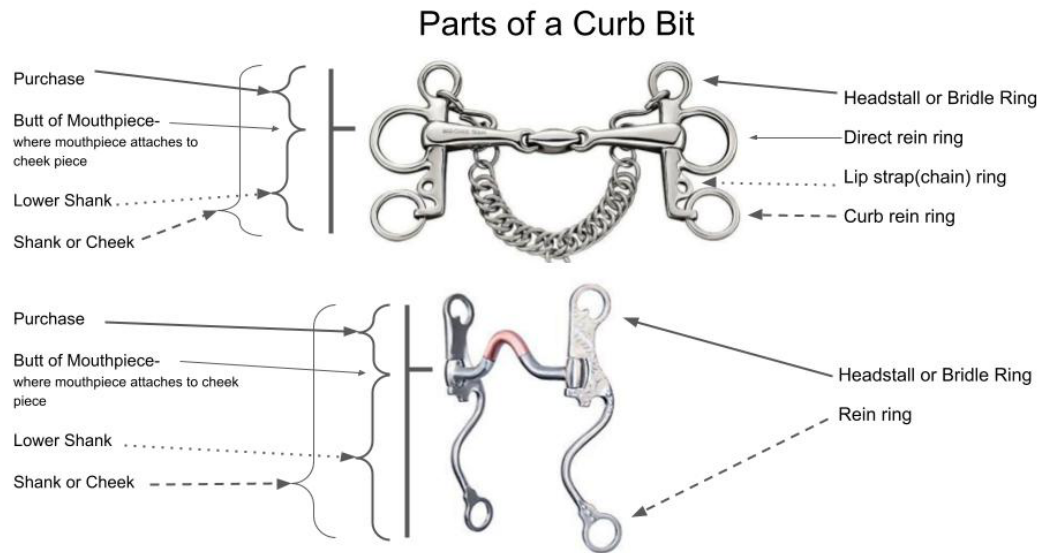
1.9 Tack, Attire, and Equipment Allowances

1.9.1 Tack and Attire

The responsibility for correct tack, attire, and equipment rests with the competitor. At this time, no prescribed tack and attire is specified for national shows; however, the following requirements must be met:

- a. Tack must include a saddle, stirrups, and a bridle or bosal.
- b. Bitted bridles, bitless bridles, and sidepulls are allowed. Natural or authentic bosal hackamores are allowed.
- c. Any cavesson/noseband must be adjusted to allow room for at least two fingers placed vertically under the noseband on the side of the face below the cheekbone. Flash noseband tightness is measured with two fingers on the side of the nasal bones.
- d. Curbs may be chain or leather and must be a minimum of ½ inch in width. The curb must lie flat against the horse's chin.
- e. Any bit can be used regardless of tradition or discipline with the exception of the following:
 - Mechanical hackamores, **including the flower or wheel hackamores**
 - Gag bits
 - Twisted or wire bits
 - Combination bits

- Bits with a port higher than 3.5 inches. *Exception:* Spade bits may have a higher port. If a spade bit is used, the bridle reins must be held in one hand in all trials, regardless of level.



- Elevator bits or bits that have a purchase of more than 3.25 inches
 - Shank bits that exceed 8.5 inches in shank length as measured from the inside top of the bridle ring to the point where the shank connects to the rein ring
 - Any bit considered inhumane by the Judge
- Riders must wear long pants, breeches, or riding skirt; a long- or short-sleeved shirt with collar; and a hat or helmet. No sleeveless shirts or tank tops are allowed. Attire such as jackets, vests, gloves, chinks, armitas, half chaps, and scarves is optional and may be used or omitted in any trial without penalty.
 - Riders must use footwear appropriate for showing in the tradition in which they are dressed. Heeled boots are the norm, although use of a different type of footwear that may be mandated by a specific tradition is acceptable.
 - Spurs may be used in any trial at rider's discretion.
 - Tack and attire must be neat and orderly. It should be of consistent tradition and will be reflected accordingly in the Presentation mark. Embellishments (silver, sequins, gems, etc.) should be minimal, and will not count over a good working outfit.
 - Entries must use the same style of tack and attire in all trials. Changes in tack, equipment, and clothing are allowed provided they maintain the same style throughout the competition.

- k. There is no penalty for use of protective headgear or a protective safety vest for a rider in any trial. All competitors under the age of 18 must wear an ASTM/SEI-approved safety helmet.
- l. Braiding is optional.
- m. Numbers, if provided by show management, must be worn at all times when a horse is being exercised or ridden.

In the event of a tack malfunction while the rider is in the competition arena, the rider may request a 4-minute timeout to remedy the issue. Someone outside the arena may enter to assist the rider, but the rider and horse must remain in the arena. If there is a safety concern with the malfunction or remedy, the Judge may, at her/his discretion, dismiss the rider from the trial or allow a re-ride at a later time.

Tack and attire requirements for international competitions are addressed in Appendix D.

1.9.2 Equipment Allowances

- a. Hoof boots (i.e., boots used in lieu of shoes) are allowed in all trials.
- b. Protective boots are allowed in EOH, Speed, and Cattle trials.
- c. Use of a whip (crop) is allowed in Introductory (L1), Novice (L2/L3), and Intermediate (L4/L5) levels. The whip must not exceed 120 cm (47.2 in.) in length, including any lash. The whip does not have to be carried in all trials. The following is for Advanced (L6) and Masters (L7) levels only: Riders may only carry a whip if it is consistent with the tradition of the tack and attire utilized. The whip must be maintained in an upright position in the free hand, and not used as an aid to instruct the horse.
- d. 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 trial, the rider or his/her representative is responsible for removing the fly hood to present it to the Gate Steward for inspection. The Gate Steward will also visually inspect for earplugs.
- e. A nose net may be used if a veterinarian has diagnosed the horse with head shaking syndrome. A letter from the veterinarian must be included with the entry form.
- f. A tail corset is allowed.
- g. The following equipment is not allowed:
 - Tie downs
 - Tongue ties
 - Martingales
 - Halters with lead rope
 - Serretas

- Bearing, side, draw, or balancing reins
 - Blinkers
 - Ear plugs/muffs
 - Metal-core nosebands or hackamores
 - Studded or spiked curb/chin straps
 - Tail wraps
- h. Electronic communications devices, headphones, earphones, electronic entertainment devices, etc. are prohibited in the competition arena. Use of such or similar equipment will result in elimination. Such devices may be used in the paddock.

Note: Riders with disabilities may apply for a dispensation certificate that approves the use of adaptive equipment and/or other allowances. Refer to the [USAWE Competition Manual](#).

1.10 Outside Assistance

Competitors may not receive any outside assistance during a trial. Outside assistance/coaching will be penalized at the Judge's discretion, which could include disqualification. Penalties may include 10-point penalties in Dressage and EOH, or 10-second penalties for Speed for each occurrence. Any outside assistance at the Advanced (L6) or Masters (L7) levels will result in disqualification.

Exceptions:

- Introductory (L1) and Novice (L2/L3) competitors in the Dressage trial may have a person positioned outside the arena to read the test aloud. *See Section 5.4.*
- L1 riders may have a person positioned outside the arena to read the EOH course obstacle order. *See Section 6.6.*

The outside assistance restriction begins when the Judge rings the bell to indicate the start of the trial and ends after the final salute. Competitors are allowed to receive clarifications or guidance while in the warm-up area or after the trial has been completed.

1.11 Use of Hands

Horses may be ridden with one hand or two in all levels up through Intermediate B (L5). All trials in Advanced (L6) and Masters (L7) levels must be performed with the reins in one hand.

Exception: Riders using a spade bit must use the reins in one hand regardless of level.

Competitors are free to use either hand to hold the reins, but may not, under penalty of disqualification, switch hands.

Competitors may use either hand when negotiating obstacles in EOH and Speed trials; however, the same hand must be used consistently for every obstacle under penalty of disqualification.

Holding the excess rein in the free hand during the trial is not allowed. **Exception:** Western riders using a romal rein or knotted/connected split reins may hold the excess rein loosely with the free hand.

L1 through L5 competitors riding one handed are allowed to use two hands to adjust the reins or correct the horse, or switch to riding with two hands without penalty. L6 and L7 competitors **and anyone riding with a spade bit** will be disqualified if they have two hands on the reins for longer than necessary to adjust the reins. Any adjustment to the reins must be a momentary action, with the free hand touching behind the rein hand.

L1 through L5 competitors may briefly stroke/touch the horse in front of the rein hand. Excessive stroking or touching of the horse may be penalized in the Rider score. L6 and L7 competitors will be penalized if their free hand brushes the rein or touches the horse in front of the rein hand or provides any form of assistance for up to two occurrences (5-point penalty in Dressage and EOH, 5-second penalty in Speed). L6/L7 competitors will be disqualified for stroking/touching the horse in front of the rein hand three times.

1.12 Salute

Riders are required to salute the Judge before and after every trial. The horse should face the Judge and remain immobile during the salute. The rider salutes with a nod of the head, a drop of the hand, or both. The hand dropped can be either the rein hand or the working hand. Men not wearing a helmet may remove their hat if desired.

When there is more than one Judge, riders are required to salute the President of the Jury but may salute all Judges present.

Failure to salute the Judge will result in a 5-point penalty in Dressage and EOH trials and a 10-second penalty in Speed and Cattle trials.

1.13 Use of Voice

Occasional use of a soft voice is allowed in Dressage and EOH trials. Loud or excessive use of voice will be penalized by the Judge in the collective mark for the Rider. The voice may be used in Speed and Cattle trials.

1.14 General Grounds for Disqualification/Elimination

1.14.1 Definitions

- a. Disqualification (disqualify, disqualified) = disqualification from the trial. Entries disqualified from a trial can compete in other trials and are still eligible for awards.
- b. Elimination (eliminate, eliminated) = elimination from the competition. Entries eliminated from the competition are not eligible for any awards.

1.14.2 Disqualification

- a. Entering the trial arena before the bell has rung.
- b. Taking more than 60 seconds to start the trial after the bell has rung.
- c. Horse shows signs of lameness, pain, or severe distress (*Note 1, Note 3*).
- d. Horse shows signs of blood on any part of its body caused by an existing unhealed wound or an injury in the arena (*Note 2, Note 3*).
- e. Rider mistreats the horse (*Note 1*).
- f. Horse is unsafe (*Note 1*).
- g. L6, L7 **and riders using spade bits**: Having two hands on the reins for longer than necessary to adjust the reins.
- h. L6, L7: Three instances of touching or brushing the horse's neck or the reins with the free hand in front of the rein hand, and/or using the free hand to provide any form of assistance. First two instances are penalized.
- i. L6, L7: Touching the horse with a whip or using the whip to provide any form of assistance.
- j. Excessive use of the whip or spurs (*Note 4*).
- k. L6, L7: Outside assistance. May result in penalties or disqualification at L1 thru L5, depending on severity.
- l. Use of illegal tack, attire, or equipment.
- m. Fall of horse or rider.
- n. Switching hands. When using one hand on the reins, the same hand must be used throughout.
- o. Not using the same **style** tack or attire throughout the competition.
- p. Dismounting for any reason other than to pick up an obstacle.
- q. Gross disrespect or misconduct by an exhibitor (*Note 1*).
- r. Failure to advance for 15 seconds.

1.14.3 Elimination

- a. Horse shows signs of blood on any part of its body caused by bridle, bit, spurs, or whip, or any wounds apparently from abuse or mistreatment.
- b. Use/application of any foreign or caustic substance to or into any horse that would alter or influence a horse's natural carriage, movement, or behavior.

Note:

1. Either the Judge, TD, or Show Manager can disqualify an entry. May be subject to Elimination depending on severity.
2. Only the Judge can disqualify an entry for evidence of blood.
3. There is no option for appeal in the case of Disqualification or Elimination for blood or lameness.
4. Excessive use of the whip or spurs at any level will be penalized or result in Disqualification or Elimination at the Judge's discretion.

Table 1-2. Summary of General Disqualifications and Eliminations

	L1 Intro	L2 Nov A	L3 Nov B	L4 Int A	L5 Int B	L6 Adv	L7 Masters
Entering the trial arena before bell has rung				DQ			
Taking more than 60 seconds to start the trial after the bell has rung				DQ			
Horse shows signs of lameness, pain, or severe distress.				DQ			
Horse shows signs of blood on its body caused by existing unhealed wound or injury in the arena				DQ			
Rider mistreats the horse				DQ			
Horse is unsafe				DQ			
Excessive use of whip or spurs.				DQ			
Use of illegal tack, attire, or equipment				DQ			
Fall of horse or rider				DQ			
Switching hands on reins when riding one-handed				DQ			
Not using same style tack or attire throughout the competition				DQ			
Failure to advance for more than 15 seconds				DQ			
Dismounting for any reason other than to pick up an obstacle				DQ			
Gross disrespect or misconduct by an exhibitor				DQ			
Having two hands on the reins for longer than necessary to adjust the reins (includes riders using a spade bit)							DQ
Stroking/touching the horse in front of the rein hand three times or using the free hand for any type of assistance							DQ
Touching the horse with a whip or using the whip to provide any assistance							DQ
Outside assistance							DQ
Horse show sign of blood anywhere caused by bridle, bit, spurs, or whip				Elimination			
Horse shows signs of blood anywhere from abuse or mistreatment				Elimination			
Use/application of foreign or caustic substance that alters the horse's natural carriage, movement, or behavior				Elimination			



PART II. COMPETITION ORGANIZATION/MANAGEMENT

SECTION 2. COMPETITION LEVELS

Note: The competition year runs from December 1 through November 30.

2.1 Schooling Shows

Schooling shows are intended to be low-pressure opportunities for riders and horses to gain experience, practice test and course riding, and get the feel of competition. They provide a valuable opportunity for competitors and judges to gain experience. Schooling shows are not governed or licensed by USAWE.

2.2 Licensed Shows

Licensed shows are the standard competition offered throughout the U.S. Scores earned at these competitions determine eligibility for championship competitions.

Licensed competitions do not require qualifying scores to compete. Licensed competitions may take place over one or more days. Prize money may be awarded.

2.3 Championship Shows

Championship shows may be held in each of the following U.S. zones:

- **Western Zone**, comprised of:
 - **Region 1, Northwest:** Alaska, Washington, Oregon, Idaho, Montana
 - **Region 2, Southwest:** California, Nevada, Utah, Arizona, Hawaii, U.S. territories in the Pacific.

- **Central Zone**, comprised of:
 - **Region 3, Northern Great Plains:** Wyoming, North Dakota, South Dakota, Nebraska, Kansas, Colorado
 - **Region 4, Southern Great Plains:** New Mexico, Texas, Oklahoma, Arkansas, Louisiana
 - **Region 5, Great Lakes:** Minnesota, Iowa, Missouri, Wisconsin, Illinois, Michigan, Indiana, Ohio, Kentucky

- **Eastern Zone**, comprised of:
 - **Region 6, Northeast:** New York, Vermont, New Hampshire, Maine, Massachusetts, Rhode Island, Connecticut, New Jersey, Pennsylvania, Delaware, Maryland, Virginia, West Virginia, District of Columbia
 - **Region 7, Southeast:** Tennessee, Mississippi, Alabama, North Carolina, South Carolina, Georgia, Florida, U.S. territories in the Atlantic



United States Rules for Working Equitation



Zone championships can be held no more frequently than once per year per zone but are not required to be held every year. Zone championships may take place over two or more days. Prize money may be awarded.

Horse-rider combinations may compete in any or all zone championships, regardless of where qualifying scores are achieved. Horse-rider combinations must earn a combined average of 58% or higher in Dressage and EOH and successfully complete the Speed trial (L2-L7) at a minimum of two licensed shows to qualify for a zone championship.

SECTION 3. OFFICIALS AND SHOW PERSONNEL

3.1 Show Manager

The Show Manager is responsible for the management of the WE competition. She/he ensures that all necessary show personnel are in place and properly trained and is present throughout the competition to facilitate the show operation.

The Show Manager is responsible for applying for and complying with the requirements of the competition license. All Show Managers have the duty to arrange good technical, sporting, and humane conditions required for the smooth performance of the competition.

3.2 Show Secretary

The Show Secretary manages all administrative functions and maintains records for the competition.

Show Secretary takes entries, verifies memberships and horse registrations, prepares class lists, and maintains competitor scores in the show database/record.

The Show Secretary posts the order of go for all trials and course maps for the Ease of Handling and Speed trials.

The Show Secretary posts the individual scores and rankings within 2 hours of trial completion. For one-day shows, the scores will be posted no later than 2 hours after the last ride of the day. The Judge and/or the Technical Delegate must approve the release of results and score sheets prior to posting and release. The Show Secretary will hold any score sheet not delivered to a competitor for a period of 8 days after the competition. Copies of score sheets and results must be kept on file for a period of 12 months for all shows.

Scorers may assist the Show Secretary by tallying the score sheets and verifying their accuracy.

The Show Secretary provides information to the Show Announcer to keep participants and public informed and is responsible for instructing the Announcer/Sound System Manager to play the designated music during Masters level Dressage trials.

3.3 Judge

A collection of Judges is referred to as a Jury. One Judge will be identified as President of the Jury and will act as the chairman. The remaining jury members are referred to simply as Judges or Jury Officers.

If the President of the Jury is not able to perform his/her duties for any reason, the most senior Judge on the Jury will take that position. If for any reason a Judge on a multiple-judge Jury is not able to perform his/her duties during a competition, the score awarded for that Judge would be the average of the total points awarded by the other Judges.

One Judge is typical for licensed competitions. A minimum of two Judges is required for championships.

When multiple Judges officiate at a competition, all scores are averaged to determine the official score for the trial.

Judges are rated as follows:

- Senior (S) Judge: May officiate at licensed competitions and championship competitions. May judge any level.
- Registered (R) Judge: May officiate at licensed competitions. May officiate at championship competitions if serving on a panel with one or more S Judges; there can only be one R Judge per panel. May judge any level.
- Recorded (r) Judge: May officiate at licensed competitions; may judge Introductory, Novice, and Intermediate levels. Recorded Judges may judge upper levels (Advanced and Masters) if they are a part of a panel of three or more Judges that includes at least one S judge. Only one “r” Judge is allowed per panel.
- Learner (L) Judge: May officiate at licensed shows if they are part of a panel that includes at least one R or S Judge. No more than one L Judge is allowed per panel. The L Judge must have previously judged at least 50 rides in a panel setting before his/her scores can count toward competition placement. Organizers of schooling shows are encouraged to use L Judges to provide them the necessary experience to advance their training and credentials.

Different Judges may be used for different trials in licensed competitions, e.g., one Judge for Dressage and a different one for EOH.

There may be more than one Judge for each trial, e.g., one Judge for L1–L3 in Dressage and a different Judge for L4–L7. Judges must judge all riders within their designated level and division for that trial.

At larger competitions, multiple arenas with multiple Juries may be used. Each Jury will be responsible for the classes assigned to it by the Show Manager. Each Jury will have an independent President of the Jury.

A Scribe will assist each Judge during the trials.

All Judges, and particularly the President of the Jury, must ensure that the rules are strictly followed. The President of the Jury is the competition’s ultimate authority and is responsible for ensuring compliance with the technical and sporting conditions required for the smooth performance of the trials.

The Judge has the authority and responsibility to disqualify any competitor whose horse shows signs of blood anywhere (e.g., mouth, sides, legs). At the end of any trial, if the Veterinarian, Technical Delegate, and/or the Gate Steward detect any signs of blood on the horse, the rider must remain in the area for examination and the Judge will be informed of the occurrence. The Judge will analyze the situation and if considered justified, order the competitor’s disqualification from that trial, or elimination from the competition if the blood is caused by the bridle, whip, or spurs. (*See also Section 4.5.*)

The Judge and/or the Technical Delegate must approve the release of results and score sheets prior to posting and release.

3.4 Technical Delegate

A Technical Delegate with comprehensive knowledge of these rules will be present at all trials to ensure that the rules are followed. The Technical Delegate works in collaboration with the Judge or President of the Jury. The Technical Delegate must be impartial in the performance of this function.

The Technical Delegate:

- Is responsible for the supervision and performance of the trials and ensures compliance with the rules in collaboration with the Judge.
- Must have a full set of rules available at the competition, as well as blank copies of the Protest form (Appendix F).
- Is present during any veterinary inspections.
- **Answers any questions related to tack, attire, and equipment. The TD will confer with the Judge as necessary; the Judge has the final authority.**
- Receives all complaints made by the competitors, ensures they are given to the Protests committee, and informs the competitors of committee decisions.
- Produces the final report (after the trials have ended) to be used as a basis for any clarifications.

The Judge and/or the Technical Delegate must approve the release of results and score sheets prior to posting and release.

3.5 Riders

All riders are entitled to enjoy good technical, humane, and sporting conditions in performing this discipline and competing in these trials.

All riders who are U.S. citizens are entitled to apply for a place on the team representing the United States at international Working Equitation competitions.

Riders are entitled to receive their Dressage and Ease of Handling score sheets at the end of each trial, provided that the results have been announced.

A parent, a legal guardian, or legal representative of the parent or legal guardian, as defined on the registration form must represent riders under the age of 18 years.

Riders are obliged to register correctly under penalty of not being allowed to compete at the competition, must comply with the Rules, and accept all of the decisions of the Jury, Technical Delegate, show management, and the Appeals Committee.

Riders have a right of inquiry, protest, and appeal on the issues covered by these rules as defined in Section 4.9.

3.6 Trainers and Handlers

Trainers are defined as persons who give lessons or technical advice to the competitor and/or instruct the horse or rider/horse in question. Handlers are defined as persons who assist in caring for and preparing the horse at a competition.

Each rider is entitled to bring a Handler and a Trainer who may be present in the zones adjacent to the arena (stall area and paddock), provided that they are properly identified and have signed a liability release. During course walks, the Trainer may accompany the Rider. Riders under 18 years of age may be accompanied during the course walk by a parent or other representative if a Trainer is not present.

Trainers and Handlers may not, under any circumstances, speak to the Judges or officers during the performance of the trials.

3.7 Veterinarian

For all licensed competitions, it is recommended that a licensed Veterinarian be on site. If not present at the site of a competition, a licensed Veterinarian must be on call. For championship competitions, a licensed Veterinarian must be on site to perform the veterinary inspection regulated under Section 4.3.

When present onsite, the Veterinarian is responsible for the well-being of horses during the trials. Upon detecting a clinical problem with a horse, the Veterinarian must inform the President of the Jury and/or the Technical Delegate. Any horse withdrawn or disqualified from the trial for a clinical problem may only re-enter the arena with the authorization of the Veterinarian.

3.8 Gate Steward

The **Gate** Steward coordinates the competitors' entrance into the arena based on their entry order.

The Gate Steward inspects the condition of the horse before and after every trial. If blood is detected on a horse, either before or after the competition, the Gate Steward must inform the Judge and Technical Delegate immediately. (*See also Sections 3.3, 4.5.*)

The Gate Steward may inspect bits, cavessons/nosebands, or curb chains if there is any question regarding acceptability. The Gate Steward must consult with the Technical Delegate if there is any question or challenge regarding acceptability.

The **Gate** Steward must notify the Judge/President of the Jury, either directly or through the Technical Delegate, of any irregularity or failure to comply with the rules and may only inform the competitor of the decision after the Judge/President of the Jury has made a ruling.

For competitions with multiple arenas or a large number of competitors, more than one **Gate** Steward may be required to manage the competition arena gate.

The **Gate** Steward handles **Paddock** Steward responsibilities if a separate **Paddock** Steward is not present.

The **Gate** Steward may not, under any circumstances, be held liable for any breach or omission committed by any competitor.

3.9 Paddock Steward

The Paddock Steward:

- Controls entry to the paddock (warm-up area) to prevent overcrowding.
- Monitors horses, riders, **and trainers** in the paddock to ensure a safe environment.
- Ensures no coercive methods and/or abusive acts are used on the horses.
- **Ensures that a minimum of three obstacles is available and appropriately configured in the paddock prior to EOH and Speed trials.**

The **Paddock** Steward must notify **the Gate Steward or Technical Delegate** of any irregularity or failure to comply with the rules.

The **Paddock** Steward may not, under any circumstances, be held liable for any breach or omission committed by any competitor.

Paddock Stewards are required for championship competitions and recommended for licensed competitions.

3.10 Scribe

Each Judge will have a Scribe for every trial of the competition. The Scribe will document the Judge's scores and comments on the score sheet for each trial, as well as annotate times for the Speed and Cattle trials.

3.11 Scorers

Scorers tally individual score sheets and verify accuracy of final show results before awards are presented. The TD and/or Judge must verify what the Scorers present before scores are posted.

3.12 Course Designer

The Course Designer designs the courses for EOH and Speed trials in accordance with requirements defined in Sections 6 and 7. The Course Designer coordinates with the Show Manager in advance regarding the availability of obstacles. Verification of the design must be obtained from a licensed official (Judge or TD) prior to the start of the competition.

The course design must be kept confidential until it is made available to all competitors.

3.13 Ground Crew

A Ground Crew (typically two or more individuals) stands by the arena to replace poles, rings, reset rails, etc., after each ride, as well as move obstacles (if necessary) between trials. They also assist Introductory (L1) riders who may have dropped items in the arena.

3.14 Timers

- a. Speed Trial. Automatic timers for Speed trials are required at championship competitions and are recommended at licensed competitions. When timed with an electronic timer, the Judge's time will be used as a backup. If automatic timers are not available, the Judge is the official timer. A backup timer will be used, but the times will not be averaged. The Judge may designate another official to keep the official time.
- b. Cattle Trial. The official timekeeper is positioned at the foul line; a backup timekeeper is positioned on the foul line at the opposite side of the arena. Backup time is only used if the official timekeeper's timer fails; the times are not averaged.

3.15 Runners

Runners take the score sheets from the Scribe to the Scorers or Show Secretary after each trial.

3.16 Announcer

The Announcer keeps the competitors and public informed of schedules and results as provided by the Show Secretary and Scorer. In coordination with the Sound System Manager, the Announcer plays the music for the Dressage trials at the Masters level.

3.17 Safety Coordinator

The Safety Coordinator prepares/posts an Emergency Plan to provide guidance to show personnel on how to handle emergencies, and ensures all procedures are followed in the event of an accident. The Show Manager, Secretary, or other show official may serve in the role of Safety Coordinator.

3.18 Emergency Medical Personnel

At a minimum, an on-call number for Emergency Medical Personnel must be posted at all competitions. Emergency Medical Personnel are recommended onsite at championship competitions.

3.19 Farrier

A Farrier is recommended to be on site during all licensed competitions. If not present on site, a Farrier is required to be on call.

3.20 Conflict of Interest Restrictions

- a. Show Manager. The Show Manager may not compete in any championship show that she/he is managing. Show Managers may compete in licensed competitions with the following provisions:
- They must designate a surrogate to resolve any issues that may arise during the time they are competing.
 - They cannot serve on the Protests Committee to resolve any competition disputes that arise.
 - They cannot be involved in course design. If they receive a course design map in the course of show preparation, they must make that map available immediately to all competitors.
- b. Judge. A Judge may not compete at any competition in which she/he is judging. A horse owned or leased by a Judge may not compete in any competition under that Judge.

The following individuals may not compete under a Judge:

- A person with whom the Judge has a close personal relationship (e.g., family member, domestic partner, business partner, etc.).
- A trainer, coach, or student of a Judge within the 30-day period prior to a competition. **This includes clinics or providing assistance in group activities, as well as private instruction. Exception: Clinics may be offered to Level 1 competitors prior to a competition; auditing is not restricted. Schooling shows prior to a licensed competition are acceptable. Clinics, group sessions, or private instruction are permitted after a competition.**
- An employer or employee of a Judge.
- Anyone who has purchased a horse from or sold a horse to a Judge within 90 days of the competition.
- Anyone who has leased a horse to/from a Judge within 90 days of the competition.

A Judge must notify show management of any conflict(s) of interest that may arise.

- c. Technical Delegate. A Technical Delegate may not compete at any competition in which she/he is officiating.

A Technical Delegate may not officiate **for the level in which** any of the following are competing:

- A person with whom the Technical Delegate has a close personal relationship (e.g., family member, domestic partner, business partner, etc.).
- A trainer, coach, or student of the Technical Delegate. Conducting clinics or providing assistance in group activities, unless private instruction is given, is not considered instruction.
- An employer or employee of the Technical Delegate.
- Anyone who has purchased a horse from or sold a horse to the Technical Delegate within 90 days of the competition.
- Anyone who has leased a horse to/from the Technical Delegate within 90 days of the competition.



United States Rules for Working Equitation



More than one Technical Delegate may be required to ensure that no individual officiates if there is any conflict of interest with either a horse or rider.

- d. Veterinarian. The Veterinarian may not compete at a competition in which she/he is officiating.
- e. Gate Steward. A Gate Steward may not compete at a competition where she/he is officiating.
- f. Paddock Steward. A Paddock Steward may not compete at a competition where she/he is officiating.
- g. Scribe. A Scribe may neither compete **nor coach any competitors** in a competition in which she/he has also scribed.
- h. Course Designer. The Course Designer may not compete in any licensed competition for which she/he designed the course.
- i. Scorer. **The Scorer is allowed to compete but may not score any tests for the level in which she/he is competing.**

Exception: Conflict of interest restrictions do not apply if the rider applies to ride *Hors de Concours* (for schooling purposes). The Judge will score the rider but the rider is not officially in the competition and therefore not eligible for prizes or points. The rider will be given his/her score sheet, but the score is not posted publicly. (Show management may deny the request to ride *Hors de Concours* if the number of riders makes such a request a burden on the competition.)

SECTION 4. GENERAL COMPETITION REQUIREMENTS

4.1 Paddock Rules

The paddock is an area designated as a warm-up zone in which riders prepare their horses before entering the arena and in which riders who have competed in a trial can cool down and/or relax their horses. A Paddock Steward controls the paddock.

All competitors must be polite in dealing with the Paddock Steward, and responsive to his/her direction.

Competitors not on horseback are forbidden from remaining in the paddock. The temporary or extended presence of any persons inside the paddock other than the competitors, trainers, or handlers of the horses being prepared, is also forbidden.

The paddock is a zone for warming-up exercises and concentration. Accordingly, competitors leaving the arena must respect those competitors who have not yet entered. Any kind of exuberance or horseplay that may prejudice the competitors is prohibited.

The Paddock Steward will immediately inform the Judge and/or Technical Delegate of any failure to comply with the paddock rules. The competitor is liable for any disciplinary penalty.

Riders with safety concerns are encouraged to wear an orange vest in the paddock.

4.2 Entry Order

The Show Secretary draws numbers to determine the entry order. Once finalized, the Show Secretary will post the entry order and/or make it available to all competitors at least 2 hours before the start of each trial. Course maps for EOH and Speed must be posted at the same time. If possible, it is better for the organization of the competition as well as for competitors and public to publish a general schedule up to 48 hours in advance, along with the draw for the first trial.

For championship competitions, the entry order for EOH and Speed trials is the inverse of the placing at the time of the trials. The Show Secretary will maintain the entry order and adjust it as necessary for conflicts involving riders with several horses. It is recommended that licensed competitions follow this entry order process, but they have the option to use the same entry order for all trials.

Any competitor who competes with multiple horses is entitled to at least 20 minutes between rides. A competitor entering three or more horses in a division/level waives the right to the minimum time between rides. Show management should endeavor to provide as much time as possible between that competitor's entries.

Ride times are not required to be included in the order of go. If the Show Secretary includes ride times, those have to be considered tentative. It is the rider's responsibility to know the entry

order and monitor the progress of the trial to ensure they are ready at the gate when called. Competitors have 60 seconds to appear at the gate after being called or will be disqualified.

4.3 Veterinary Inspection

At championship competitions, the Veterinarian will inspect each horse upon arrival at the show grounds to evaluate its general condition and identification documents/vaccination records. The inspection will include a trot for soundness. Initial inspections are optional at licensed competitions.

The Judge, Technical Delegate, Gate Steward, or Veterinarian may also require inspections before and/or after trials. Inspections performed immediately after trials will be done in a discrete manner and location. The Veterinarian will inform the President of the Jury/Judge of the results of the exams.

If any irregularity is found, a horse may be disqualified or eliminated from the competition in accordance with these rules at the discretion of the President of the Jury/Judge. The competitor will be informed by the Judge or Technical Delegate.

4.4 Drug Testing

No horse or pony may compete in any competition if it has been administered any banned substance as defined by USEF GR409 or any excess therapeutic substance as specified in GR410. It is the duty of all competitors, owners, trainers, and/or support personnel to ensure that this rule is strictly followed. All drug testing, if conducted by show management, will be in conformance with USEF rules. If the horse on which they competed or will compete is selected for sampling, the responsible person must ensure the horse submits to sample collection and comply with all sampling procedure requirements.

4.5 Evidence of Blood

The Judge has the authority and responsibility to disqualify any competitor whose horse shows signs of blood anywhere (e.g., mouth, sides, legs). The Gate Steward will inspect the condition of horses before and after every trial. If blood is detected on a horse, either before or after the competition, the Gate Steward will inform the Judge and Technical Delegate immediately. The rider must remain in the area for examination. The Judge will analyze the situation, and if considered justified, order the competitor's disqualification from the trial. If the blood is caused by bridle, spurs, whip, or any wounds apparently from abuse or mistreatment, the competitor will be eliminated from the competition.

4.6 Horse Welfare

All horses are to be treated humanely, with dignity, respect, and compassion at all times. Rules are established and enforced that demand owners, trainers, and exhibitors be continually responsible for the well-being and humane treatment of all horses entrusted to their care. Above all, the horse's welfare is paramount to other considerations; the continual development of procedures will ensure the humane treatment of the horse and all animals involved with Working Equitation events.

Owners may be held responsible for the actions of their trainers, agents, employees, and representatives. Individuals may be disciplined, disqualified, fined, expelled from the show grounds, and banned from future competitions. The standard by which conduct or treatment will be measured is that which a reasonable person, informed and experienced in generally accepted equine care, training, and exhibition procedures or veterinary standards, would determine to be cruel, abusive, or inhumane.

All working equitation competitions must adhere to the FEI Code of Conduct for the Welfare of the Horse as contained in Appendix E.

4.7 Prizes

Prizes are awarded at the discretion of show organizers. The prize specifications must be included on show entry forms and/or a published prize list. Amounts and distribution of prize money may not be altered from that outlined on the entry form and/or the prize list.

Competition organizers may opt to offer additional awards within a particular division or level based on additional demographic criteria. Competition organizers are encouraged to offer such awards only when the numbers of anticipated competitors are sufficient to provide a reasonably competitive classification. The criteria must be clearly described in the prize list or entry form, and must be a subset of an established division or level. No additional divisions or levels may be offered. The criteria may not duplicate an existing division/level within another division/level.

4.8 Scoring and Determining Final Placement

4.8.1 Scoring

Movements in the Dressage and EOH trials are scored on a scale of 10 (highest) to 0 to enable correct and logical placement of the competitors in each class. When two or more Judges officiate at a competition, the scores are averaged to determine the official score for the trial. Half points are allowed. Marks can generally be interpreted as follows:

10 9 8	Excellent Very Good Good	Correctly performs the movement and fulfills the criteria with a high quality of execution.
7 6	Fairly Good Satisfactory	Correctly performs the movement and fulfills the requirement of the movement and judging criteria with quality of execution
5	Sufficient	No major problems but not a quality execution of the movement and/or judging criteria.
4	Insufficient	At least one major problem in the movement or poor quality of execution.
3 2 1	Poor Bad Very Bad	Serious and/or multiple problems with basics of the movement and/or judging criteria.
0	Not executed	

A mark of 4.5 or below is considered a negative score.

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

The Cattle trial is scored by elapsed time plus penalty time.

The winner of the Dressage trial for each level is the competitor who receives the highest percentage score in the dressage test performed. The winner of the EOH trial is the competitor who receives the highest percentage score from the obstacle course completed. The winner of the Speed trial is the competitor who completes the course in the lowest adjusted time. The winner of the Cattle trial is the competitor who successfully pens a cow in the lowest adjusted time.

Score sheets are contained in Appendix C.

4.8.2 Determining Points

The total number of points available in a given level/division is based on the number of competitors entered and initially competing in that level/division. The point basis remains the same even if fewer riders compete in subsequent trials within that level/division as a result of scratches or DQs.

Competitors earn points depending on their placement in each trial, e.g.,

- 1st place = $N + 1$
- 2nd place = $N - 1$
- 3rd place = $N - 2$
- 4th place = $N - 3$ etc.

where N = the number of competitors entered in that level/division.

4.8.3 Determining Final Placement for Individual Competitors

Use the **Final Competition Placement Form - Individual** (Appendix C) to determine final placement for competitions with riders competing individually.

The total number of points accrued by each competitor in each trial determines the final placing for that level.

To be considered for final placement, competitors must enter all trials for the level.

Competitors who have withdrawn or been disqualified in any of the trials or eliminated from the competition are not awarded any points for that trial. Competitors who withdraw or are disqualified from a trial may participate in the other trials and earn competition points in those trials.

A rider who has withdrawn or been disqualified from a trial may not place above a rider who has successfully completed all the trials. A withdrawal or scratch is not equivalent to a disqualification. A rider with a DQ will be placed ahead of a rider who withdrew, regardless of points accrued.

Handling Ties

Note: Competitors who are tied get the same placing and points; 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.

If a tie occurs in the Dressage trial, 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.

If a tie occurs in the EOH trial, the rider who incurred a 0 will be placed lower than the rider who did not. If both have 0's, the rider with more 0's 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.

If a tie occurs in the Speed trial, the competitor with the lowest accrued penalty/bonus time (in seconds) will be placed higher. If the time penalties are equal, the entries will remain tied and each entry will be awarded the points associated with the placing for which they are tied.

If there is a tie in the Cattle trial, the entries will remain tied. Each entry will be awarded the points associated with the placing for which they are tied.

In the event of a tie for overall placement at a given level:

- The competitor who earned the highest average combined Dressage and EOH score will place higher.
- If there is still a tie, the competitor with the highest score in EOH will place higher.
- If there is still a tie, the fastest time in the Speed trial will place higher.

4.8.4 Determining Points and Final Placement for Teams

Use the **Final Competition Placement Form – Team** (Appendix C) to determine final placement for team competitions.

For each trial, individual team member scores are compared with one another to determine the placing for that trial. Points for each team member are computed as described in section 4.8.2. The number of points available is based on the total number of riders on all competing teams, e.g., 4 teams with 4 riders each would be a total of 16 points, where the highest score would get 17 points, the second highest 15 points, etc. The point basis determined for the Dressage trial will remain the same for all subsequent trials.

A team's total point score is computed by adding the points for the team's top three riders in each of the trials. The teams are ranked according to the total team points.

Handling Ties

In the event of a tie for final team placement:

- The team with the highest average combined Dressage and EOH score will place higher.
- If there is still a tie, the team with the fastest combined time in Speed will place higher.

4.8.5 Amendments to the Judge's Score Sheets and Non-Award of Points

A Judge must initial any amendments or erasures on his/her score sheet. If this is not done, the Show Secretary/Scorer will not enter the score in doubt until the issuing Judge has validated it.

In the event of a non-award of a mark for a movement or exercise, the Show Secretary/Scorer will send the score sheet back to the Judge for it to be completed.

4.8.6 Judging on a Panel

Judges must be unanimous when awarding a 0 (zero) point score. If this is not the case, the Show Secretary/Scorer will inform the President of the Jury who will call a meeting of the Judges to clarify the situation or determine the validity of the 0 score at his/her discretion.

Judges must be unanimous in their penalties/bonuses for Speed. If this is not the case, the Show Secretary/Scorer will inform the President of the Jury who will determine the final score at his/her discretion.

Judges must be unanimous in the case of disqualifications. If this is not the case, the President of the Jury will call a meeting of the Judges to clarify the situation or determine the validity of the disqualification at his/her discretion.

4.8.7 Posting Results

Scores sheets will be posted no later than 2 hours following trial completion for multiple-day shows. For one-day shows, the scores will be posted no later than 2 hours after the last ride of the day. Originals of the Dressage and EOH tests will be available to the competitors after each trial.

The Judge and/or the Technical Delegate must approve the release of results and score sheets prior to posting and release.

4.9 Inquiries, Protests, and Appeals

4.9.1 Inquiries

The rider, a parent, guardian, or legal representative of a rider under 18 years old, the owner of the horse, or the owner's agent may inquire about any perceived irregularity or mis-scoring during the course of the competition. Such inquiries are addressed to the Technical Delegate for ruling.

4.9.2 Protests

A Protests Committee must be designated for all competitions. The Protests Committee is comprised of the Technical Delegate, the Judge/President of the Jury, and the Show Manager. A Show Manager who competes may not serve on a Protests Committee.

The rider, a parent or guardian of a rider under 18 years old, the owner of the horse, or the owner's agent authorized in writing is entitled to lodge a protest. Protests are addressed to the Technical Delegate, who will deliver it to the Show Secretary. The protest must be in writing, signed, and accompanied by a fee of \$75, made payable to USAWE. The fee will be refunded if the protest (or a subsequent appeal) is upheld. A Protest form is included in Appendix F.

Protests must be filed within the following time limits:

- a. Concerning the eligibility of a horse or competitor, not later than 1 hour before the start of the competition.
- b. Concerning the condition of the dressage arena, not later than 1 hour before the start of the trial.
- c. Concerning an obstacle, the length of the course, the condition of the course, etc. for EOH and Speed trials, not later than 15 minutes before the relevant trial.
- d. Dressage, EOH, Speed: Concerning irregularities or incidents during the competition, or scoring (except errors as noted below), as soon as possible and not later than 30 minutes after the publishing of the results of the relevant test.
- e. Cattle: Concerning irregularities or incidents during the competition, as soon as possible and no later than 30 minutes after the ride.
- f. Concerning mathematical or transcription errors, not later than 1 hour after the posting of the results. The posting of scores must be announced.

The Protests Committee must issue a ruling on the protest within 2 hours of the submission of the protest. If the protest is upheld, the Protests Committee will post a statement to that effect and correct the posting of any scores and/or results affected by the ruling. 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 and the \$75 deposit will be refunded to the appellant. If the protest is denied, the appellant will forfeit the \$75 deposit.

The Technical Delegate will document the protest in the competition report, including the protest documentation submitted by the person filing the protest, the ruling of the Protests Committee, and any other clarifying information necessary to explain the ruling and the rationale.

4.9.3 Appeals

The rider, the designated representative of a rider under 18 years old, the owner of the horse, or the owner's agent authorized in writing, is entitled to appeal a ruling of the Protests Committee. The appeal must be in writing, signed, accompanied by a fee of \$150 made payable to the licensing organization, and mailed to the licensing organization within 7 calendar days of the conclusion of the competition.

The Appeals Committee must issue a ruling within 45 days of receipt. The Committee may request additional information from the appellant, any competition official, volunteers, or other witnesses at the competition in question.

If the appeal is upheld, the appellant will be refunded both the fees for the protest and the appeal. Any competition results impacted by the appeal will be corrected. Any awards and prices will be corrected.

The Appeals Committee may review the results of any competition without an appeal having been filed. If discrepancies in scoring or computational errors are found, the Appeals Committee will inform the competition management and will post corrected results. Any awards or prizes must be corrected by the Show Manager.

4.10 Disciplinary Dispositions and Fines

The Technical Delegate, Show Manager, and Judge/President of the Jury are responsible for enforcing the rules contained in this rulebook. Any show official, competitor, or their representative who commits a serious violation of these rules may be subject to disciplinary dispositions and/or fines as defined by the organization licensing the competition. The Technical Delegate may refer any serious violation of rules directly to the Appeals Committee. The Appeals Committee will review the matter and determine disciplinary measures or levy fines in accordance with the licensing organization's guidelines.

PART III. THE TRIALS

SECTION 5. DRESSAGE TRIAL

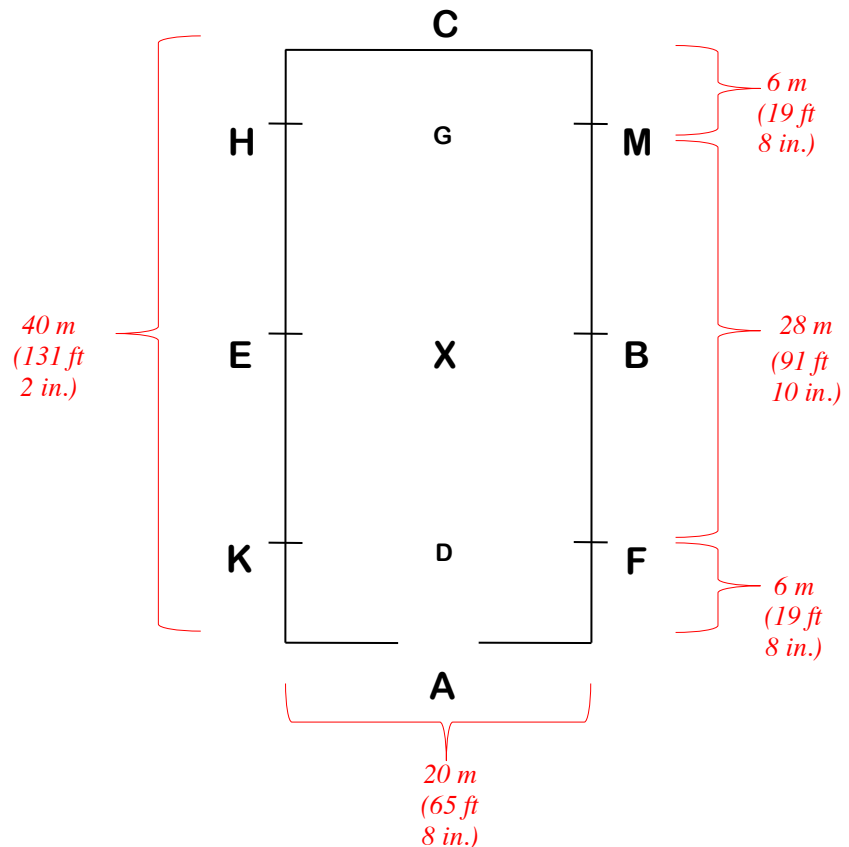
5.1 Objective

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

5.2 Arena

Dressage tests are ridden in a 20- by 40-meter arena (65 ft, 8 in. x 131 ft. 2 in.), which is measured from the inside of the fence. For all levels, the arena must be lettered in accordance with FEI requirements as shown in the diagram. The arena entrance, positioned at A, is approximately 2-m (6.5-ft) wide. The arena entrance need not necessarily be closed.

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



The Judge is positioned at C (center). If multiple judges comprise a jury, the President of the Jury is at C; the other Jury Officers may be placed at E, B, or at the end of the short side to the right and left of C.

At championship competitions, the arena must be marked by a fence 30- to 50-cm (1- to 1.6-ft) high. A fence is highly recommended for licensed competitions and schooling shows but is not required. If a fence is not provided, corners of the arena must be marked at the actual corner and extend a minimum of 2 m along each side.

If the trial is held in an indoor arena, the side of the arena may coincide with the enclosure's side wall.

Whenever possible, there should be a minimum distance of 5 m (16 ft) between the spectators and the arena. If this is not possible, spectators should be positioned at the maximum possible distance.

There must be a paddock as close and as similar as possible to the trial course, particularly in terms of its surface, from which the public-address system can be heard. The course, paddock, and stabling area must be equipped with the same public-address system for championship competitions and is recommended for licensed competitions.

5.3 Tests

Dressage tests are included in Appendix A. **The purpose of each test is as follows:**

Level 1: To introduce the horse and rider to the sport of Working Equitation. Rider should demonstrate a balanced position with independent, steady hands that encourage an elastic contact to the bridle while maintaining a steady, active tempo. Attention to accuracy and geometry is important. Horse should be attentive, show correct bend for the line of travel, and a willingness to work with his rider without resistance. Transitions to and from halt may include walk steps. All trot work may be ridden rising or sitting.

Level 2: In addition to the requirements of Level 1, to confirm that the horse demonstrates improved suppleness, bending and balance while accepting an elastic contact with the bridle. Consistent, active tempo to be demonstrated throughout while maintaining relaxation and harmony. Transitions to and from halt may include walk steps. All trot work may be ridden rising or sitting.

Level 3: In addition to the requirements of Level 2, to confirm that the horse is developing more engagement and the ability to perform lateral movements and clear, prompt transitions with balance and a more consistent contact with the bridle. Horse should show adjustability within the gaits. Transition from canter to walk may include trot steps. All trot work may be ridden rising or sitting.

Level 4: In addition to the requirements of Level 3, to confirm that the horse has achieved a moderate level of engagement (accepts more weight on the hindquarters), moves with an uphill tendency and increased power especially in the medium gaits, and is reliably on the bridle without resistance. Expectation of straightness, bending, balance, suppleness, and self-carriage is higher than that required in Level 3. Canter-walk transitions and simple changes should not include trot steps. All trot work must be ridden sitting.

Level 5: In addition to the requirements of Level 4, to confirm that the horse demonstrates correct basics and increased engagement, elasticity, balance, bending, suppleness, and self-carriage. Transitions between collected and medium gaits should be well defined.

Level 6: In addition to the requirements of Level 5, to confirm that the horse has developed sufficient engagement, elasticity, and balance to perform advanced movements. The horse must be ridden with one hand. Transitions between collected, medium, and extended gaits should be well defined. The horse demonstrates clear uphill balance and lightness, and greater straightness and energy than at Level 5.

A summary of the skills required for each level is provided in Table 5-1.

5.4 Trial Execution

Competitors in all levels up to Advanced (L6) perform the movements in the order and arena location specified. In the Masters (L7) test, the movements are to be ridden in the order specified, but it is the rider's choice where in the arena they are accomplished.

The Show Secretary draws numbers to determine the order of go as outlined in Section 4.2. The Judge will ring a bell (or blow a whistle) to signal the start of the trial; the horse and rider must enter the arena within 60 seconds. The trial ends with the rider's final salute to the Judge. Failure to salute the Judge will result in a 5-point penalty for each occurrence.

Introductory (L1) and Novice (L2/L3) level riders may have a test reader positioned outside the arena near B or E to read the dressage test aloud. Test readers are not allowed for any other levels. Announcing the tests is limited to reading the movement as it is written once only.

Exception: If the Judge sends a rider back to a letter due to a course error, the reader is allowed to repeat the movement one additional time. The reader may give no information other than what is included in the TEST/MOVEMENT column on the test. The Judge may penalize a competitor whose test reader adds additional verbiage.

When a test calls for trot, the trot may be performed rising or sitting for Introductory (L1) and Novice A/B (L2/L3) competitors. Sitting trot is required in all other levels.

Introductory (L1), Novice A/B (L2/L3), and Intermediate A/B (L4/L5) competitors may use one or two hands on the reins. Advanced (L6) and Masters (L7) competitors execute all phases with one hand on the reins. The same hand must be used throughout the entire trial.

In the event of a course error, the judge may ring the bell and notify the competitor of the error. An error is defined as a change in the sequence of movement that alters the course of the test. A movement performed in an incorrect gait is not a course error but will result in a negative score for that movement. An error or a failure to perform any element of the test does not disqualify the rider until the third error. Five (5) points will be subtracted for each of the first two errors or failure to perform any exercise. The third error will result in disqualification. The Judge must record the error for an error to be counted for penalty or disqualification.

The Masters (L7) trial is comprised of 22 compulsory exercises plus 5 collective marks. The sequence of the exercises cannot be changed during the dressage performance. The trial has a time limit of 8 minutes. The trial is timed from when the rider halts to salute the Jury upon entering the arena and ends at the time of the final salute. The President of the Jury will ring the bell twice to indicate the end of the 8-minute time trial, after which the Judges will not evaluate any more exercises, i.e., all exercises performed after 8 minutes will be scored with a mark of 0.

Table 5-1. Summary of Skills Required for Dressage Tests

Skill/Movement	L1 Intro	L2 Nov A	L3 Nov B	L4 Inter A	L5 Inter B	L6 Adv	L7 Masters
Halt from walk						Δ	Δ
Halt from trot	Δ	Δ	Δ	Δ		Δ	Δ
Halt from canter				Δ	Δ	Δ	Δ
Halt from extended canter						Δ	Δ
Walk, medium	Δ	Δ	Δ				
Walk, collected				Δ	Δ	Δ	
Walk, extended					Δ	Δ	
Walk, free		Δ	Δ				
Trot, working	Δ	Δ	Δ				
Trot, medium				Δ	Δ		Δ
Trot, collected				Δ	Δ	Δ	Δ
Trot, lengthened			Δ				
Canter, working		Δ	Δ				
Canter, medium				Δ	Δ	Δ	Δ
Canter, collected				Δ	Δ	Δ	Δ
Canter, extended						Δ	Δ
Canter from trot		Δ	Δ				
Canter from walk				Δ	Δ		
Canter from halt						Δ	Δ
Canter from rein back						Δ	Δ
20-m circle or half circle	Δ	Δ			Δ	Δ	Δ
15-m circle or half circle			Δ	Δ		Δ	Δ
10-m circle or half circle	Δ	Δ	Δ	Δ	Δ	Δ	Δ
5-m circle or half circle	Δ						
Leg yield			Δ	Δ		Δ	Δ
Half pass					Δ	Δ	Δ
Serpentine, 3 loop					Δ		Δ
Serpentine, 4 loop		Δ		Δ		Δ	Δ
Figure 8, 8 meters						Δ	
Rein back 3-5 steps	Δ	Δ	Δ				
Rein back 6-10 steps				Δ	Δ	Δ	Δ
Turn on forehand		Δ					
Turn on haunches			Δ				
Half pirouette				Δ	Δ	Δ	
Full pirouette						Δ	Δ
Lead change thru trot			Δ				
Lead change thru walk				Δ			
Flying lead change					Δ	Δ	Δ

Masters (L7) trials are performed to music to be provided by each rider well in advance of the trial to ensure that it is ready to play as soon as riders start their trial. The music should be in harmony with the performance and tempo of the movements. Riders, when outside the arena, raise their hand to signal when they want the music to begin.

When two or more Judges officiate at a competition, the scores are averaged to determine the official score for the trial.

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

5.5 Scoring

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

10 9 8	Excellent Very Good Good	Correctly performs the movement and fulfills the criteria with a high quality of execution.
7 6	Fairly Good Satisfactory	Correctly performs the movement and fulfills the requirement of the movement and judging criteria with quality of execution
5	Sufficient	No major problems but not a quality execution of the movement and/or judging criteria.
4	Insufficient	At least one major problem in the movement or poor quality of execution.
3 2 1	Poor Bad Very Bad	Serious and/or multiple problems with basics of the movement and/or judging criteria.
0	Not executed	

Collective marks for L1 through L6 tests are given for:

- a. **Gaits:** **Rhythm**, freedom, and regularity.
- b. **Impulsion:** Desire to move forward; elasticity of steps; suppleness of the back; engagement of hindquarters.
- c. **Submission:** Willing cooperation, harmony, attention and confidence; acceptance of contact; straightness; lightness of the forehand; ease of the movement.
- d. **Rider:** **Position:** Alignment, posture, stability, weight placement, and following mechanics of the gaits. **Effectiveness of the aids:** Clarity, subtlety, independence, and accuracy.
- e. **Presentation:** Completeness, cleanliness, and appropriateness of horse, tack, and attire.

Collective marks for the L7 (Masters) test are as specified by WAVE.

Five points are subtracted for each of the first two course errors; the third error results in disqualification.

The number of points obtained by each competitor is displayed and announced over a public address system. Competitors may have access to their score sheets after all computations are complete and verified, or when authorized by the President of the Jury.

5.6 Penalties/ Grounds for Disqualification (see also Section 1.14)

Penalty

- a. Failure to salute the Judge (5-point penalty each occurrence).
- b. L1 thru L5: Outside assistance (10-point penalty each occurrence).
- c. Course error (5-point penalty for each of the first two course errors).
- d. L6, L7: Stroking or touching the horse's neck in front of the rein hand (5-point penalty each occurrence up to a maximum of two penalties).

Disqualification

- a. Overstepping any of the sides of the arena with 4 legs.
- b. Three course errors.
- c. L6, L7: Stroking or touching the horse's neck in front of the rein hand three times.
- d. L6, L7 **and riders using spade bits**: Having two hands on the reins for longer than necessary to adjust the reins.

Table 5-2. Summary of Dressage Penalties and Disqualifications

	L1 Intro	L2 Nov A	L3 Nov B	L4 Int A	L5 Int B	L6 Adv	L7 Masters
Failure to salute the Judge	5-pt penalty, each occurrence						
Course error (two maximum)	5-pt penalty, each occurrence						
Movement performed in incorrect gait	Negative score						
Outside assistance	10-pt penalty, each occurrence					DQ	
Stroking/touching the horse in front of the rein hand (max. twice)						5-pt penalty, each occurrence	
Stroking/touching the horse in front of the rein hand three times						DQ	
Using 2 hands on the reins (L6/L7 and riders using spade bits)						DQ	
Overstepping any of the sides of the arena with 4 legs	DQ						
Three course errors	DQ						

SECTION 6. EASE OF HANDLING (EOH) TRIAL

6.1 Objective

The EOH trial 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 trial is not timed.

6.2 Arena

The ideal arena for an EOH trial is a minimum dimension of 70 m by 40 m (approximately 230 ft by 130 ft). It should be free of stones or objects that could endanger the competitor or horse. Footing must not be hard or slippery.

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

It is recommended to have a mounting block available in the arena.

A warm-up area with similar a surface should be as close as possible to the arena and connected to the public-address system. A minimum of **three** obstacles should be provided in the warm-up area.

6.3 Obstacles

Table 6-1 contains a list of the obstacles, and a summary of the basic requirements for each level. Obstacles 1 through 19 are those that are included in the WAVE rules and are used in international competitions. Obstacles 20 through 23 are additional obstacles that are representative of traditional cattle handling methods in the United States and other countries. Obstacles 20 through 23 are not used in WAVE competitions.

Any reference to gait in Table 6-1 is for the EOH trial only; any gait is acceptable during the Speed trial (unless indicated otherwise by show management for safety of horse or rider due to weather conditions or footing concerns).

If there is a choice between gaits, the rider will be scored according to the degree of difficulty. The score will be higher if the more difficult gait is chosen, assuming it is performed correctly. The choice of gait belongs to the rider; it is not specified in the course design. Obstacles performed in an incorrect gait will result in a negative score.

Obstacles must be approached from the numbered side.

Refer to Appendix B for descriptions of each obstacle, as well as execution requirements and assessment criteria.

Table 6-1. Obstacle Requirements Summary
(see Appendix B for obstacle descriptions, execution, and assessment criteria)

Obstacles	L1 Intro	L2 Nov A	L3 Nov B	L4 Inter A	L5 Inter B	L6 Adv	L7 Masters
Minimum required	10	10	10	13	13	15	15
Gait btw obstacles	T	C	C	C	C	C	C
1. Bridge	W	W	W	W	W	W	W
2. Figure 8	W or T	T	C, CT	C, SC	C, FC	C, FC	C, FC
3. Pen	W	W	W	W or C	W or C	W or C	W or C
4. Jug							
5. Remove Pole	W or T	T	C	C	C	C	C
6. Spear Ring	W or T	T	C	C	C	C	C
7. Replace Pole	W or T	T	C	C	C	C	C
8. Switch Cup							
9. Bell Corridor	W	W or T	W or T	W or C	W or C	W or C	W or C
10. Reinback "L"		W or T	W or T	W or C	W or C	W or C	W or C
11. Rounding Posts	W or T	W or T	W or T	W or C	W or C	C	C
12. Single Slalom	T	T	T	C, SC	C, FC	C, FC	C, FC
13. Double Slalom	T	T	T	C, SC	C, FC	C, FC	C, FC
14. Gate	W	W	W	W	W	W	W
15. Jump	W or T	T or C	C	C	C	C	C
16. Sidepass Rail		W	W	W	W	W or C	W or C
17. Water	W	W	W	W	W	W	W
18. Bank		T or C	C	C	C	C	C
19. Drums	W or T	T	C, CT	C, SC	C, FC	C, FC	C, FC
20. Move Sack	W	W or T	W or T	W or C	W or C	W or C	W or C
21. Drag Item		W	W	W	W	W	W
22. Varied Footing	W	W	W	W	W	W	W
23. Herding Cattle							

Note:

1. Obstacle numbers are for reference only; they are not intended to indicate sequential order.
2. W = walk; T = trot; C = canter; CT = change of lead thru trot; SC = simple change of lead (thru walk); FC = flying change of lead.
3. Any reference to gait (e.g., walk on the bridge) relates to the Ease of Handling trial only. There is no restriction on gait for any obstacle in the Speed trial unless designated by show management for the safety of horse or rider.
4. If there is a choice between gaits, the rider will be scored according to degree of difficulty. The score will be higher if the more difficult gait is chosen, assuming it is performed correctly. The choice of gait belongs to the rider; it is not specified in the course design.
5. Obstacles performed in an incorrect gait will result in a negative score.
6. Obstacles must be approached from the numbered side.

6.4 Course Design

A minimum of 10 obstacles is required for Introductory (L1) and Novice (L2/L3), **13 obstacles** for Intermediate (L4/L5), and **15 obstacles** for Advanced (L6) and Masters level (L7). Some obstacles can be combined in a series and count as one obstacle (e.g., Remove Pole, Spear Ring, and Replace Pole).

A minimum distance of 10 meters (30 feet) is required for the line of travel between successive obstacles on the course. **The distance requirement may be adapted to accommodate arena limitations if approved by the Judge and TD.**

Course Start and Finish markers must be set up inside the perimeter of the arena. Markers must be set a minimum of 1.5 meters (5 ft) and a maximum of 3 meters (10 ft) apart. A minimum of 10 meters (30 ft) is required for the line of travel between the Start/Finish markers and the first and last obstacles.

Some obstacles may be marked with red and white markers (e.g., flags, cones) to indicate entry/exit and proper direction through the obstacle (red markers on the right, white on the left). If there is a transition used for a particular obstacle, the marker signifies the transition point. **Exception:** entry/exit markers for the Jug and Sidepass Rail obstacles are used solely to indicate the start and end of the obstacle, not the transition.

Entry/exit markers are not considered part of the obstacle. **Requirements for obstacle entry and exit markers vary:**

<u>Markers Not Required</u>	<u>Markers Recommended</u>	<u>Markers Required</u>
<ul style="list-style-type: none"> • Figure 8 • Pen • Remove Pole • Spear Ring • Replace Pole • Switch Cup • Bell Corridor • Reinback "L" • Gate • Jump • Water • Bank • Drums 	<ul style="list-style-type: none"> • Single Slalom • Double Slalom 	<ul style="list-style-type: none"> • Bridge • Jug • Sidepass Rail

Obstacles are numbered in the order in which they have to be performed, with the number on the right-hand side of the entry marker, or on the right side of the obstacle if a marker is not used (**Exception:** Obstacle numbers for Remove Pole, Spear Ring, and Replace Pole are centered). Obstacle numbers are not considered part of the obstacle.

The Jug, Remove Pole, Spear Ring, and Replace Pole obstacles must be positioned to enable access from either side to accommodate the rider's working hand.

An obstacle may be used twice in a trial provided that the direction of the second instance is opposite the direction of the first instance and there is another obstacle performed between the two instances. **An obstacle may be duplicated and used in a second position on the course; there are no restrictions regarding placement or direction.**

Any obstacle may be erected, adorned with, or be a part of another type of decoration/ advertising provided it conforms to the spirit of the trial.

A course map must be posted and/or made available to competitors no earlier than 48 hours prior to the start of the show and no less than 2 hours prior to the start of the trial.

6.5 Walking the Course

A course walk must be held prior to the start of the EOH trial. Competitors at all levels may walk inside the riding arena to examine the obstacles. Competitors may touch/handle parts of the obstacles that they will have to pick up/manipulate during the EOH trial, e.g., competitors may pick up the pole to test weight/balance, test the ring attachment, etc.

The Judge and the Technical Delegate must be available during the course walk to answer questions. Coaches/trainers may accompany riders; however, they may not ask any questions unless representing a Youth rider.

It is recommended that show management offer a 15- to 30-minute window for the course walk. The Judge or Technical Delegate will signal the arena's opening and closing.

Competition attire is required for competitors entering the arena. Coats, chaps, hats, etc. are not required in the course walk. Coaches accompanying riders must be suitably dressed.

Course changes during the time of the course walk may only be made if all competitors are advised of the change and given the opportunity to walk that portion of the course thereafter. No changes may be made to the course following the course walk.

No competitor may remain in the arena after the closing signal has been given. The trial can begin no **earlier** than 15 minutes **following the course walk**.

Competitors may not school on the course at any time. If the course is set up well in advance of the trial, the arena must be secured so no horses can have access.

6.6 Trial Execution

Competitors enter the course in accordance with the defined order of go (*see Section 4.2*). Riders who are allowed access to the arena by the Gate Steward prior to the start of their trial may use the full arena. Crossing an obstacle line (e.g., the bull line) is not prohibited until **the bell has rung to mark the official start of the trial**. Riders are not allowed to do the following under penalty of disqualification, either before or after the bell has rung:

- Go over or through any part of an obstacle.
- Overtly show a horse an obstacle.
- Bump or touch an obstacle (*Exception*: riders may adjust the pole if the Judge has granted permission).

The trial officially starts when the Judge rings the bell (or blows a whistle). Competitors have 60 seconds to salute the Judge outside the Start marker and cross the start line; riders who fail to comply with the time limit will be disqualified. When the course is completed, the rider passes

through the Finish marker and turns to face the Judge/President of the Jury for a final salute, marking the end of the trial. Failure to salute the Judge will result in a 5-point penalty for each occurrence. The rider must pass through the Start/Finish markers in the direction designated on the course map; failure to do so will result in disqualification **unless corrected as described in section 6.8. Knocking over a Start or Finish marker will result in a 5-point penalty. The Start or Finish marker does not have to be reset.**

Competitors may use either the right or left hand in completing obstacles; however, the same hand must be used consistently for every obstacle.

For an obstacle to be successfully performed, a rider must:

- Ride between the obstacle's entry markers in the correct direction or approach the obstacle from the numbered side if there is no entry marker, e.g., Remove Pole.
- Perform the technical movement required by the obstacle
- Exit the obstacle zone through the exit markers (if applicable).

Riders must perform the obstacles in the order designated on the course map.

Introductory (L1) level riders (all divisions) may have a person read the EOH course order during a trial. The reader is limited to announcing the obstacle number and name once only. The reader may give no additional information; the Judge will penalize a competitor whose test reader adds additional verbiage (*see section 1.10, Outside Assistance*). The reader must be positioned outside the perimeter of the arena, not near the in/out gate.

Riders may not cross any obstacle in their trial that has not been performed unless designated on the course map or specifically allowed by the Judge. If allowed to cross an obstacle by the Judge, they can cross that obstacle freely anytime during the course. Once an obstacle has been performed, it may be crossed.

Obstacles performed in an incorrect gait will receive a negative mark for that obstacle. **Exiting the non-exit end of a corridor will result in a negative mark.**

The compulsory gait between obstacles is canter for Novice A (L2) riders and above. For Introductory (L1) competitors, the compulsory gait between obstacles is trot. An incorrect gait between obstacles will result in a lower score in the collective mark for Transitions/Navigation.

A refusal (e.g., the horse stops, steps backwards, or circles before entering the obstacle) will result in a negative score. Introductory (L1) and Novice A/B (L2/L3) riders are allowed three refusals; if the third try is unsuccessful, the rider can, with the authorization of the Judge, move on to the next obstacle and a score of 0 is given for the obstacle not completed. A third refusal for Intermediate (L4) riders and above is a disqualification.

Knocking over any portion of the obstacle will result in a negative score. If a competitor knocks over or drops part of an obstacle that is required to complete its execution:

- L1 riders will be handed the item and allowed to complete the obstacle.
- L2/L3 riders must dismount, reset/retrieve the item, remount, and continue to complete the obstacle, or may request permission to pass and receive a 0 score.

- L4 through L7 riders must dismount, reset/retrieve, remount, and complete the obstacle or get disqualified.

The rider is not judged on the dismount and remount. There is no restriction on the use of hands when the rider is remounting while handling the dropped item; however, the item must be transferred to the working hand before the rider continues to complete the obstacle.

Hitting an obstacle number or course marker may result in a lower score.

Novice (L2/L3) riders who get a 0 score on three obstacles in EOH will not be allowed to compete in the Speed trial. It will be scored as a disqualification for the Speed trial.

6.7 Scoring

The Judge uses a score sheet as shown in Appendix C. Each obstacle within the Ease of Handling trial is scored on a scale of 10 (highest) to 0 to enable correct and logical placement of the competitors in each class. When two or more Judges officiate at a competition, the scores are averaged to determine the official score for the trial. Half points are allowed. Marks can be generally interpreted as follows:

10	Excellent	Correctly performs the movement and fulfills the criteria with a high quality of execution.
9	Very Good	
8	Good	
7	Fairly Good	Correctly performs the movement and fulfills the requirement of the movement and judging criteria with quality of execution
6	Satisfactory	
5	Sufficient	No major problems but not a quality execution of the movement and/or judging criteria.
4	Insufficient	At least one major problem in the movement or poor quality of execution.
3	Poor	Serious and/or multiple problems with basics of the movement and/or judging criteria.
2	Bad	
1	Very Bad	
0	Not executed	

Judges will score the horse/rider combination on the basis of the following collective marks:

- Transitions/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.
- Gaits:** **Rhythm**, freedom, and regularity.
- Impulsion:** Willingness to move forward; elasticity of steps; suppleness of the back; engagement of hindquarters.
- Submission:** Willing cooperation, harmony, attention and confidence; acceptance of contact; straightness; lightness of the forehand; ease of the movement.
- Rider:** **Position and seat of the rider, correct use of aids, effectiveness of aids.**
- Presentation:** Completeness, **cleanliness**, and appropriateness of tack and attire.

For similar quality of execution, the judge will reward the higher level of difficulty (e.g., performing at canter rather than walk) for those obstacles in which a choice of gaits is possible. The choice of gait belongs to the rider; it is not specified in the course map.

6.8 Course Errors

A course error is an error in the manner of approaching an obstacle, performing an obstacle, **or when entering the course**, i.e., when the competitor:

- Approaches one of the obstacle's components without passing between the entry markers (if the obstacle has them) or without having completed a previous component.
- Does not perform the correct movements within the obstacle.
- Does not pass between the obstacle's exit markers (if the obstacle has them).
- Does not successfully complete an obstacle before leaving to begin the next one., e.g., **steps off the side of the Bridge, fails to go the full length of the Sidepass Rail, fails to ring the bell in the Bell Corridor, etc.**
- **Goes the wrong way through the course Start or Finish marker.**

Course errors receive a negative score but may be remedied before passing through the entry markers of the next obstacle to avoid disqualification. **The obstacle must be performed again in its entirety.**

If a rider goes the wrong way through the course Start/Finish marker, they may correct the error by going back through in the correct direction.

An error is considered made and subject to disqualification when a competitor:

- **Begins to perform an obstacle without having gone through the course Start marker in the correct direction.**
- Begins to perform an obstacle without having first corrected the execution of the previous obstacle.
- Begins to perform an obstacle without having performed the previous obstacle.
- Fails to perform an obstacle completely, including passing through the obstacle markers at the entry and exit points.
- **Performs a final salute without going through the course Finish marker in the correct direction.**

Poor course execution will result in a lower or negative mark depending on severity, e.g., knocking down an obstacle that has already been performed, dropping any part of the obstacle that is required to complete the obstacle (e.g., cup, jug, post), **or adding unnecessary circles or loops.**

Missing or dropping the ring is neither a course error nor grounds for disqualification but may result in a lower mark.

6.9 Penalties/Grounds for Disqualification (see also Section 1.14)

Penalty

- a. Failure to salute the Judge: 5-point penalty each occurrence.
- b. L1 thru L5: Outside assistance: 10-point penalty each occurrence.
- c. L6, L7: Stroking or touching the horse's neck in front of the rein hand: 5-point penalty each occurrence up to a maximum of two penalties.
- d. **Knocking over the course Start or Finish marker: 5-point penalty each occurrence.**

Disqualification

- a. Failure to correct a course error before starting the next obstacle.
- b. L4 thru L7: Three refusals to perform the same obstacle.
- c. Showing an obstacle to the horse in an overt manner.
- d. Crossing the line of an obstacle during the trial before it has been performed (unless specifically allowed on the course map).
- e. Knocking down an obstacle or part thereof that has not yet been performed.
- f. L6, L7 **and riders using spade bits**: Having two hands on the reins for longer than necessary to adjust the reins.
- g. L6, L7: Stroking or touching the horse's neck in front of the rein hand three times.
- h. Failure to ride through the course Start/Finish markers in the direction indicated on the course map.
- i. Not using the same working hand for every obstacle.

Table 6-2. Summary of EOH Penalties and Disqualifications

	L1 Intro	L2 Nov A	L3 Nov B	L4 Int A	L5 Int B	L6 Adv	L7 Masters
Refusals	3 allowed; negative score. After 3, with approval from Judge, rider can move on. Score is 0 for obstacle.			2 allowed; negative score. 3 rd refusal is a DQ.			
Knocking over or dropping a portion of obstacle (does not include Ring)	Negative score						
	Obstacle part is reset, or handed to rider	Rider must dismount, retrieve, remount and replace. Failure is 0 for obstacle.		Rider must dismount, retrieve, remount, and replace. Failure is DQ.			
0 score on 3 obstacles		Not allowed to compete in Speed trial					
Using 2 hands on the reins (L6/L7 and riders using spade bits)						DQ	
Outside assistance	10-pt penalty, each occurrence					DQ	
Stroking/touching the horse in front of the rein hand (max. twice)						5-pt penalty, each occurrence	
Stroking/touching the horse in front of the rein hand three times	May earn lower Rider mark if excessive					DQ	
Failure to salute the Judge	5-pt penalty, each occurrence						
Knocking over the course Start or Finish marker	5-pt penalty						
Obstacle performed in an incorrect gait	Negative mark						
Exiting the non-exit end of a corridor	Negative mark						
Course error (if corrected before starting the next obstacle)	Negative mark						
Hitting obstacle number or course marker	May result in lower mark						
Failure to correct course error before starting next obstacle	DQ						
Showing obstacle to horse in overt manner	DQ						
Crossing line of obstacle before performed	DQ						
Knocking down obstacle before performed	DQ						
Failure to ride through the course Start/Finish markers in the direction indicated on course map	DQ						
Not using the same working hand for every obstacle	DQ						

SECTION 7. SPEED TRIAL

7.1 Objective

The Speed trial 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 trial provides evidence of the rider's coordination and anticipation, and the horse's submission, speed, and attention.

7.2 Arena

The arena requirements are the same for this trial as for Ease of Handling (*see Section 6.2*). Course Start/Finish markers must be within the boundary of the arena. Markers must be set a minimum of 1.5 meters (5 ft) and a maximum of 3 meters (10 ft) apart. The official timer is positioned at the Start/Finish markers.

It is recommended to have a mounting block available in the arena.

7.3 Course Design

Course design requirements for the Speed trial are the same as for EOH (*see Section 6.4*) with the following exceptions:

- The Speed course at each level will include some or all of the obstacles used in the Ease of Handling trial, or may add different obstacles.
- Obstacles that may not be used in the Speed trial include Jug, Herding Cattle, and Drag Item.
- A rope gate should be used rather than a solid gate in this trial.
- The Pen is performed in one circuit only; the rider may choose the direction unless it is specifically designated on the course map.

7.4 Walking the Course

A course walk must be held prior to the start of the Speed trial. The same rules apply as for walking the course in the Ease of Handling trial (*see Section 6.5*).

7.5 Trial Execution

Competitors enter the course in accordance with the defined order of go (*see Section 4.2*). Riders who are allowed access to the arena by the Gate Steward prior to the start of their trial may use the full arena. Crossing an obstacle line (e.g., the bull line) is not prohibited until **the bell has rung to mark the official start of the trial**. Riders are not allowed to do the following under penalty of disqualification, either before or after the bell has rung to officially start the trial:

- Go over or through any part of an obstacle.
- Overtly show a horse an obstacle.
- Bump or touch an obstacle (*Exception*: riders may adjust the pole if the Judge has granted permission).



United States Rules for Working Equitation



The trial officially starts when the Judge rings the bell (or blows a whistle). Competitors have 60 seconds to salute the Judge outside the course Start marker and cross the start line; riders who fail to comply with the time limit will be disqualified. When the course is completed, the rider passes through the Finish marker and turns to face the Judge/President of the Jury for a final salute, marking the end of the trial. Failure to salute the Judge will result in a 10-second penalty for each occurrence. The rider must pass through the Start/Finish markers in the direction designated on the course map; failure to do so will result in disqualification. **Knocking over a course Start or Finish marker will result in a 5-second penalty. The Start or Finish marker does not have to be reset.**

Competitors may use either the right or left hand in negotiating obstacles; however, the same hand must be used consistently throughout.

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

- Ride between the obstacle's entry markers (if applicable) in the correct direction
- Approach the obstacle from the numbered side if there is no entry marker.
- Perform the technical movement required by the obstacle
- Exit the obstacle zone by the exit markers (if applicable).

Riders must perform the obstacles in the order designated on the course map.

Riders may not cross any obstacle in their trial that has not been performed unless designated on the course map or specifically allowed by the Judge. If allowed to cross an obstacle by the Judge, they can cross that obstacle freely anytime during the course. Once an obstacle has been performed, it can be crossed.

7.6 Scoring

Time starts when the horse's nose passes through the Start marker and ends when the horse's nose passes through the Finish marker. When timed with an electronic timer, the Judge's time will be used as a backup but times will not be averaged. The electronic timer will be the official time unless defective; in that event the Judge's time will be the official time. Ideally, there will be a display screen associated with the electronic timer that can be seen by the Judge, the competitors, and the public.

If an electronic timer is not available, the Judge will keep the official time. A backup timer will be used, but the times will not be averaged. The Judge may designate another official to keep the official time. See Section 3.14 for details.

The Judge uses a score sheet shown in Appendix C to record the elapsed time of the trial, penalty time and bonus time (if any), and final time. The class is placed in order of the lowest time score to the highest.

7.7 Obstacle Time Penalties/Bonus Time

Obstacle faults committed in this trial are penalized in seconds added to the elapsed time score. Time penalties are accrued as follows:

a. 5-second Penalties

- Placing the tip end of the pole in the drum or skewering the ring with the butt end of the pole.
- Any leg stepping over a side pass rail; each leg stepping over earns a penalty.
- L6, L7: Stroking the horse or touching it on the neck in front of the rein hand (maximum of two penalties)
- **Knocking over the course Start or Finish marker.**

b. 10-second Penalties

- Knocking over or dislodging by horse or rider any part of any obstacle in the arena.
- Knocking over the drum and the pole stays in (does not have to be reset) in the Replace Pole obstacle.
- **Exiting the non-exit end of a corridor with all four feet.**

c. 30-second Penalties

- Failure to latch the gate to the proper portion of the obstacle. (This penalty is in effect when the rider has closed the gate but not to the proper latch device.)
- Dropping and failing to replace the gate. If the rider can collect the gate without dismounting, she/he can do so without penalty. Riders may also dismount, collect the rope, remount, and then complete the obstacle with no penalty.
- Dropping and failing to replace part of an obstacle (L2/L3 only) (*see also paragraph d*).
- After three refusals at an obstacle, with permission from the Judge (L2/L3 only).

- d. Time Taken. If a competitor drops any obstacle item (e.g., cup, pole, etc.) or knocks over a part of the obstacle that is required to complete its execution, the rider must dismount, retrieve/reset the item, remount, and continue on to complete the obstacle. There is no separate time penalty for this infraction, but time continues to accrue while the correction is made. Failure to retrieve/reset a dropped item is grounds for disqualification for riders L4 and higher. Novice (L2/L3) riders who fail to retrieve/reset a dropped item receive a 30-second penalty; they must acknowledge the dropped item to the Judge indicating that they will not dismount to retrieve it or be disqualified. The ring does not have to be retrieved if dropped. **Note:** There is no restriction on the use of hands when the rider is remounting while holding the dropped item; however, the item must be transferred to the working hand before the rider continues to complete the obstacle.

Spearing the ring and getting it correctly placed with the pole in the drum earns a 10-second bonus (time taken off total elapsed time). There is no penalty for missing/dropping the ring.

7.8 Penalties/Grounds for Disqualification (see also Sections 1.14 and 6.9)

Penalty

- a. Failure to salute the Judge, each occurrence (10-second penalty).
- b. L2 thru L5: Outside assistance, each occurrence (10-second penalty).

Disqualification

- a. Passing through the Finish marker before all the obstacles in the trial have been executed.
- b. Three refusals at an individual obstacle. L2/L3 riders can take a 30-second penalty after three refusals, with permission from the Judge.
- c. Not riding the course in the sequential order.
- d. Uncorrected mistake in execution/route of an obstacle (e.g., not ringing the bell, moving the cup to an improper pole, etc.).
- e. Failure to enter/exit an obstacle through the markers.
- f. Crossing the line of an obstacle before it has been performed (unless specifically allowed on the course map).
- g. Knocking down an obstacle or part thereof that has not yet been performed.
- h. Failure to retrieve a dropped item and finish the requirements of the obstacle, except as noted in Section 7.7c and d.
- i. **Passing the rope over the rider's head in the Gate obstacle.**
- j. **Taking more than 20 seconds to jump up or down the Bank.**
- k. Failure to ride through water in the Water obstacle, e.g., jumping over the ditch without any of the horse's hooves touching the water.
- l. L6, L7: Stroking the horse or touching it on the neck in front of the rein hand three times.
- m. Using two hands on the reins for longer than necessary to adjust the reins (L6/L7 **and riders using a spade bit**)
- n. Failure to ride through the course Start/Finish markers in the direction indicated on the course map.
- o. Not using the same working hand for every obstacle.

Table 7-1. Summary of Time Penalties, Time Bonuses, and Disqualifications
(see Sections 7.7 and 7.8)

	-10	+5	+10	+30	DQ
Placing the tip end of the pole in the drum		√			
Skewering the ring with the butt end of the pole		√			
Any leg stepping over a side pass rail (each leg)		√			
Touching horse in front of rein hand (two times max) (L6, L7)		√			
Knocking over the course Start or Finish marker		√			
Failure to salute Judge, each occurrence			√		
Outside assistance, each occurrence (L2 thru L5)			√		
Knocking over or dislodging any part of an obstacle			√		
Knocking over the drum and the pole stays in			√		
Exiting the non-exit end of a corridor with all four feet			√		
Failure to latch gate in proper portion of obstacle				√	
Dropping and failing to replace gate				√	
Dropping and failing to replace part of an obstacle (L2, L3)				√	
After three refusals with permission of Judge (L2, L3)				√	
Skewering the ring and getting it placed with pole in drum	√				
Not entering the course within 60 seconds of bell					√
Failure to ride through the course Start/Finish markers in the direction indicated on the course map					√
Passing thru Finish marker before all obstacles are executed					√
Outside assistance (L6, L7)					√
Using 2 hands on the rein for longer than necessary (L6, L7, spade bit)					√
Three refusals at an individual obstacle (L4 thru L7)					√
Failure to advance after 15 seconds (Bank obstacle is exception)					√
Not riding the course in sequential order					√
Uncorrected mistake in execution/route of an obstacle					√
Crossing the line of an obstacle before it was performed					√
Knocking down an obstacle or part of one not yet performed					√
Failure to acknowledge a dropped item before moving on (L2, L3)					√
Failure to retrieve/reset a dropped item (L4 thru L7)					√
Failure to ride thru a water-filled ditch					√
Touching horse in front of the rein hand three times (L6, L7)					√
Not using the same working hand for every obstacle					√
Taking more than 20 seconds to jump up or down the Bank					√
Passing the rope over the rider's head in the Gate obstacle					√

7.9 Safety Considerations

It is recommended that a paramedic be present during the Speed trial.

SECTION 8. CATTLE TRIAL

8.1 Objective

The Cattle trial tests the ability of a horse and rider to work cattle individually and with teammates. This is a team event: 3 to 4 riders work together to cut pre-selected cows from a herd one at a time in accordance with a pre-established order, and herd them into a holding pen separate from the rest of the herd. The objective is to demonstrate the abilities of cutting/herding/containing cattle efficiently and accurately. A show may also offer a Cattle trial for individuals that runs in the same manner, awarding individual placings.

8.2 Arena

The recommended arena size is **60m x 20m (200 ft. x 65 ft.) minimum**. The arena must have adequate, safe fencing strong enough and tall enough (minimum 5-ft) to contain cattle should they attempt to test the enclosure, and ideally have no 90-degree corners. The arena surface should be flat and free of stones. A sandy surface is recommended, but any natural surface will suffice as long as it is not slippery or too hard.

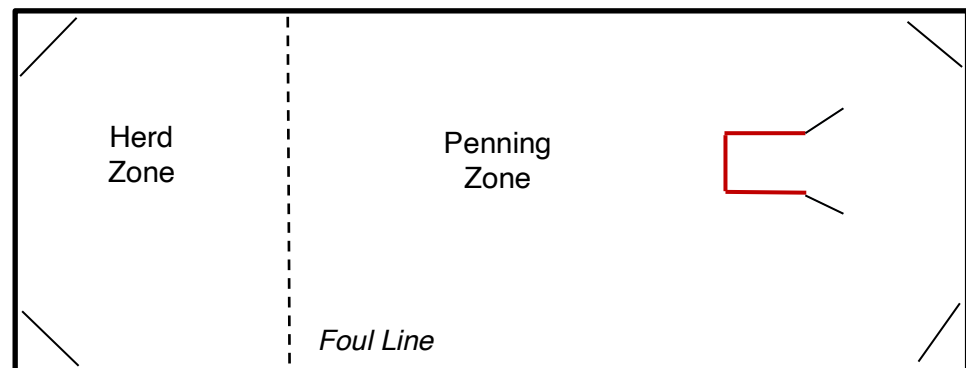
A start/foul line separates the **herd** zone where the herd is settled from the **penning** zone where a holding pen is located. The **foul line** is designated by a chalk line and/or marker(s) located on the arena fence, easily viewed by the Judge. The herd zone is between 20 to 35% of the total arena

depending on the number and type of cattle used, the performance level being judged, and the arena configuration.

A holding pen is set up at the far end of the arena, away from the herd zone. The

exact size and position of the holding pen can vary with the host facility. It can be either within the perimeter of the arena, attached to the perimeter fence, or set up as an attached separate pen outside the arena. A wing panel is recommended if the pen is placed on the side of the arena; wing panels are mandatory if the pen is free standing in the middle of the arena. The holding pen should be large enough to avoid cattle crashing into the back fence. It is recommended that the back wall of the holding pen appear to be solid by use of a tarp, banner, etc. to deter cattle from running into it.

The official timer is positioned with an unobstructed view of the foul line. A back-up timer is positioned on the foul line at the opposite side of the arena. The Judge may serve as the official timer. A flagger is positioned at the pen to signal when a cow is completely contained in the pen.



Show management reserves the right to add a turnback rider. This rider must stay at the foul line to assist with settling the herd and herd safety.

8.3 Cattle

The number of cattle in the herd must be at least two more than the number to be cut by riders and should be consistent throughout the trial for all teams competing. Cattle must be individually identifiable, being tagged or marked with a number, letter, and/or a color large enough to be easily identified by riders and Judges. All cattle must be marked; extra cattle may be used for re-rides when necessary. The Judge must have a list of the numbers/marks for each group to ensure the numbers called are correct and to be able to quickly call out re-ride numbers.

After the cattle are in the herd zone, a draw is conducted to determine which cow each rider is required to cut. The competitors may draw for numbers, or the numbers may be randomly drawn and announced by the show announcer before each rider's test (before the Judge has rung the bell). If competitors draw their numbers, it will be a blind draw; they will not be told their number until the start of the trial.

8.4 Trial Execution

If teams are not pre-defined by team entries, show management has two options:

- a. Assign teams of 3 to 4 members each. Each team should be balanced with respect to experienced, intermediate, and novice riders.

It is permissible to allow a professional/experienced rider to be an unjudged member of all teams to assist in the quality of execution. The professional must perform equally on all teams. All penalty rules regarding team member performance will still be in full force for the professional assistant.

- b. Allow riders to compete as individuals in the same level/division as they competed in the other trials. Two or three turnback riders experienced in handling cattle are designated to support all competitors. Turnback riders perform the same job as team members and provide similar assistance to all competitors.

Show management determines the order of go.

Each team will enter and leave the arena at a walk. No riders may be assisted through the gate by anyone on the ground.

When the cattle are settled behind the foul line, the Judge indicates the official start of each test by ringing a bell (or blowing a whistle). The rider is given their cow number immediately after the bell. The rider has 60 seconds to salute the Judge and cross the start/foul line (the salute must occur outside the foul line).

The rider has 3 minutes (180 seconds) to complete the test. Time will start 60 seconds after the Judge has rung the bell or when the rider's horse's nose passes over the foul line. Time will stop when the selected cow has **all four feet** in the holding pen, all other cattle are in the herd zone, and all horses are in the penning zone, or when the 3-minute time period is up. **The sequence is as follows: When the cow has all four feet in the holding pen, the flagger will drop the flag. The official timer will stop the clock when there are no other cattle in the penning zone and all horses are in the penning zone.** It is recommended that riders be given an audible signal when 30 seconds of time is remaining.

Team members assist in maintaining the remaining cattle in the Herd zone. As soon as the rider has cut his/her selected animal and herded it over the foul line, one or more team riders may assist the designated rider with herding it into the holding pen. If the remaining team member moves into the Herd zone, she/he must leave the zone immediately with a penalty or the rider will be disqualified.

When a rider completes their run, it is their responsibility to herd the animal back to the herd and settle the cattle together for the next rider unless a turnback rider has been provided.

At any time, a rider may resign from the test by pulling up and acknowledging to the Judge that she/he is resigning. This is scored as a withdrawal.

Hazing (slapping the hand, romel, rein ends, lariat, or garrocha against the leg or the saddle) is allowed as long as no contact with any of the cattle occurs. Contact with cattle by hands, feet, ropes, bats, poles, garrocha, or any other equipment will result in a disqualification.

The cattle should be handled as safely as possible to minimize any potential for injury to horses, riders, or cattle. If the Judge feels that a potentially dangerous situation exists, the Judge will ring the bell to stop the test, at which point all riders must immediately cease herding any cattle.

8.5 Penalties

Penalty time (10 seconds each occurrence) is added to the elapsed time for the following infractions:

- a. Failure to salute the Judge.
- b. A herd cow crosses the foul line.
- c. Team member's horse steps over the foul line into the herd zone with 1 or more feet.
- d. Outside assistance.

8.6 Grounds for Disqualification (see also Section 1.13)

- a. The rider crosses the foul line before the Judge has given permission to proceed.
- b. A team member crosses the foul line, starting the clock before the rider does.
- c. Team member crosses into the herd zone **and stays for more than 5 seconds.**

- d. There are herd cows in the penning zone when the selected cow is penned and the clock stops.
- e. L6/L7 riders or anyone riding with a spade bit using two hands on the reins other than for a brief adjustment.
- f. Roughing. Includes but is not limited to:
 - Unnecessary or aggressive behavior toward horse, cattle, or herd holder;
 - Contact, running over, stepping on, or knocking down cattle while in pursuit by either rider or team riders.
 - Over-pursuit causing cattle to collide with holding pen panels, attempt to escape, or 'dog pile' in any opening.
 - Horses biting or kicking cattle.
- g. **Intentional** contact with cattle by hands, feet, ropes, bats, poles, garrocha, or any other equipment.
- h. Any signs of injury or traces of blood caused by the rider.
- i. Endangering any other rider, horse, ground crew, or official.
- j. Any attempt to work cattle on foot.

8.7 Safety Considerations

It is recommended that a paramedic be present during the Cattle trial.

8.8 Scoring

Riders are scored based on the time taken to perform the test *plus* any time penalties for committing faults to determine their final time score.

Failure to get the correct cow in the pen is a 0 score. If the correct cow is in the pen and there are any other cattle in the penning area when the clock stops, the rider will be disqualified.

Team Scoring: Riders are placed individually according to their final time score, lowest to highest. Points are assigned based on the number of competitors (*see section 4.8.2*). Team member points are added to get the team's final point score. Team placement is determined based on the total points earned by the team. Only the top three scores for each team are counted. See Cattle Trial – Team Scoresheet in Appendix C.

Individual Scoring: Riders are placed individually within their level/division. See Cattle Trial – Individual Scoresheet in Appendix C.

If there is a tie in the Cattle trial, the entries will remain tied and each entry will be awarded the points associated with the placing for which they are tied.

Table 8-1. Summary of Cattle Trial Penalties and Disqualifications

	+10	DQ
Failure to salute Judge, each occurrence	√	
Herd cow crosses the foul line, each occurrence	√	
Team member's horse steps over the foul line into herd zone with 1 or more feet, each occurrence	√	
Outside assistance, each occurrence	√	
Rider crosses the foul line before Judge has given permission to proceed		√
Team member crosses the foul line, starting the clock before the rider does		√
Team member crosses into the herd zone and stays for more than 5 seconds		√
Herd cows in the penning zone when the selected cow is penned and the clock stops		√
Roughing		√
Intentional contact with cattle by hands, feet, or any equipment		√
Any signs of injury or traces of blood caused by the rider		√
Endangering any other rider, horse, ground crew, or official		√
Any attempt to work cattle on foot		√
Using two hands on the reins other than for a brief adjustment (L6/L7 and riders using a spade bit)		√

8.9 Protests and Re-rides

If a rider has a dispute about a run, she/he must submit a protest in writing within 30 minutes of the ride (*see Section 4.9.2*). If the protest is sustained, the rider will be allowed a re-ride.

Should a cow be mis-numbered or there are too many or too few cattle in the herd, only the rider that is in the arena at the time the problem is identified will receive a re-ride. The re-ride will be a clean slate and will be done immediately.

If a rider protests a cow and a decision is made by the Judge to pull the cow, a re-ride option will be given to that rider only.

8.10 Show Management

Show management has the right to cap the number of entries it accepts based on space, time, number of cattle available, or other limitations of the individual event. The protocol for determining who will be allowed to compete may be based on the calendar date each entry is received, seniority of level entered, and/or other requirements as stated in the prize list and/or by show management.

All announcements at the show supersede anything in writing pertaining to the arena, foul line, holding pen, number of cattle, or other variables at the discretion of show management. The Cattle trial rules are not inclusive of all situations. If a situation arises in which there is not a rule, the Judge(s) will meet with show management to discuss the issue and make a ruling for that individual event.