



# **AUSTRALIAN NATIONAL WORKING EQUITATION**

## **OFFICIAL RULE BOOK**

# **2026**

## Document History

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## Document Approvals

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## Related Documents

Title	Location
ANWEL Dressage Tests	<a href="https://anwe.org.au/wawe-regulations-2025.pdf">https://anwe.org.au/wawe-regulations-2025.pdf</a>
ANWEL Dressage Maps	
ANWEL Constitution	
ANWEL Club Pack	
ANWEL Policies	
EA Rules	<a href="https://www.equestrian.org.au/">https://www.equestrian.org.au/</a>
EA Hot Weather Policy	
FEI Doping Policy	Anti-Doping Rules   FEI

## PREFACE

Australian National Working Equitation Limited (ANWEL) as the sole official accredited agent for the World Association Working Equitation (WAWEL) is the national governing body for the promotion and the administration of the sport of working equitation in Australia.

ANWEL places an emphasis on harmony between horse and rider and the quality of training and riding. ANWEL demands humane, correct and progressive training and the conditioning of the horse resulting in physical and mental soundness.

The rules in the ANWEL Official Rulebook provide a foundation for working equitation riders to be competitive both nationally and internationally.

The ANWEL Rule Book is an evolving document and will be updated and amended as required.

The ANWEL Rule Book will automatically align with any changes to obstacle requirements in the WAWEL rulebook for Consagrados 2, Consagrados 1 and Masters

The ANWEL Rule Book must be used for all ANWEL competitions.

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## GLOSSARY

Term	Meaning
<b>ANWEL</b>	Australian National Working Equitation Limited
<b>Cattle Phase</b>	The fourth phase of competition and is an optional phase.
<b>Criteria</b>	How an obstacle is to be performed by the rider.
<b>Course Directives</b>	Instructions that may be included on a course map legend detailing additional requirements that riders are to perform on an obstacle.
<b>dead obstacle</b>	An obstacle which has been completed by the rider and is not required to be re-performed during the course.
<b>directional markers</b>	These are either red or white markers/discs/cones/flags (etc) on course which dictate the required path. They are not necessarily in pairs. Where a red marker appears, the horse must pass such that the red marker is on its right. Where a white marker appears, the horse must pass such that the marker is on its left. Where both markers appear, the horse must move between them. See also entrance and exit markers below.
<b>Division</b>	There are four Divisions: Open, Youth, Junior and Child.
<b>Dressage</b>	The first phase of competition. Note for Level 1 only, dressage phase may be ridden as the second phase the Organising Committee's discretion.
<b>Ease of Handling (EOH)</b>	Abbreviated as EOH, it is the second phase of competition. EOH may also be referred to as Maneability or Style in past rule books and in working equitation communities.
<b>entrance and exit markers</b>	Red and white markers that define the beginning and end of an obstacle. Red is on the right and white is on the left). Balanced and correct transitions should be performed, if required, at a suitable point close to these markers.
<b>fall</b>	If the rider touches the ground or the horse touches the ground with a body part other than the horses' hooves.

Term	Meaning
<b>Ground Jury</b>	A group of a minimum of three people who are responsible for making official and final judgements at a competition should a dispute arise.
<b>Hors Concours (HC)</b>	A rider can nominate as HC and will participate however the scores will not be considered when calculating competition placings.
<b>Levels</b>	<p>Level refers to the competition status of a horse.</p> <p>There are 8 levels:</p> <ul style="list-style-type: none"> <li>1 – Introductory</li> <li>2 – Preparatory</li> <li>3 – Preliminary</li> <li>4 – Debutante W</li> <li>5 – Debutante F</li> <li>6 – Consagrados 2</li> <li>7 – Consagrados 1</li> <li>8 – Masters</li> </ul>
<b>live obstacle</b>	An obstacle which has not yet been commenced or recommenced where an obstacle is to be performed twice.
<b>may</b>	The rider has the choice without penalty.
<b>mounting block</b>	Commercial block or sturdy purpose-built block with a minimum height of 40cm, minimum base of 60cm and minimum two steps.
<b>must</b>	<p>A requirement of the rider that if not performed will result in elimination.</p> <p>A requirement of an Organising Committee that if not adhered to may result in referral to the ANWEL Governance Committee.</p>
<b>obstacle</b>	A set of equipment used in EOH and Speed phases. An obstacle includes any associated entrance and exit markers and obstacle number.

Term	Meaning
<b>Organising Committee</b>	May be abbreviated as OC. Refers to the competition organisers including roles such as event coordinator, event secretary, course designers/builders and other nominated officials responsible for planning and execution of a competition.
<b>performance obstacle</b>	An obstacle which has been commenced by the rider and not yet completed. An obstacle is completed when the following obstacle is commenced or the finish line is crossed.
<b>proceed</b>	Move on or continue the course or task. Unless specified, this term does not dictate direction.
<b>progressive transition</b>	An upwards walk to canter transition including trot steps, i.e. walk-trot-canter or downwards canter to walk transition including trot steps, i.e. canter-trot-walk.
<b>should</b>	A lower mark will be given if the instruction is not followed.
<b>Specification</b>	A description of obstacles and instructions for the Organising Committee, course builders and judges for requirements and Course Directives.
<b>Speed</b>	Third phase of competition. Introductory riders do not ride this phase.
<b>tail turn</b>	Applicable only to Cattle Phase. Whilst working the allocated beast, the horse is turned around such that the horse's tail faces the allocated beast. A horse must only ever be turned with its head towards the allocated beast.



# 1 INTRODUCTION

The discipline of working equitation was created with the objective of promoting the different types of equitation techniques developed in countries that use the horse to work on the farm. The aim is to preserve and perpetuate not only this type of equitation but also the cultural traditions of each country and their horses.

The four founding countries of working equitation are Portugal, Spain, France and Italy. This discipline is now practiced in many countries like Sweden, Germany, United Kingdom, Brazil, USA and Australia. Each country has its own rules but the rules for international competitions are the same for all countries.

This Rule Book has been created with our country's riders and working traditions in mind and is based on the rules of the WAVE to provide a foundation for our riders to be competitive on the international stage.

## 2 GENERAL CONDITIONS

- 2.1 Each competition may be comprised of four phases. The phases are Dressage, Ease of Handling, Speed and Cattle. Compulsory phases are Dressage, Ease of Handling and Speed.
- 2.2 The first phase will be the Dressage Phase followed by the EOH Phase. The Speed phase will be the third phase of the competition. The Cattle Phase (if included) will be held as the fourth phase; this phase may be run out of sequence depending on availability of cattle.
- 2.3 Introductory Level does not have a Speed or Cattle phase. The Organising Committee may run Introductory Level out of sequence to meet any time constraints.
- 2.4 Stallions must wear nationally recognised green badges on both sides in accordance with Equestrian Australia (EA) Rules. Riders and/or handlers of colts or stallions must be over the age of 18 years.
- 2.5 No outside assistance is allowed in any phase of a working equitation competition with the exception specified in 10.1.10. Violation will mean elimination. Outside assistance includes but is not limited to verbal or non-verbal signals from anyone that would unfairly help a rider while the rider is being judged. Callers are allowed for the Dressage, EOH and Speed phases but will incur a penalty. Tests must be read in English unless permission is granted by the Jury or the Organising Committee before the competition for another language to be used.

- 2.6 One horse, one rider at an event. A horse may only compete and/or participate at one level at an event with one nominated rider.
- 2.7 A rider may ride more than one horse at the same competition, at the discretion of the Organising Committee.

### 3 ORGANISERS

- 3.1 The Organising Committee must ensure adequate facilities for competition for the safety of both horse and rider.
- 3.2 It is the responsibility of all Judges, officials, riders, stewards, event secretaries etc. involved in a competition to understand and abide by these rules. It is the responsibility of the Organising Committee and any officials to enforce the rules and manage risk before, during and after any competition.
- 3.3 The Organising Committee should designate a general warm up area. The warmup area must be restricted to a safe number of riders and only those who are in line to compete. The warmup area should preferably contain some obstacles for practice. Please refer to Appendix I “Etiquette for the Warmup Area”. The lunging area must be separate from the riding warmup area.
- 3.4 A timer is required for the Speed and Cattle phases. The timer starts when the horse’s nose crosses the start line and ends when the horse’s nose crosses the finish line (Speed) or the beast is penned (Cattle). The rider must leave the arena at a walk. A rider’s individual times will be noted on that rider's score sheet (also refer 16.3.4 and 17.12.4)
- 3.5 Dressage start times are set prior to the competition. EOH starting order is determined by the dressage scores. Riders will ride in reverse order of their dressage scores from lowest to highest. The Speed phase is also ridden in reverse order determined by the lowest combined score from both Dressage and EOH scores. While this is ideal, the Organising Committee may, at its discretion alter the start times if necessary. Refer also 5.8.
- 3.6 There may be more than one Judge per phase. Riders must salute the Chief Judge.
- 3.7 First Aid Officers must possess a current First Aid Certificate and be easily identifiable (e.g. fluorescent vest).

- 3.8 It is the responsibility of the rider to present in the correct attire and gear. Gear Check must be mounted. The appropriateness (legality and safety) of both tack and attire will be checked prior to the rider's entrance into the competition arena by an official appointed by the Organising Committee. A rider competing in the incorrect tack will face elimination.
- 3.9 In the event that a situation arises that is not covered in this Rule Book, the Organising Committee along with the Ground Jury will make a ruling on the day after referring to the WAVE rules and then EA rules.
- 3.10 This ruling is final for the day and will be made in the best interest of the sport. The Organising Committee must send a full written description (within 14 days) of the situation to the Technical Sub-Committee so that a rule may be considered for the next Rule Book edition.
- 3.11 Riders must not enter or compete in any working equitation training day, competition or other event organised by ANWEL, an affiliate State Association or affiliated Club without a current and financially valid rider levy number.
- 3.12 ANWEL rider levy numbers must be up to date as at the date of entry and the date of the relevant event. A rider's levy number must be quoted to the Organising Committee of the training day, competition or other event.
- 3.13 The Organising Committee of a competition must not accept an entry from a rider or participant that has not been issued with a rider levy number.
- 3.14 Riders must be a financial member of an affiliated ANWEL club prior to renewing or receiving a levy number.
- 3.15 Organisers must abide by the EA Hot Weather Policy including the Wet Bulb Globe Temperature (WBGT) Index temperature directives regarding the welfare safety of riders, horses and cattle when conducting competitions in extreme weather temperature conditions. See attached link: [https://www.equestrian.org.au/sites/default/files/EA\\_Hot\\_Weather%20Policy\\_26092017.pdf](https://www.equestrian.org.au/sites/default/files/EA_Hot_Weather%20Policy_26092017.pdf)
- 3.16 A mounting block must be available at all obstacle courses for use by riders.
- 3.17 Recommended time between phases for individual horse/rider combinations is to be a minimum of 15 minutes.
- 3.18 In the 4-phase competition the Organising Committee must appoint a designated Livestock Supervisor who assumes responsibility for the cattle (if not being sourced from a Stock Contractor).

- 3.19 The Livestock Supervisor must have a suitable level of knowledge and experience as they will undertake all the duties regarding the selection of suitable cattle for working equitation competition, including their transport, handling, safety and welfare.
- 3.20 The Organising Committee must ensure that the Cattle Judge in the 4 Phase competition is responsible for the animals in the competition and has a thorough knowledge of animal welfare and the ANWEL Rule Book.

## 4 JUDGES

- 4.1 The spirit behind the discipline of working equitation is training for horses that work in the field, however this does not mean a lack of correctness. The Judge has a significant role in the development of the sport and the future of working equitation. Correct judging enhances the image and reputation of the sport through thorough technical knowledge of the discipline. Current accredited ANWEL or WAVE Judges must be used for the EOH and Speed phases at all competitions organised by ANWEL or its affiliated States and Clubs.
- 4.2 The task of judging involves:
- communicating effectively
  - managing time constraints
  - resolving problems quickly
  - maintaining an image of concentration, determination and respect
  - upholding the integrity of the sport.
- 4.3 To prevent any distraction or undue influence whilst judging is in progress, spectators and other riders must refrain from interaction with the Judges and must maintain a respectful distance at all times.
- 4.4 Every Judge must have an assistant/penciller.
- 4.5 The Ground Jury is comprised of the Chief Judge who is the President of the Ground Jury together with a club committee member, preferably the club President organising the competition and a Rider. The Ground Jury is to be displayed in the Draw.
- 4.6 During the obstacle phases the Judge must have a clear view of all the obstacles and may be on the course.
- 4.7 All changes or amendments made to the scoring sheet by the Judge must

be initialled by the Judge for verification purposes.

- 4.8 The Judge has the right to ask the rider to drop the bit out of the horse's mouth for a bit check at the conclusion of their test. The rider has the right to ask that a groom with a halter and lead be present for the bit check.
- 4.9 The Judge may eliminate a rider they feel is a danger to themselves or others.
- 4.10 The Judge should ring the bell/signal immediately a horse/rider combination is eliminated. The rider should be notified before leaving the arena. The Ground Jury will recall the rider to clarify if the rider has left the arena before being notified.
- 4.11 The Judge may not refer to any video to make a decision on the day.
- 4.12 The Judge has a major responsibility for animals in the competition and should have a sound knowledge of animal welfare.

## 5 EVENT SECRETARY

- 5.1 The Event Secretary is responsible for the entries, entry order, the required releases and the information package for the Judge(s) as well as the riders.
- 5.2 The Event Secretary will process the Judge's marks, arrange and display the entry order for EOH and Speed phases of the competition and give riders their final placings based on their scores and times.
- 5.3 It is the responsibility of the Event Secretary to post results and handle appeals. Score sheets will be made available to the riders after all scoring and placings have been posted.
- 5.4 Entry order in all phases is the responsibility of the Event Secretary.
- 5.5 Working equitation competitions can be held over one, two, three or four days.
- 5.6 The entry order should be posted as soon as possible prior to the start of EOH, Speed or the Cattle phases.
- 5.7 The entry order for the Dressage phase must (where practicable) be posted and available at least three days prior to the date of competition.
- 5.8 If the competition is held on a single day the entry order may remain unchanged. However, in the interest of fairness, it is recommended that the same combination does not present first in all phases.

- 5.9 In the event of a tied score (in Dressage and EOH) it is the discretion of the Event Secretary to determine the entry order for the riders.
- 5.10 The Event Secretary is encouraged to have the Gear Check station in an obvious position.

## 6 RIDERS

- 6.1 All riders under the age of 18 must be accompanied by a responsible adult as indicated on their entry form.
- 6.2 All riders under 18 are required to wear an Australian certified helmet, which must be securely fastened when mounted.
- 6.3 Protective headgear must conform with one of the current approved safety standards outlined below. See Tack and Attire.
- 6.4 It is the responsibility of the rider to ensure they are using a current standard safety helmet. Helmets must conform to EA approved standards. It is recommended that helmets be tagged for ease of identification of helmet compliance to gear check stewards.
- 6.5 Wearing a non-certified helmet is cause for elimination.
- 6.6 All riders must complete the entry form in full as well as any releases, waivers, etc. and all monies paid to the Organising Committee prior to mounting their horse.
- 6.7 Riders with restricted movement, preventing correct execution of an obstacle must provide a medical certificate to the Organising Committee at the time of entry. It is the rider's responsibility to present their certificate to the relevant Judge if required. The supporting document should be available on the day. It is at the discretion of the Organising Committee to adjust the course to accommodate requests.
- 6.8 Riders must declare their intention to ride non-competitively (HC/NC) on the entry form. Riders cannot declare on the day of competition to ride non-competitively.
- 6.9 There is no age limit for riders at any level.
- 6.10 A horse may only be ridden by its nominated rider on the competition grounds.

## 6.11 THE SALUTE

- 6.11.1 Riders must salute the Chief Judge (where there is more than one judge) or Judge at the beginning and immediately at the end of each phase. The rider presents to the Judge and halts. The rider takes the reins in one hand only, (making it clear that the reins are in one hand either by dropping their hand to the side or removing their hat) and acknowledges the Judge with a nod of the head. The rider then retakes the reins to start the phase.
- 6.11.2 Dressage phase: Once the Judge rings the bell, the rider has 60 seconds to commence their test. The rider will salute the Judge at the first halt and again at the final halt in the test.
- 6.11.3 EOH and Speed Phases: Once the Judge rings the bell, the rider has 60 seconds to salute the Judge and pass through the Start markers. Once the phase is completed (including the finish markers for EOH and Speed), the rider presents to the Judge, halts and salutes.
- 6.11.4 Cattle phase: Before the Judge rings the bell for each team member to commence their run, all four team members will enter the arena and salute the Judge together and again when the last rider has finished their run.

## 7 TACK AND ATTIRE

- 7.1 The appropriateness (legality and safety) of both tack and attire will be checked prior to the rider's entrance into the competition arena by an official appointed by the Organising Committee. No changes of tack or attire are allowed for the duration of the three compulsory phases with exceptions to those noted below.
- 7.2 Approved rider attire is National, State or Club attire. A rider must not mix and match attire with the exception of the Cattle Phase.
- 7.3 Same tack/attire must be worn in all compulsory phases, except jackets, spurs, whips and horse boots. Saddles and bridles/bits may be changed for the Cattle phase (provided they are listed as approved gear). Team riders may also change attire to approved club uniform for the Cattle phase.

7.4 Riders participating in competitions or events of ANWEL or its affiliated States and Clubs are strongly recommended to wear an approved safety helmet with the chin strap fastened. All safety helmets are to conform with Equestrian Australia standards. It's recommended that helmets are tagged for ease of identification of helmet compliance to gear check stewards. Wearing a non-certified helmet is cause for elimination.

## 7.5 ATTIRE OPTIONS

7.5.1 It is the expectation that all riders in ANWEL competition wear a uniform. A uniform demonstrates a commitment to present the sport of working equitation in the best possible manner. The wearing of a uniform also demonstrates respect for Judges and fellow riders.

### 7.5.2 National Working Equitation Attire

- Navy safety helmet
- Cream/champagne moleskins, breeches or jodhpurs
- Navy jacket or vest
- White shirt
- Navy, white and red striped tie or white stock
- Long black or brown boots
- Short black or brown boots (these can be worn with matching Leather gaiters)
- Navy saddle cloth with red binding with white piping.

7.5.3 State Working Equitation Attire – MUST be approved in the relevant affiliated State Association minutes.

7.5.4 Working Equitation Club Attire – MUST be approved in the relevant ANWEL affiliated Club's minutes and only include one or more of the following:

- traditional English (showing, dressage, side-saddle or eventing)
- traditional Western (see bits allowed)
- breed attire (see bits allowed)
- working equitation approved Club Attire.



## 7.6 TACK OPTIONS

7.7 Any style of bridle or saddle (with approved National or Club saddle cloth) is permitted. All tack must be well fitting so as not to cause pain or distress to the horse.

7.8 Unless otherwise specified in the ANWEL Official Rule Book 2026, all tack and bits are as per Equestrian Australia National Dressage Rules. NOTE: Double Bridles, Curb bits or Pelhams are not permitted at L1 or L2.

7.9 Spurs are to be blunt competition spurs. Blunt rowels are acceptable.

7.10 Whips – dressage style only, in accordance with Equestrian Australia Dressage Rules (<http://www.equestrian.org.au/dressage>). Whips may be used in the normal way for all levels with the exception of L7 and L8. Permissible maximum length for whips is 1.2m and 1 metre for ponies. The tassel is included when measuring the whip. The whip must not be secured to the horse or tack; it must be held by hand. Only one whip is permitted at all times when riding at the venue.

### 7.11 Additional Bits for L3 to L8

7.11.1 Portuguese curb (shank less than 12cm), consistent with this picture and must meet the measurements on the diagram of a curb bit.



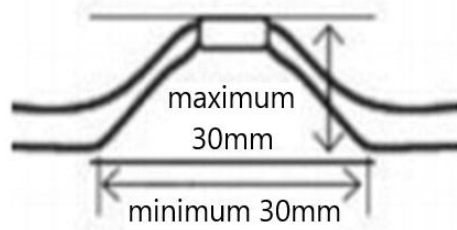
7.11.2 Kimblewick straight (with or without port) jointed or halfmoon.



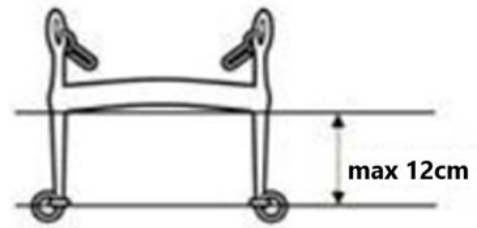
7.11.3 English Pelham straight (with or without port) jointed or halfmoon (shank less than 12cm.)



The fitting of the curb and chain for the Portuguese, Kimblewick, English Pelham and the Bit and Bradoon should be that the curb strap or chain should be done up so that when the reins activate the chain or strap, the shanks of the bit do not rotate beyond 45 degrees and the width of two fingers (3cm) exists between the horse's chin groove and the strap or chain to estimate the tightness of the chain when not activated. Rubber Guards are allowed.



**port deviation measurements**



## 7.12 Additional Bridles

- 7.12.1 Bitless bridle (must meet rule 7.16 and must not self-tighten)



- 7.12.2 Micklem bridle with a bit and without clips. The noseband must fit with two fingers vertically under the chin. This allows the bridle to be correctly and functionally fitted.



- 7.12.3 Bosal L1–L2: minimum diameter  $\frac{5}{8}$  inc L3–L8; minimum diameter  $\frac{1}{2}$  inch. The bosal must have a flexible, non-metal core, fit correctly to avoid rubbing or irritation and comply with the rule 7.16.



- 7.13 Horse leg protector boots are allowed at all levels except Dressage phase.

- 7.14 No bandages are permitted.

- 7.15 Hoof boots are permitted in all phases.

- 7.16 Nosebands if used MUST be fitted to comfortably (no indentation of the cheek) allow at least one finger between the horse's cheek and the noseband. For further information please refer to Equestrian Australia Equipment Annex - Version 23 – 01.01.2026



- 7.17 Nose nets are permitted to be used in competitions and warmup with a supporting letter from the horse's usual veterinarian. Use of a nose net is to be declared at the time of entry and the supporting letter be available on the day of the competition. The nose net must be made of transparent material as shown in the example. The nose net must not cover the mouth or bit.

- 7.18 Ear Bonnets are permitted to be worn under the following conditions:

- the ear bonnet must not cover the horse's eyes
- the ear bonnet must be clearly made from a material which does not provide any sound reduction
- failure to present to the gear steward for ear bonnet inspection after each phase will incur elimination (refer 12.1.2)
- no materials may be used to plug the horse's ears
- the Gear Steward will verify that no additional insulation from the manufactured state has been inserted and that ear plugs have not been inserted.

- 7.19 Monkey grips are permitted on saddles in all phases.

- 7.20 A fly mask may be allowed in the warmup area. Fly masks are not permitted in the competition phases unless a supporting letter from the horse's usual veterinarian is provided for the use of the equipment. Use of a fly mask is to be declared at the time of entry and the supporting letter be available on the day of the event.



7.21 Tack not permitted - riding in any of the tack listed below on the competition grounds on the day of competition will result in immediate elimination:

- running/standing martingales
- running reins
- chambon, de gogue
- tongue ties
- blinkers
- ear plugs (may be used for presentations)
- ANY equipment that the Ground Jury for the relevant competition determines is against the intent and general principles of working equitation.

## 8 SCORING

8.1 The Scoring for the Dressage and EOH phases will use the following numbered scoring system with the corresponding remarks:

10	Excellent
9	Very Good
8	Good
7	Reasonably Good
6	Satisfactory
5	Reasonable
4	Insufficient
3	Poor to Middling
2	Bad
1	Very Bad
0	Failure to perform the exercise – Elimination in EOH L3-L8 L1-L2 may receive 2 x 0 scores before elimination

8.2 In addition to the whole score marks given above the Judge may also use half marks (e.g. 0.5, 1.5 etc.). All score marks must be two numbers e.g. 5.5 or 5.0.

8.3 L1 and L2 riders may receive a score of 0 twice in EOH before being eliminated.

- 8.4 The Dressage phase and EOH phase will be scored as a percentage to three decimal places.
- 8.5 Where more than one Judge is scoring Dressage or EOH the results should be posted showing individual Judge scores as well as the totals.
- 8.6 The Speed phase will be scored by the fastest time noting that safety is always the highest priority. The Judge may stop any horse/rider they feel is unsafe or not under control. Faults incurred in this phase will be penalised in seconds (i.e. adding 5 second penalty for each fault). For example: jump, slalom or side pass pole brushing is no penalty while knocking it over is a 5 second penalty.
- 8.7 Bonus points are accrued by securing the ring or knocking the ball with the tip of the garrocha only – a 10 second deduction off the final time is made for each successful occurrence. The garrocha and rings must be securely deposited in the barrel to accrue the 10 second deduction.
- 8.8 All changes or amendments made to the scoring sheet by the Judge must be initialled by the Judge for verification purposes.
- 8.9 **INDIVIDUAL CHAMPION**
- 8.9.1 To be considered for an Individual Champion riders must compete in all three compulsory phases.
- 8.9.2 Horses are awarded points for each phase as per the score chart (refer 8.12).
- 8.9.3 Riders that are eliminated in a phase can only receive 1 point for any subsequent phase.
- 8.9.4 Riders that have been eliminated cannot place above any other rider that has no eliminations.
- 8.9.5 L1 and L2 riders that have received a 0 score for an obstacle cannot place over any rider that has successfully completed all obstacles in both EOH phase and overall placings.
- 8.9.6 Riders who have been retired in any of the phases are not awarded any points for that phase but may participate in the other phases and earn championship points. Scratched horses are not eligible for Individual Champion/Team Champion.

- 8.9.7 The final Championship result is determined by totalling points allocated for the three compulsory phases. If there is an equality of points for Champion the combination with the highest Dressage score will be the winner (as detailed in the WAVE 2024 Regulations).

#### 8.10 CLUB/STATE/NATIONAL TEAM CHAMPIONS

- 8.10.1 Teams must consist of a minimum of three and a maximum of four riders and all riders must compete in all four phases.
- 8.10.2 The best three scores in Dressage will count toward the Team Champion. As will the three best scores in EOH, Speed and Cattle.
- 8.10.3 In the event of a Team consisting of three horses all points awarded will be used for that team.
- 8.10.4 In the Cattle Phase the Chef d' Equipe may request a blocker from another team. The blocker cannot help pen the beast. The three best rider scores from each team will then be added to determine the winning team for the competition.
- 8.10.5 If a team only achieves one or two scores in any phase the points awarded will count towards the team score. For example, only one rider pens a beast in the Cattle phase, points obtained by that horse will count towards the team score. Similarly, if two horses are eliminated in the EOH phase the remaining two horses' points will count towards the team score.
- 8.10.6 Teams may be made up of riders from L1-L8 except where there is a cattle phase it will be L2 – L8.

#### 8.11 SCORE CHART

- 8.12 Horses are awarded points according to their placing as follows in each phase 1st place is the number of riders in the level plus one i.e. 6 riders

1st	-	7 points
2nd	-	5 points
3rd	-	4 points
4th	-	3 points
5th	-	2 points
6th	-	1.point

- 8.13 Riders that are eliminated in a phase can only receive 1 point for any subsequent phase.
- 8.14 Riders that have been eliminated cannot place above any other rider that has no eliminations.
- 8.15 No assisted rider shall place above an unassisted rider.

## 9 PROTESTS

- 9.1 Only riders, owners or a declared Chef d'Équipe may lodge a protest with the Ground Jury. Spectators do NOT have the right to protest or lodge any complaint.
- 9.2 Protests may only concern matters of protocol, procedure or administration. Judging decisions made in the Dressage, EOH, Speed or Cattle phases are considered final and are not open to protest.
- 9.3 All protests must be submitted in writing within one hour of the publication of the results of the relevant phase. A fee of \$100 must accompany the protest and will be refunded in full if the protest is upheld. A protest form is available in Appendix V.

## 10 LEVELS

### 10.1 LEVEL 1 - INTRODUCTORY

- 10.1.1 The purpose in all phases is to introduce new riders/combinations to working equitation competition in an inviting and educational atmosphere.
- 10.1.2 L1 is to be ridden with two hands on the reins apart from where obstacle instructions specify otherwise and in walk and trot (sitting/rising or combination of both).
- 10.1.3 Progressive transitions are encouraged (transitions into and out of the halt may be made through the walk).
- 10.1.4 A soft elastic connection is established between the rider's hand and the bridle. The horse's position while maintaining this contact will vary according to the level of training. The horse must go actively forward without hurrying within this frame.

- 10.1.5 The walk and trot should be energetic and ground covering but without losing balance.
- 10.1.6 Any age rider may compete at this level.
- 10.1.7 The horse must be 3 years of age or over.
- 10.1.8 Double Bridles, Pelhams, curb or shank bits are not permitted.
- 10.1.9 The Dressage test is walk and trot.
- 10.1.10 Assisted riders – ANWEL encourages the development of beginner riders by allowing (at the discretion of the Organising Committee and by prior approval) a support person in the arena to assist riders in L1. No assisted rider shall place above an unassisted rider.
- 10.1.11 EOH is trot with walk transitions. Any canter strides will be penalised and more than 3 complete consecutive canter strides is elimination.
- 10.1.12 There is no Speed phase for this Level. Clubs may at their discretion run a second EOH phase.
- 10.1.13 There is no Cattle phase for this Level.
- 10.1.14 Organisers may elect for Introductory Level EOH phase to precede the Dressage phase in the Draw.
- 10.1.15 Requesting a Pass on an Obstacle for L1 - if a rider has two refusals at an obstacle, they may make a request to the Judge to bypass the obstacle and will receive a score of 0 for that obstacle. Riders may only bypass up to two obstacles in a course after two refusals at each obstacle. Elimination will occur if the rider attempts to bypass a third obstacle or after three refusals on a third obstacle. The rider must clearly signal to the Judge their intention to bypass an obstacle after two refusals by calling "Pass!" and raising their hand to alert the judge. The Judge will acknowledge that they have heard and the rider can continue the course. A rider with a score of 0 on any obstacle cannot place above a rider who has not bypassed any obstacles in either the phase or the overall placings.
- 10.1.16 The Garrocha Pick Up and Deposit cannot be passed.
- 10.1.17 Rule 10.1.15 does NOT apply to State and National competitions.



## 10.2 LEVEL 2 - PREPARATORY

- 10.2.1 The purpose in all phases is to test the correct training of the L2 working equitation horse.
- 10.2.2 This Level has been introduced for horses who are ready to execute some canter but are not ready to canter a full course. Riders who can canter a full course are encouraged to be in L3.
- 10.2.3 The EOH phase is trot with some canter and must have clear Course Directives for canter or walk. Course Directives are to include some obstacles or the lines between obstacles in canter. Canter is not restricted to Course Directives and additional canter is permitted but only between obstacles. Additional canter will be marked in the collective marks noting that poor quality canter may receive a lesser score. Canter in obstacles as detailed in the Course Directives will be judged as part of the obstacle. Progressive transitions are allowed.
- 10.2.4 To be ridden with two hands on the reins except where obstacle instructions specify otherwise and in sitting or rising trot or may be a combination of both.
- 10.2.5 Transitions up and down MAY be progressive (canter-trot-walk) or canter-walk transitions.
- 10.2.6 A soft elastic connection is established between the rider's hand and the bridle. The horse's position while maintaining this contact and will vary according to the level of training. The horse must go actively forward without hurrying within this frame.
- 10.2.7 The walk, trot and canter should be energetic and ground covering but without losing balance.
- 10.2.8 In the Speed phase any gaits or transitions are acceptable.
- 10.2.9 Horse must be 4 years of age or over.
- 10.2.10 Double Bridles, Pelhams, Curb or shank bits are not permitted.
- 10.2.11 Dressage is walk, trot and canter.

10.2.12 Requesting a Pass on an obstacle for L2 EOH Phase only - if a rider has two refusals at an obstacle, they may make a request to the Judge to bypass the obstacle and will receive a score of 0 for that obstacle. Riders may only bypass up to two obstacles in a course after two refusals at each obstacle. Elimination will occur if the rider attempts to bypass a third obstacle or after three refusals on a third obstacle. The rider must clearly signal to the Judge their intention to bypass an obstacle after two refusals by calling "Pass!" and raising their hand to alert the judge. The Judge will acknowledge that they have heard and the rider can continue the course. A rider with a score of 0 on any obstacle cannot place above a rider who has not bypassed any obstacles in either the phase or the overall placings.

10.2.13 The Garrocha Pick Up and Deposit cannot be passed

10.2.14 Rule 10.2.12 does NOT apply to State and National competitions.

### 10.3 LEVEL 3 - PRELIMINARY

10.3.1 The purpose in all phases is to test the correct training of the L3 working equitation horse.

10.3.2 To be ridden with two hands on the reins except where obstacle instructions specify otherwise and in sitting or rising trot.

10.3.3 Transitions up and down MAY be progressive (through walk or trot) with the aim of the combination working towards walk-canter or canter-walk transitions in preparation for L4.

10.3.4 A soft elastic connection is established between the rider's hand and the bridle. The horse's position while maintaining this contact will vary according to the level of training. The horse must go actively forward without hurrying within this frame.

10.3.5 The walk, trot and canter should be energetic and ground covering but without losing balance.

10.3.6 In the Speed phase any gaits or transitions are acceptable.

10.3.7 Horse must be 4 years of age or over.

10.3.8 Dressage is walk, trot and canter.

10.3.9 EOH phase is canter, with progressive or walk changes and transitions.

#### 10.4 LEVEL 4 - DEBUTANTE W

- 10.4.1 The purpose in all phases is to test the correct progression of the horse's training at Debutante W Level and to introduce lateral work, walk through changes and counter canter.
- 10.4.2 To be ridden with two hands on the reins apart from where obstacle instructions specify otherwise and in sitting or rising trot.
- 10.4.3 The horse should now be reliably in acceptance of the aids with more engagement and with a rounded and more uphill balance in the working gaits than at L3.
- 10.4.4 In the Speed phase any gaits and transitions are acceptable.
- 10.4.5 Horses must be 4 years of age or older.
- 10.4.6 Dressage is walk, trot (sitting unless stated otherwise) and canter.
- 10.4.7 EOH phase is canter with transitions through walk.

#### 10.5 DEBUTANTE F – LEVEL 5

- 10.5.1 The purpose in all phases is to test the correct progression of the training at L5 and to introduce flying changes.
- 10.5.2 To be ridden with two hands on the reins except where obstacle instructions specify otherwise.
- 10.5.3 The horse now accepts and responds readily to the aids of the rider.
- 10.5.4 This level has greater levels of engagement and collection than at L4.
- 10.5.5 In the Speed phase any gaits and transitions are acceptable.
- 10.5.6 Horses must be 5 years of age or older.
- 10.5.7 Dressage is walk, sitting trot and canter.
- 10.5.8 EOH phase is canter with flying changes and walk transitions.

## 10.6 LEVEL 6 - CONSAGRADOS 2

- 10.6.1 The purpose in all phases is to test the correct progression of training at L6 Level.
- 10.6.2 The horse now accepts and responds readily to the aids of the rider.
- 10.6.3 To be ridden with two hands on the reins except where obstacle instructions specify otherwise.
- 10.6.4 This level has greater degree of engagement and collection than at L5.
- 10.6.5 In the Speed phase any gaits or transitions are acceptable.
- 10.6.6 Horses must be 6 years of age and older.
- 10.6.7 Dressage phase is walk, sitting trot and canter.
- 10.6.8 EOH is canter with flying changes and walk transitions.

## 10.7 LEVEL 7 - CONSAGRADOS 1 (WAVE International)

- 10.7.1 Purpose in all phases is to test the correct progression of training at Consagrados 1 Level and to test the consistency and balance of the Consagrados 1 Level horse.
- 10.7.2 The horse now accepts and responds readily to the aids of the rider, is in a consistent balance and is ridden with one hand.
- 10.7.3 In the Speed phase any gaits or transitions are acceptable.
- 10.7.4 Horses must be 6 years of age and older.
- 10.7.5 Dressage phase is walk, sitting trot and canter.
- 10.7.6 EOH phase is canter with flying changes and walk transitions.
- 10.7.7 The reins will be held in the left hand for the duration of the test; however momentary adjustment of the reins is permitted. Momentary adjustment may be made with the free hand behind the rein hand only.

- 10.7.8 Using two hands on the reins (apart from a momentary adjustment) or use of the right hand to correct the horse or apply any pressure to the bit while adjusting the reins, will incur elimination.
- 10.7.9 The whip, if carried is NOT allowed to be used and MUST be carried in an upright position. In the warmup area the whip may be carried and used normally.
- 10.7.10 Double bridles are allowed, but the rein of the snaffle bit has to be loose on the neck of the horse.

#### 10.8 LEVEL 8 - MASTERS (Australian version)

- 10.8.1 The purpose in all phases is to test the correct training of the L8 horse resulting in physical and mental soundness.
- 10.8.2 The horse is now at the highest level and is showing the result of correct and progressive training and quality riding.
- 10.8.3 The horse is on the aids and is in a consistent balance showing softness and roundness. To be ridden with one hand.
- 10.8.4 In the Speed phase any gaits or transitions are acceptable.
- 10.8.5 Horses must be 6 years of age or older.
- 10.8.6 Dressage phase is walk, sitting trot and canter.
- 10.8.7 EOH phase is canter with flying changes and walk transitions.
- 10.8.8 The reins will be held in the left hand for the duration of the test however, momentary adjustment of the reins is permitted. Momentary adjustment can be made with the free hand behind the rein hand only.
- 10.8.9 Using two hands on the reins (apart from a momentary adjustment) or use of the right hand to correct the horse or apply any pressure to the bit while adjusting the reins will incur elimination.
- 10.8.10 The whip, if carried is NOT allowed to be used and MUST be carried in an upright position.
- 10.8.11 Double bridles are allowed, but the rein of the snaffle bit has to be loose on the neck of the horse.

## 11 DIVISIONS

- 11.1 Child - under 12 on the first day of competition (proof will be required).
- 11.2 Junior - 12 and under 16 on the first day of competition (proof will be required).
- 11.3 Youth - 16 years to under 21 years on the first day of competition (proof will be required).
- 11.4 Open.

## 12 GENERAL ELIMINATIONS

### 12.1 GENERAL ELIMINATIONS IN EACH PHASE

- 12.1.1 Failure to report for gear check for every phase.
- 12.1.2 Failure to report to the gear steward for ear bonnet inspection after each phase.
- 12.1.3 A rider competing in illegal tack or ill-fitting tack that causes the horse discomfort or distress (refer 7.6).
- 12.1.4 Any rider under the age of 18 without an approved helmet, securely fastened whilst mounted.
- 12.1.5 Entering the dressage arena or passing through the start markers in EOH or Speed or crossing the containment line in the Cattle phase before being signalled by the Chief Judge.
- 12.1.6 Failure to salute the Chief Judge correctly at the beginning and completion of each phase.
- 12.1.7 Taking more than 60 seconds to begin the phase after being signalled by the Chief Judge except for the Cattle phase where it is 30 seconds.
- 12.1.8 A rider receiving any outside assistance during any phase of the competition with the exception in L1 as per 10.1.10.
- 12.1.9 Use of the voice three or more times in total, excluding the Cattle phase.
- 12.1.10 Stroking or touching the horse on the neck in front of the reins, three or more times in total.

- 12.1.11 The horse leaving the arena with all four feet.
- 12.1.12 If the Judge or Ground Jury has a reason to feel that a horse/rider combination may be a danger to themselves or others.
- 12.1.13 Using two hands on the reins at L7 or L8 (apart from a momentary adjustment of the reins) or use of the right hand to correct the horse or apply any pressure to the bit while adjusting the reins
- 12.1.14 L7 and L8 riders must not touch the horse with the whip or use the whip to provide any form of assistance. However, the whip, if carried must be held in an upright position. Use or incorrect carriage of the whip will incur elimination.

## 12.2 ELIMINATIONS FROM SUBSEQUENT PHASES

- 12.2.1 Fall of horse or rider. If there is a fall of a horse or rider in any phase the horse and rider are eliminated from that phase and ALL subsequent phases. Results in the previous phases shall remain.
- 12.2.2 Evidence of lameness. If the horse is found to be lame in any phase the horse and rider are eliminated from that phase and ALL subsequent phases. Results in the previous phases shall remain.

## 12.3 ELIMINATIONS FROM THE ENTIRE COMPETITION

- 12.3.1 Traces of fresh blood anywhere on the horse.
- 12.3.2 Excessive use of force or inhumane treatment of the horse including but not limited to, excessive use of the whip or spurs.
- 12.3.3 Falsification or misrepresentation of entry.
- 12.3.4 A horse ridden by another rider on the competition grounds at any stage immediately prior to or during the event.
- 12.3.5 Doping and medication of the horse; abuse of medication doping is a serious welfare issue and will not be tolerated. After any veterinary treatment sufficient time MUST be permitted for the horse's recovery before competition. Should a horse be tested and found with a prohibited substance in its system the horse will be eliminated from the competition. Refer to the FEI Anti-Doping Rules page 2.

## 13 DRESSAGE PHASE

- 13.1 Dressage is the first phase of the working equitation competition.
- 13.2 Dressage encourages harmony between horse and rider through their understanding of the language of the aids. Humane and correct training of the horse is encouraged and promoted.
- 13.3 Dressage promotes physical soundness and mental well-being through relaxation, lateral suppleness (bending), longitudinal suppleness (roundness) and progressive conditioning.
- 13.4 ANWEL official dressage tests must be used at all ANWEL competitions for relevant dressage tests please refer to [www.anwe.org.au](http://www.anwe.org.au).
- 13.5 REQUIREMENTS
  - 13.5.1 The Dressage arena must be a 20 x 40 metre area clearly marked as the competition arena.
  - 13.5.2 L6, L7 and L8 Levels do NOT have dressage marker letters.
  - 13.5.3 It is not required to close the entrance to the dressage arena. If closed it must be closed for all riders in that class/test.
  - 13.5.4 Spectators must be at least 5m from the competition arena.
  - 13.5.5 The rider will enter the arena when signalled by either a bell, car horn or whistle.
  - 13.5.6 Riders are not required to start their Dressage test before their scheduled time.
  - 13.5.7 A caller is allowed with a five-point penalty.
- 13.6 ELIMINATIONS FOR DRESSAGE (refer also General Eliminations, Eliminations from subsequent phases and Eliminations from entire competition)
  - 13.6.1 Resistance of more than 10 seconds.
  - 13.6.2 Three errors of course (EOC).



13.7 ERRORS OF COURSE/TEST FOR DRESSAGE (refer also General Errors)

13.8 An error or failure to perform an element of the Dressage test does not immediately eliminate the rider. It is not always necessary to ring the bell for an EOC/test. The Chief Judge will decide whether to ring the bell. In deciding not to ring the bell the Chief Judge must be aware of the effect of one movement on the next and where mirrored movements occur and should be prompt in notifying the rider.

13.9 The Chief Judge makes the final decision on how many errors occurred. If the Judge(s) have not noted an error the rider has the benefit of doubt.

First error of course	=	5-point deduction
Second error of course	=	5-point deduction
Total	=	10 points
Third error of course	=	Elimination

## 14 EOH PHASE

- 14.1 The objective of this phase is to demonstrate a rider's and horse's capacity to calmly, precisely, stylishly and regularly deal with any obstacles designed to simulate difficulties which could be encountered by a working horse.
- 14.2 The attributes of the correct working horse include:
- rhythm, relaxation, regularity
  - obedience and confidence
  - submission and response to the aids
  - suppleness of the bend and roundness
  - impulsion
  - straightness
  - collection and balance.
- 14.3 This phase also tests the attributes of a correct working rider. These attributes include:
- balance and relaxation
  - flexibility
  - core strength
  - use and effectiveness of aids
  - feel.
- 14.4 There are no minimum dimensions for the arena in this phase although the ideal recommended dimensions are 70m x 30m. It should be flat, level and free from any stones or objects which could endanger riders and their horses and consequently prejudice their evaluation by the Judge. It is strongly recommended that a sandy surface be used. Grass may be suitable provided it is not too hard or slippery.
- 14.5 All obstacles are numbered in order of completion.
- 14.6 The number is placed on the right-hand side of the entrance to the obstacle. Markers may also indicate the start and finish of the obstacle zone as well as the direction with the red marker being on the rider's right and white on the left. The course may require a horse and rider to perform an obstacle more than once, in the opposite direction.

- 14.7 If any part of the obstacle is knocked down during the execution of that obstacle which needs to be executed again later in the course it should be replaced by a course steward before it is to be completed again.
- 14.8 If one pair of start/finish markers is used, then the finish is to be executed in the opposite direction to the start. If separate start and finish markers are used they must be marked red and white to show direction
- 14.9 A live obstacle is an obstacle that is not yet performed, executed or ridden.
- 14.10 Prior to the rider commencing the course by passing through the start markers the obstacles are considered dead and can be ridden past and through while waiting for the Judge's signal to start. The rider must not allow their horse to show or face up to any obstacle as this would mean elimination.
- 14.11 Any obstacle already ridden is considered "dead" (unless it needs to be executed again later in the course) and may be ridden through in any direction without penalty noting that the knocking down of any part of an obstacle (even a dead one) will be reflected in the marks.
- 14.12 The knocking down any part of an obstacle during the execution of that obstacle will incur a low mark.
- 14.13 The knocking down of any part of a dead obstacle will be reflected in the submission mark.
- 14.14 Rules 14.12 and 14.3 only apply to obstacles relevant to the rider's level (in the case when multiple courses are set up in the same arena).
- 14.15 In multiple level courses, obstacles must be clearly marked for each level e.g. different colours for each level on the number markers - pink for L3, white for L4 etc. Course designers should have clear lines between obstacles for each level so as not to confuse riders. There should be at least 10m between consecutive obstacles.
- 14.16 An obstacle is defined as all components, including entrance/exit markers, numbers.
- 14.17 Some obstacles are marked by red and white markers or cones (red on the right and white on the left).

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

- pass between the two entrance markers
- perform the technical manoeuvre required by the obstacle
- pass between the two exit markers.

14.19 Callers are allowed in the EOH phase incurring a 5 point deduction.

#### 14.20 WALKING THE COURSE

14.20.1 Riders at all levels may walk the course.

14.20.2 Riders are only permitted to walk the course unmounted and in full competition attire unless otherwise directed by the Organising Committee on the day with consideration to weather conditions.

14.20.3 Trainers/Chef d'Equipe may accompany riders on the course walk.

#### 14.21 PRIOR TO RIDING THE COURSE

14.22 It is the rider's responsibility to check all equipment is in the correct positions to start the obstacle phases.

14.23 ELIMINATIONS FOR EOH PHASE (refer also to General Eliminations, Eliminations from subsequent phases and Eliminations from the entire competition)

14.23.1 Not completing an obstacle.

14.23.2 Failure to start and finish at the designated start and finish lines. If the start/finish line is through one set of markers riders MUST only cross the line once to start and once to finish. If the start and finish lines are separate then the rider must only cross each line once.

14.23.3 Failure to complete the obstacles in the assigned order.

14.23.4 Failure to move forward for a period of 15 seconds.

14.23.5 Showing or facing up to a live obstacle prior to or during the test. After proceeding across the start line, crossing an obstacle that has not yet been performed (live obstacle).

14.23.6 Three refusals on any one obstacle (a horse may have two refusals on all obstacles on course) with the exception of L1 and L2 (refer 10.1.15 and 10.2.12)

- 14.23.7 Starting an obstacle out of order.
- 14.23.8 Knocking down a live obstacle or any part of a live obstacle.
- 14.23.9 Uncorrected obstacle pattern.
- 14.23.10 When riding the course, the rider MUST use the right hand to perform all obstacles. Changing hands is not permitted.
- 14.23.11 Passing through the start markers before being signalled.
- 14.23.12 Not replacing the garrocha and ring in the drum if it bounces out. If it bounces out the rider must dismount and correct (refer 15.15).
- 14.23.13 Not replacing the cup on the post while mounted if the post is knocked over. The rider must dismount and stand the relevant post up to complete the obstacle.
- 14.23.14 Not clearly attempting the ring or ball.

#### 14.24 REFUSING AN OBSTACLE

- 14.24.1 Where the horse stops and takes a backwards step or circles before entering the obstacle is a refusal.
- 14.24.2 The rider may have a second attempt. The third refusal on that obstacle will result in elimination with the exception of L1 and L2 (refer 10.1.15 and 10.2.12).
- 14.24.3 Although a horse MAY theoretically refuse every obstacle on the course twice – the obstacle MUST be completed on the third attempt or incur elimination for a third refusal, (refer 14.23.6), with the exception of L1 and L2 (refer 10.1.15 and 10.2.12).
- 14.24.4 A 15 second resistance will incur elimination.

- 14.25 Errors in the performance of an obstacle can be corrected prior to commencing the next obstacle. The rider MUST re-present to the obstacle and restart the pattern from the beginning. For instance, if an incorrect pattern is performed on the three barrels the rider may restart the whole obstacle (and will incur a lower score). However, if the rider commences the next obstacle before the correction is made, they will be eliminated.

## 15 OBSTACLES

- 15.1 Obstacles are encountered in the EOH and Speed phase. The following are descriptions of each obstacle, its dimensions and the rules governing its use in order to establish an even playing field and a safe environment for all riders at all levels.
- 15.2 Obstacles may include entrance and/or exit markers which can indicate a change of gait or the start and finish of an individual obstacle.
- 15.2.1 When the entrance and exit markers indicate where a transition is to be made, they should be placed approximately 1 metre out from the obstacle unless otherwise indicated. The downward transition should be completed before the horse's nose crosses the line between the entrance markers. The upward transition should occur as the horse's tail passes the line between the exit markers.
- 15.2.2 The following obstacles must have red and white markers to indicate the entrance and exit, the direction of the obstacle and/or where the transitions should be performed:
- Bridge
  - Single Slalom
  - Double Slalom
  - Jug
  - Side Pass Pole
  - Water Filled Ditch
  - Bank.
- 15.3 Transitions are a reliable way for Judges to ascertain the correct training of a working equitation horse. Note, all transitions form part of the mark awarded by Judges for the obstacle. For example, if the horse performs a very good walk over the bridge however the horse does not perform the required gait between obstacles and therefore does not show the required transition entering or departing the obstacle they will incur a lower score.
- 15.4 Disobedience between obstacles is marked as part of the collective marks under submission.
- 15.5 All obstacles should be placed to encourage flow especially the stock pen entrance.

15.6 The recommended number of obstacles for the various levels are:

- Introductory 8-10 obstacles
- Preparatory 10-12 obstacles
- Preliminary 10-12 obstacles
- Debutante 12-14 obstacles
- Consagrados and Masters 14-16 obstacles.

## 15.7 GAITS REQUIRED

15.8 Unless otherwise specified in an obstacle's criteria the following applies to all obstacles for the EOH phase:

- 15.8.1 L1 - Trot with walk transitions. More than 3 complete consecutive canter strides is elimination.
- 15.8.2 L2 - Trot with some canter and MUST have clear directives for canter or walk. Course Directives are to include some obstacles or the lines between obstacles in canter. Canter is not restricted to Course Directives and additional canter is permitted but only between the obstacles. Additional canter will be marked in the collective marks noting that poor quality canter may receive a lesser score. Canter in obstacles as detailed in the Course Directives will be judged as part of the obstacle. Progressive transitions are allowed.
- 15.8.3 L3 - Canter with walk or trot changes. Progressive transitions are allowed.
- 15.8.4 L4 - Canter with walk changes. Flying changes between obstacles are permitted but will not be awarded a higher collective score. Incorrect flying changes will be penalised. Flying changes within an obstacle will be penalised.
- 15.8.5 L5 - Canter with flying changes. Canter-walk/walk-canter transitions when required.
- 15.8.6 L6 - Canter with flying changes. Canter-walk/walk-canter transitions when required.
- 15.8.7 L7 - Canter with flying changes ridden with one hand. Canter-walk/walk-canter transitions when required.

- 15.8.8 L8 - Canter with flying changes, ridden with one hand. Canter-walk/walk-canter transitions when required.
- 15.8.9 All levels: Where an obstacle is executed in a gait lower than specified above a lower score will be awarded unless a lower gait is specified on the Course Directives by the Organising Committee.



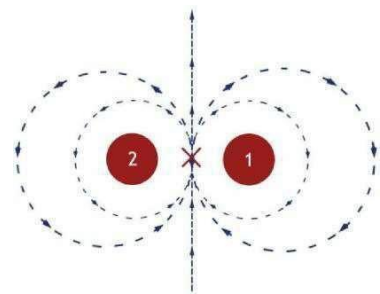
## 15.9 TWO BARRELS

### Specifications

This obstacle consists of two barrels which are placed approximately 3m apart measured from the centre of one barrel to the centre of the other barrel.

### Criteria

The horse is ridden mid-way between the barrels and performs a circle around the right-hand barrel first. Upon completing the circle and passing halfway between the barrels, the rider will change direction and begin the circle on the left-hand side around the left-hand barrel. The transition or flying change must be performed on the imaginary line between the barrels.



Upon completing the circle on the left-hand side, the rider will pass halfway between the barrels to exit the obstacle. For example:

- L1 may trot both circles or trot the first circle, walk the second, however the OC must give clear Course Directives on course maps for where trot and walk should be executed
- L2 may trot one or both circles or canter one or both circles, however the OC must give clear Course Directives on course maps for where trot and canter should be executed
- All other levels – gaits as required in section 15.8.

### Aspects to Perform and Judge

The purpose of this obstacle is to demonstrate the horse's lightness and ease of movement and its ability to perform circles of a size appropriate to their level while maintaining impulsion and cadence throughout the gait.

The obstacle is judged on the balance, regularity, change of bend, quality and placement of changes of lead, the shape and symmetry of the circles and horse's reaction to the aids.

## Severe Mistakes

- failure to perform correct transition or the flying change
- changes of rhythm
- contact problems and/or severe resistances
- knocking down the drum/element
- lack of symmetry

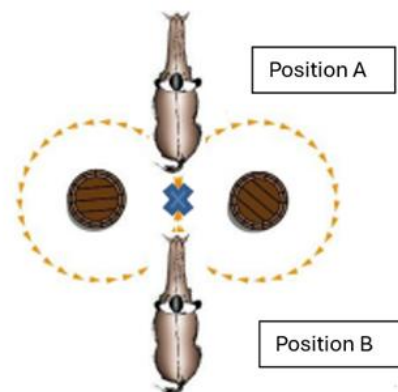
## REIN BACK BETWEEN BARRELS

### Criteria

At L6, L7 and L8, the obstacle may be performed in a backward direction starting with the right barrel first. The circles should have a diameter of 3m. After the entire horse passes the imaginary line that joins the barrels the horse performs a transition to halt (Position A) and then the rein back movement starts. Once the rein back circles are complete the entire horse must pass back through the imaginary line that joins the barrels (Position B) It is not mandatory to show another halt or go forward to pass between the drums again.

### Aspect to Perform and Judge

The obstacle is judged on the quality of the diagonal rein back steps, balance, regularity, change of bend, the shape and symmetry of the circles and the response and action of the horse.



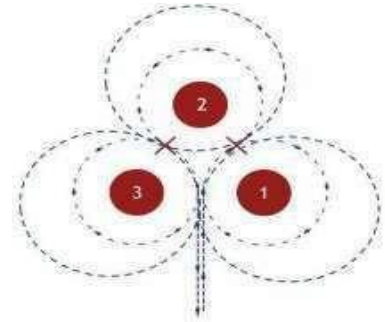
## Severe Mistakes

- changes of rhythm
- contact problems and/or severe resistances
- knocking down the drum/element
- lack of symmetry

## 15.10 THREE BARRELS

### Specifications

This obstacle consists of three barrels positioned in an equilateral triangle with the distance between the barrels approximately 3m. The distance from barrel to barrel is measured from the centre of one barrel to the centre of the next barrel and all barrels are to be the same distance from one another.



### Criteria

The horse canters a route through the barrels. The rider circles around the first barrel on the right then proceeds to the next barrel performing a change of lead over a line midway between the first and second barrels. The rider then half circles around the second barrel, performs another change of lead over a line midway between the second and third barrels making a full circle around the third barrel before exiting from the same point as the entrance point. For example:

- L1 may trot three circles or trot the first circle, walk the second and trot the third. However, the Organising Committee must give clear Course Directives on the course maps for where trot and walk must be executed.
- L2 may trot two circles and canter one circle or trot one circle and canter two circles. However, the Organising Committee must give clear Course Directives on the course maps for where trot and canter must be executed.

### Aspects to Perform and Judge

The purpose of this obstacle is to demonstrate the horse's lightness and ease of movement and its ability to perform circles of a size appropriate to their level while maintaining impulsion and cadence throughout the gait.

The obstacle should be judged on the horse's attitude, the rider's use of aids, changes of bend, balance, rhythm, cadence, continuity of action, fluidity of performance, precision and quality of changes of lead and the shape and symmetry of the circles.

### **Severe Mistakes**

- knocking down barrels
- severe resistance
- circles are too large
- error in the execution and/or location of the transitions/flying changes
- lack of symmetry
- mistakes in bending and/or rhythm

### **Speed**

This obstacle is not to be used in Speed for L2 – L4 inclusive.

It may be used in Speed for L5 – L8.

## 15.11 BELL CORRIDOR

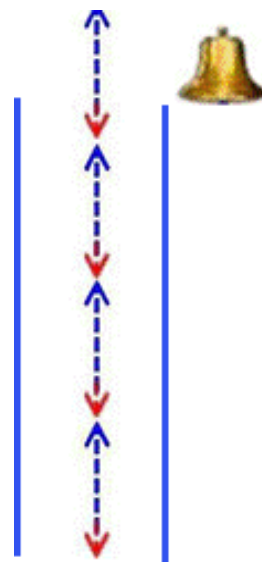
### Specifications

The obstacle consists of two small fences (approx. 50cm to 60cm high) or hay bales placed parallel to each other forming a corridor 1.5m wide. The recommended length of the corridor should be between 3m and 4m. A bell is located on the side at the end of the corridor at a height of approximately 2m.

### Criteria

The horse will enter the corridor at walk or canter as appropriate for their level and move forwards towards the end of the corridor and come to a halt near the bell. The rider will then ring the bell by hand and complete the obstacle as specified in the criteria for their level:

- L1 the corridor poles may be on the ground and there is no rein back. The rider should proceed forward after ringing the bell
- L2 the rider should rein-back 3-4 steps after ringing the bell, then proceed forward
- L3- L8 the rider should rein-back until all four feet have exited the corridor after ringing the bell
- L1 - 3 riders must walk inside the corridor
- L4-L8 riders may walk or canter inside the corridor.



The obstacle only is completed when the entire horse has left the corridor in the correct direction.

This obstacle has the following variation:

- L4 - L8 the corridor may be 'L' shaped and all fence components must be joined.

## **Aspects to Perform and Judge**

The quality of the gait at walk or canter and the symmetry and fluidity when entering and leaving the obstacle.

The Judge will consider the horse's attitude and collection (appropriate for their level) transitions, the rider's use of the aids, fluidity, continuity, straightness and perfection of the performance. A balanced sustained halt and continuous rein back without hesitation or resistance will be rewarded.

L4-8 a higher score may be awarded for performing the obstacle at a canter rather than at walk.

## **Severe Mistakes**

- displacing either side of the corridor
- body of the horse exiting through the sides of the corridor or jumping the crossbars
- breaking the rhythm
- lack of immobility at the halt
- resistance to show rein back (loss of diagonals)

## **Speed**

This obstacle not to be used in Speed phase at L2.

Halt is not required.

## 15.12 BRIDGE

### **Specifications**

This obstacle consists of a bridge measuring at least 4m long x 1.5m wide and at least 20cm (8 inches) above the ground at its centre. Within these dimensions is a sloping 1m ramp at both ends. The bridge may or may not have side rails. If side rails are used they should be removable, i.e. not fixed. The surface of the Bridge must provide traction and not be slick. The Bridge should be made from solid material and should not endanger either horse or rider.

Entrance and Exit markers must be used in the EOH phase (1m on entrance and 1m on exit).

### **Criteria**

EOH phase – all levels the horse should walk the bridge.

If a horse steps off the side of the bridge with any foot the rider must leave the bridge in a safe manner and re-present through the bridge entrance markers. This will be classed as a refusal and judged accordingly.

### **Aspects to Perform and Judge**

Quality of the transitions and elasticity of the contact. The walk should be clear, active and relaxed, showing fluency in the movement and good amplitude meaning that the horse steps forward with purpose, covering ground while maintaining rhythm, light contact and balance appropriate to the level. It is valued when the horse extends the walk and uses the neck. The transition to the walk should be made before the horse's nose crosses the imaginary line of the entrance markers and the upwards transition is only made when the horse's hindquarter has completely passed the imaginary line of the exit markers.

The Judge should classify the quality and regularity of the walk, of the transitions and the confidence of both rider and horse in approaching and overcoming the obstacle.

## **Severe Mistakes**

- resistance/unbalanced in transitions
- does not perform the obstacle at walk
- destruction of the obstacle
- severe resistance or hesitation
- changes of rhythm of the gaits

## **Speed**

L4 and below anything other than walk will incur a 30 second penalty. Deliberate trot steps (i.e. diagonal pairs of legs with a moment of suspension) or canter will incur elimination.

L5 and above may walk, trot or canter over the bridge. If a horse jumps over the bridge without touching with at least one hoof this will incur elimination.



## 15.13 GARROCHA – PICK UP

### Specifications

This obstacle consists of a barrel and a garrocha. The garrocha should be bamboo, aluminium, poly or timber. The timber garrocha must measure a minimum of 28mm in diameter at the thickest end. Garrocha lengths must be:

- Child Division 1.8m
- L1 and L2 1.8m - 4m
- L3 to L8 3m - 4m

The Organising Committee should allow riders (via the Obstacle Steward) to place the garrocha where required prior to presenting to the Judge.

### Criteria

The rider approaches the barrel and removes the garrocha without the horse reacting in any way. The rider should pick up the garrocha with their thumb facing up.

The horse should always move forward at a steady gait and should not react to or unduly notice the appearance of the barrel or the removal of the garrocha.

If the rider drops the garrocha it must be placed back in the pick up barrel:

- L1 – L5 from the ground;
- L6 – L8 whilst mounted.

Judging will recommence where the rider dropped the garrocha.

Failure to replace the garrocha according to the level will incur elimination.

### Aspects to Perform and Judge

The horse should maintain a steady rhythmic gait and should not show any change of rhythm or hesitation at the appearance of the barrel and the withdrawal of the pole by the rider. A straight line to remove the pole will be awarded higher than a turn around the drum.

The obstacle is judged on the manner in which the horse approaches the obstacle (parallel), its reaction to the movement of the garrocha and the relaxed manner in which the rider picks up the garrocha. The horse should advance at a steady rhythm and for L3-L8 in a cadenced right lead canter.

### **Severe Mistakes**

- severe hesitation/lack of confidence
- knocking over the barrel
- change in gait or breaking the rhythm of the gait
- severe resistance
- canter on the left lead L3-L8
- change the lead of the canter L3- L8

### **Speed**

Knocking over the pick-up barrel will incur a 5 second penalty.

A pass may not be requested for this obstacle for L1 and L2.

## 15.14 GARROCHA – COLLECT BULL RING(S) AND OR KNOCK BALL(S)

The garrocha is the same as measurements listed in 15.13.

### 15.14.1 Spearing the Bull Ring

#### **Specifications**

The ring should be 15cm - outside diameter. Rings may be located on a bull or several bases at various heights ranging from 1.2m to 1.6m as indicated on the course map.

### 15.14.2 Knock the Ball

#### **Specifications**

The ball is located on the top of a base approximately 1.6m in height. Balls of a larger size should be used for L1 to L3 while balls of a smaller size but no smaller than 15cm are appropriate for L4 - L8. Balls should be constructed or filled in a way that prevents the ball from bouncing and/or rolling.

#### **Criteria**

#### **Spearing the Ring and Knock Ball**

Dropping the Ring - a ring dropped off the garrocha does not need to be picked up.

The rider at the required gait knocks down a ball with the tip of the garrocha or collects the ring from any location. The ring or ball must be clearly attempted.

If the rider drops the garrocha with or without the ring it must be placed back in the pick up barrel as follows:

- the garrocha - L1-L5 replaced from the ground
- the garrocha - L6- L8 remount with garrocha and replace mounted
- the ring, if collected, must be placed in the pick up barrel from the ground for all levels.

Judging continues from where the garrocha drop occurred.

Failure to replace the garrocha according to the level will incur elimination.

Failure to clearly attempt the ring or ball is elimination.

## **Aspects to Perform and Judge**

The horse should keep the rhythm, collection and cadence. Attention should be paid to changes in gait, deviation in trajectory and the way the rider carries the garrocha while collecting the ring. A straight line to collect the ring or knock the ball will be awarded higher. L3-L8 should canter on the right lead. While collecting the ring/knocking the ball the garrocha should be held as close as possible between the body of the rider and the arm.

This obstacle is judged on the horse maintaining regularity, straightness, balance and the fluency with which the rider collects the ring with the garrocha or knocks down the ball. Mistakes in the cadence of the movement with loss of tempo by the horse will be penalised.

Striking the base holding the ring or the ball will incur a lower mark.

Dropping the ring after collection will incur a lower mark.

### **Severe Mistakes**

- lack of straightness
- change in gait or breaking the rhythm of the gait
- change of trajectory
- canter on the left lead L3-L8

### **Speed**

Bonus points are accrued by securing the ring or knocking the ball (with the tip of the garrocha) – 10 second deduction per obstacle off the final time. The garrocha and rings must be securely deposited in the barrel to accrue the 10 second deduction.

## 15.15 GARROCHA – DEPOSIT

### **Criteria**

This obstacle consists of a barrel with an open top. The rider approaches the barrel and deposits the garrocha in the barrel with their thumb facing up.

If the rider drops the garrocha with or without the ring before the deposit barrel it must be placed back in the pick up barrel as follows:

- the garrocha - L1 – L5 replaced from the ground
- the garrocha - L6- L8 remount with garrocha and replace mounted
- the ring if collected must be placed in the pick up barrel from the ground for all levels.

If the deposit barrel is knocked over or the garrocha bounces out the garrocha and the deposit barrel must be placed in the upright position for completion as follows:

- L1-L5 replaced from the ground
- L6- L8 remount with garrocha and replace mounted.

Judging continues from where the garrocha drop occurred.

Failure to replace the garrocha according to the level will incur elimination.

All levels - the obstacle is only considered successfully completed if the garrocha and ring (if collected cleanly) stays in the barrel which is in an upright position until the rider enters the next obstacle.

### **Aspects to Perform and Judge**

The horse should maintain a steady rhythmic gait and should not show any change of rhythm or hesitation at the appearance of the barrel and the deposit of the garrocha by the rider. A straight line to deposit the garrocha will be awarded higher than a turn around the barrel.

This obstacle is judged on the way in which the horse approaches the barrel, its reaction to the movement of the garrocha and the calm manner in which the rider deposits the garrocha. The horse should advance at a steady rhythm and for L3-L8 in a cadenced right lead canter.

## **Severe Mistakes**

- severe hesitation/lack of confidence
- knocking over the barrel
- change in gait or breaking the rhythm of the gait
- placing the pole upside down
- canter on the left lead L3 – L8
- changing the lead of the canter L3 – L8

## **Speed**

Knocking over the deposit barrel will incur a 5 second penalty.

A pass may not be requested for this obstacle for L1 and L2.

## 15.16 GATE

### Specifications

The swinging Gate should be constructed from a wooden or metal frame supported by two uprights without sharp edges. The gate opening should be at least 2m wide with the top set at a height of at least 1.3m. A latch easily operated from horseback constructed of a metal hoop or rope loop should be used. The gate should swing freely to open and close forward or backwards to the left or right in conformity with the course. A rope between two posts can be used instead of a solid gate preferably in Speed phase.

The rope Gate should be constructed from sturdy wooden or metal uprights with no sharp edges or unnecessary exposed hooks. Gate opening should be at least 2m wide with rope ends attached at least 1.3m from ground level. The rope should be minimum 16mm rope in thickness and end loop must not be big enough for a hoof to reasonably fit in.

### Criteria

All levels: approach the gate with the final gait at walk.

L4 - L8 may have a reverse gate.

### Approach criteria

L1 the approach may be parallel (from the side). Halt to open the gate, push the gate open, halt in the centre of the gate opening for 5 seconds, then proceed forward to next obstacle **without closing** the gate. When dropping a rope loop, ensure it falls safely away from horse's legs.

L2- L3 (forward gate only) should approach the gate perpendicular, making a balanced obedient transition and final approach at a walk. The horse is positioned parallel to the gate and halts with immobility.

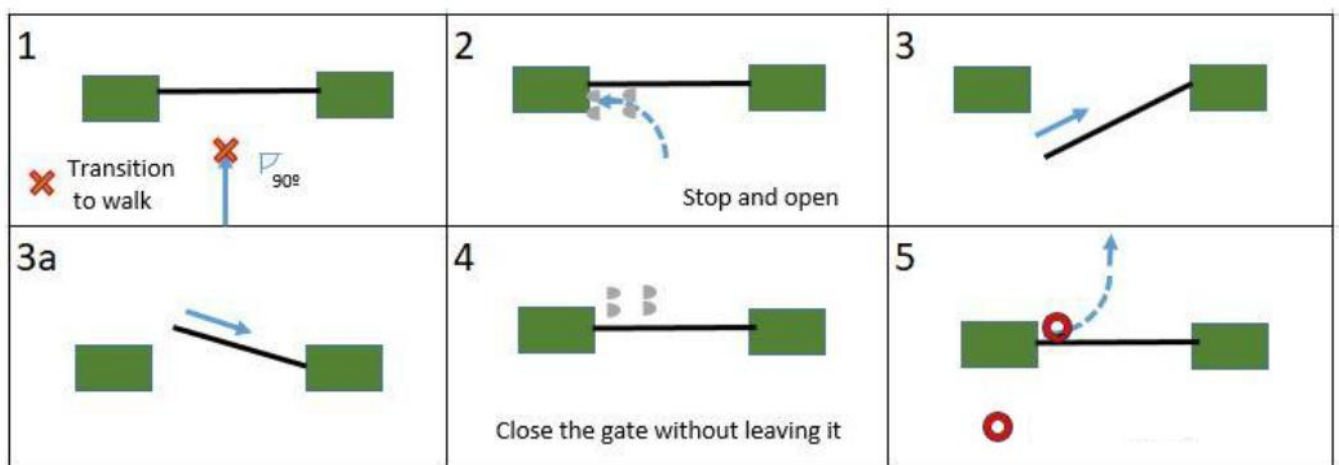
L4 – L8 should approach the gate perpendicular, making a balanced obedient transition and final approach at a walk. The horse is positioned parallel to the gate and halts with immobility (to the left or right depending on the direction in which the gate opens).

## After approach

L2-L8 using their right hand the rider will lift up the latch, open the gate and walk through, preferably without losing the hold on the gate/latch. When the horse has fully passed the other side of the gate, the rider may back up one or two steps to close the gate. With the horse squarely halted the rider will then close the latch to complete the obstacle and depart immediately perpendicular to the obstacle.

Failure to latch the gate will result in elimination as the obstacle is incomplete.

### Example - Forward Gate



## Aspects to Perform and Judge

The transition approaching the gate should be 3-5 meters before the obstacle taking a few steps of walk to the gate. After walking through the gate the horse should show the transition from halt to trot or canter. If the gate is required to be performed twice in the same course one time should be forward and the other time backwards (or vice-versa).

The Judge will score the transitions and the horse's action which should be fluid and without hesitation or tension. Where and when the transition to walk is made (at 90 degrees to the gate) will also be considered. The horse should pay attention to and participate in the opening and closing movements without signs of insecurity or disobedience. The rider's action should be easy, precise and free from hesitation.



## **Severe Mistakes**

- hesitation, tension or rein-back approaching the gate
- resistance in transitions and passing the gate
- breaking the rhythm
- knocking down any part of the obstacle
- letting go of the gate/latch (L4 and above)
- transition without being perpendicular to the gate

## **Speed**

No halts required.

Failure to latch is elimination.

When using a rope gate passing the rope over the head of the rider is elimination.

### **Specifications**

This obstacle consists of a table at least 1.2m high on which a jug is placed.

A bottle of fluid or sand may be used instead of the jug. Organisers should take care to make sure that equipment is stable in all weather conditions.

This obstacle has entrance and exit markers in EOH.

### **Criteria**

The rider approaches the table and halts. The horse should stand immobile and parallel to the table while the rider lifts the jug above their head and replaces the jug on the table before moving off at the appropriate gait.

When replaced on the table the jug shall remain upright. If the jug falls after it is placed on the table, the rider must dismount and replace the jug unmounted, otherwise it is an elimination.

### **Aspects to Perform and Judge**

The horse should approach with the table to their right, halt and remain immobile. The rider raises the jug to a level above their head and places it back on the table with the horse remaining fully immobile. For the obstacle to be considered finished the table has to stand upright with the jug properly placed on it.

- L1 should be straight and relaxed into halt and immobile
- L2 and above should be straight, balanced, immobile and square in front
- L3 - L8 right lead canter will receive a better score
- L6 - L8 approaching the table at canter rather than walk will receive a better score.

The obstacle is judged by the manner in which the horse approaches and remains at a halt next to the table without showing any signs of fear and trusting the rider's use of the aids. The rider will be penalised if the horse touches the table. The Judge will also take into consideration the severity or mildness of each disobedience.

### **Severe Mistakes**

- lack of immobility at the halt
- knocking over the table
- trajectory and transitions not well-defined
- severe resistance

### **Speed**

This obstacle is not used in Speed.

## 15.18 JUMP

### Specifications

The obstacle consists of a jump of various heights depending on the level. The jump will consist of crossed rails or straight rails or hay bales with a rail on top dependent on the level of rider as set out in the gait required below. The bales of straw may be replaced by a natural substance provided that it does not exceed the bale's height.

### Criteria

The horse should approach and jump naturally and with assurance.

L1	Introductory	Trot pole on the ground
L2	Preparatory	Canter or trot a cross rail, total height <b>20cm</b> at the centre
L3	Preliminary	Canter a cross rail total height between <b>20-30cm</b> at the centre, preferably off a hay bale on either side
L4	Debutante W	Canter a raised pole total height <b>40cm</b> . This jump includes a ground rail
L5, L6 L7, L8	Debutante F Consagrados 2, 1 Masters	Canter a hay bale broad side down with one rail on top (resting in jump cups) total height <b>50cm</b> . This jump can include a ground rail

### Aspects to Perform and Judge

The quality of the trot or canter in the approach to the jump and in the exit considering the lead in which the horse canters before and after the jump. The fluency of the jump and the technique presented.

The Judge should evaluate the confidence and fluency of the approach, correctness of the jumping style, the rider's position and use of aids in performing the obstacle.

## **Severe Mistakes**

- refusal to jump
- incorrect style (too tense, too flat, no bascule...)
- failure to maintain the rhythm
- lack of impulsion and willingness
- knocking over any part of the obstacle
- severe resistance

## **Speed**

Displacing rails or hay bales will incur a 5 second penalty.

Brushing rails/hay bales will incur no penalty.

## 15.19 REIN BACK OBSTACLE WITH CUP

### Specifications

Rein back corridors should comprise two small fences at least 50cm high made in such a way that it is safe for the horse if the corridor is stepped on or over. At one end there is a post with a height of between 1.6m and 2m on the right-hand side upon which a cup is placed. At the exit there will be another post on the right-hand side of the same measurements.

Each side of both straight or "L" shaped corridor should measure between 3m and 4m with a width of 1.5m.

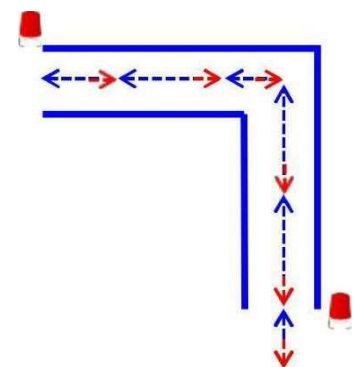
### Criteria

The rider enters the corridor, halts, removes the cup and reins back either in a straight line or an "L". At the exit there will be another post on the right-hand side.

- This obstacle is not to be used for L1.
- L2 the rider walks into the corridor and halts, picks up the cup, rein backs and places the cup on the exit post at halt.
- L3 the rider walks into the corridor and halts, picks up the cup, rein backs and places the cup on the exit post at halt.
- L4 – L8 the rider may walk or canter into the corridor, halts, picks up the cup and reins back placing the cup on the exit post in movement or at halt.

This obstacle has the following variations:

- **Straight Rein Back with Cup (L3 and above)**  
The horse and rider backs through a straight corridor.
- **Rein Back in "L" with cup (L4 and above)**  
comprised of a corridor shaped like an "L". The rider enters the corridor, rides to the end, halts and then a rein back is executed through the "L" shaped corridor to deposit the cup on the exit post.



### **Aspects to Perform and Judge**

The obstacle is judged on the horse's attitude, straightness, fluidity, balance, the correctness of the halts, fluency and balance of the rein back, the rider's use of the aids, continuity and quality of the performance.

### **Severe Mistakes**

- touching or knocking down the uprights demarcating the obstacle
- resistance in the transitions
- breaking the rhythm
- lack of immobility at the halt

## 15.20 PARALLEL POST REIN BACK WITH CUP

### Specifications

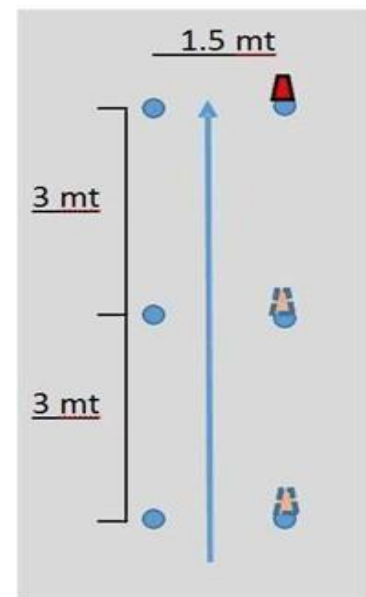
This obstacle consists of two parallel lines of three posts with a height of between 1.6m and 2m forming a corridor where the posts are separated by a minimum of 2.5m and a maximum of 3m from each other and each line is separated by 1.5m.

### Criteria

The rider moves between the lines of posts up to the last post where the rider removes the cup and performs a rein back.

The horse should remain immobile while collecting the cup in EOH phase.

- This obstacle is not to be used for L1.
- L2 walks into the corridor; halt, picks up the cup, rein backs until the rider is level with the middle post, places the cup on the middle post and then walks forward out of the corridor.
- L3 walks into the corridor; halt, picks up the cup, rein backs until the rider is level with the last post, places the cup on the last post.
- L4- L8 may walk or canter into the corridor; halts, picks up the cup and reins back until the rider is level with the last post and places the cup on the post in movement or at halt.



To complete this obstacle in L3-L8 the horse must fully exit (i.e. with all four legs) in rein back from the obstacle except L2 which moves forward after depositing the cup.

In case the horse knocks down one of the first or the last pairs of posts the rider must dismount and put it back in place. The rider must be mounted to replace the cup. This obstacle is not considered completed unless these posts and cup are in place.



This obstacle has the following variation:

### **Slalom Rein Back with Cup (L4 and above only).**

#### **Specifications**

Two parallel lines of three posts forming a corridor where posts are separated by a minimum of 2.5m and a maximum 3m and each line is separated by 1.5m.

#### **Criteria**

The horse and rider enter the obstacle in walk or canter up to the last post where the rider halts, removes the cup and performs a rein back slalom between the posts.

The horse should remain immobile while collecting the cup in EOH phase.

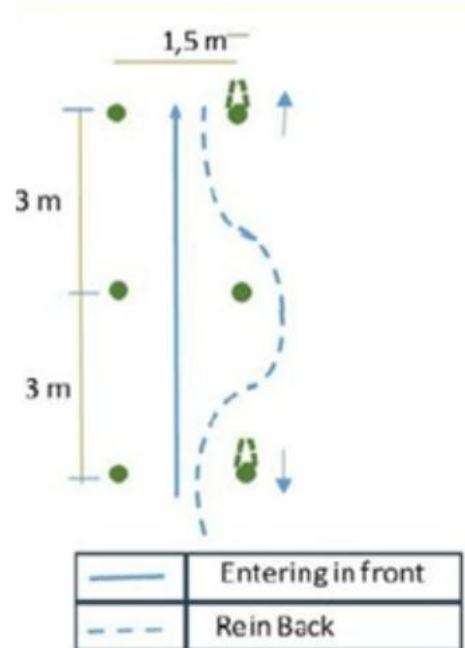
To complete this exercise the horse must fully exit (i.e. with all four legs) in rein back from the obstacle.

The rider should remove the cup placed on a right hand side post and replace it on the last right hand side post.

In case the horse knocks down one of the posts in the first pair or the last pair, the rider must dismount and put it back in place. The rider must be mounted to replace the cup. This obstacle is not considered completed unless all the posts and cup are in place.

#### **Aspects to Perform and Judge**

Entering in a straight line between the posts in walk or canter and halt to collect the cup. To complete the obstacle the horse will exit completely with all four feet through the imaginary line that joins the last pair of posts once the cup has been placed on the right hand post. The first pair and the last pair of posts must be standing and the cup must be placed on the last post with the rider mounted.



This obstacle is judged on the horse's attitude, straightness, fluidity, balance, correctness of the halts, the fluidity and balance of the rein back and the rider's use of the aids. The Judge will evaluate the quality of the gait (walk or canter) and the immobility of the stop.

### **Severe Mistakes**

- touching or knocking down the posts
- resistance in the transitions
- breaking the rhythm
- lack of immobility at the halt
- poor quality rein back (loss of diagonals)

## 15.21 SWITCH CUP

### Specifications

This obstacle consists of two posts spaced approximately 1.2m apart (less for Juniors and Child Divisions). The right post holds a down-turned drinking cup. The height of the posts should be approximately 2m.



### Criteria

The rider approaches in walk or canter and halts along an imaginary line between the two posts positioning the horse so the forelegs are past the line and the hindlegs remain behind it.

With the horse at halt the rider picks up the cup from the right hand post and places it on top of the left hand post. The horse should remain immobile during both the pickup and placement. After replacing the cup the rider then proceeds forward.

The post holding the cup should be indicated on the course map.

This obstacle is not considered complete unless all posts and cup are in place.

The cup must be replaced while mounted.

### Aspects to Perform and Judge

After the rider switches the cup from the right hand post to the left hand post they proceed forward with the transition to the required gait from halt.

This obstacle is judged on the horse's confident approach without the use of major aids, the quality of the halt and immobility while the cup is transferred, the departure and transitions into and out of halt are also scored.

### Severe Mistakes

- lack of immobility
- knocking over the post
- dropping the cup

## 15.22 MOVING CUP

### **Specifications**

This obstacle consists of a down-turned drinking cup on a post with a height of approximately 2m and a second deposit post of the same height placed at a minimum distance of 10m from the first.

### **Criteria**

The rider approaches the pick up post in the required gait, picks up the cup and carries it to the deposit post without changing gait. The task is to be completed in a continuous forward motion with no hesitation or deviation.

The Organising Committee must give clear Course Directives on the course map of the gaits required for collection and deposit.

If any post including the post on which the cup is to be placed is knocked over the rider is to dismount, erect the post, remount, place the cup on the post and continue.

This obstacle is not considered complete unless all posts and cup are in place.

The cup must be replaced mounted.

### **Aspects to Perform and Judge**

The rider must collect the cup from the first post and place it on the deposit post without altering pace unless directed. The horse should maintain a steady, rhythmic movement showing no hesitation or deviation.

This obstacle is judged on how confidently the horse approaches, maintaining the same gait, showing no signs of fear and responding calmly to the rider's aids.

### **Severe Mistakes**

- severe hesitation/lack of confidence
- knocking over the post
- change in gait
- dropping the cup

## 15.23 SIDE PASS POLE

### Specification

This obstacle consists of a pole at least 2.4m long and a maximum of 4m long.

L1	Introductory	The pole or half pole is on the ground
L2	Preparatory	The pole is on the ground
L3	Preliminary	The pole is raised 5-10cm above the ground
L4 +	Deb W and above	The pole/s are raised 5-10cm above the ground. An "L" shape may be used.

If two poles are used, they can have an angle of 90 degrees or are placed in a straight line with a minimum space of 6m between them. If the poles are placed parallel a minimum of 4m must be between them.

### Criteria

The horse approaches the obstacle to the right or left as indicated on the course map. This obstacle is to be performed at walk for L1 to L5. Riders in L6 to L8 can choose to walk or canter. The horse moves sideways with the pole always positioned under the barrel of the horse with the forelegs in front of the pole and the hind legs behind the pole.

- L1 should stand over the middle of the pole for 5 secs and then proceed forward.
- L2 should execute progressive transitions to either the centre of the pole or the end of the pole, side pass half of the pole or side pass the whole pole according to the Course Directives.
- L3 – L8 must side pass the whole pole.

This encourages riders to begin in either straight or approach at an angle with shoulders leading encouraging bend in the direction of movement.

If the horse leaves the pole with all four feet by stepping forward or backwards the rider should restart the obstacle from at least the point at which the mistake happened. Rule 14.24 does not apply in this instance.

## **Aspects to Perform and Judge**

The obstacle should be crossed in leg yield (L2-3) or travers (L2-8) with the pole being always between the back and front legs of the horse but should never be touched. In walk the horses should show clear crossing of their legs. If the obstacle is to be performed at walk, the walk should be shown before the entrance and after the exit markers. If the obstacle is to be performed at canter the entrance and exit markers will mark the start and end of the obstacle only.

The obstacle is judged on the horse's capacity to move laterally without touching the pole. Also the horse's calmness, continuity of action and crossing of the legs with rhythm are judged.

A bend in the direction of movement, shoulder slightly ahead, will gain a higher score than if the horse is bent away from the movement.

## **Severe Mistakes**

- not performing the obstacle with correct bend
- dropping the pole from its supports
- breaking rhythm
- severe resistance

## **Speed**

If one of the horse's legs steps to other side of the pole, this will add a 5 second penalty.

Knocking the pole off its supports will add a 5 second penalty.

This obstacle is not to be used in Speed for L2.

## 15.24 SINGLE SLALOM

### **Specifications**

The obstacle comprises at least five Posts (approximately 2m high) set out in a straight line approximately (6m–8m apart) as follows:

- L1-L5 - 8m
- L6-L8 - 6m

The distances should be changed accordingly for each level.

This obstacle must have entrance and exit markers.

### **Criteria**

Course Directives will determine if the course is to be ridden from the left or the right. The horse is ridden around the slalom posts performing a clear change of bend with each change of direction. When required, the change of lead or flying changes should always be performed at the halfway point between the posts.

Unless there is a marker to direct otherwise, the slalom is finished when the rider passes through the last two posts.

L2 may be directed to perform the following gaits or variations for the slalom:

- trot the entire slalom
- canter with changes of lead through trot or walk
- alternate each change of rein between canter, trot and walk (e.g. canter in, walk the second, trot the third, walk the fourth, canter the fifth).

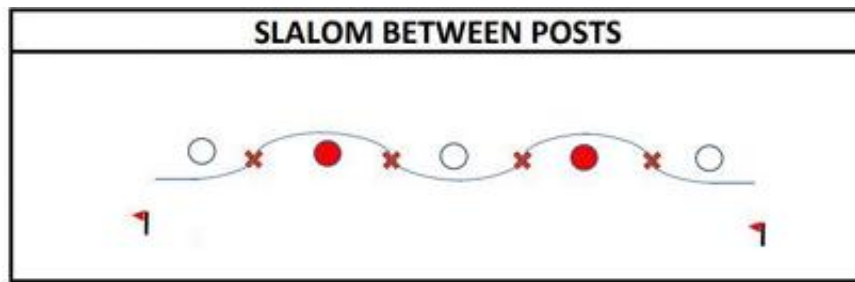
### **Aspects to Perform and Judge**

The Judge should consider the quality of the gait, fluency and symmetry of the line and precision of the transitions.

L5 and above - if the rider uses the same number of strides between the flying changes, a higher mark will be given.

The obstacle is judged on the harmony and balance of the horse's movements, accuracy in the execution of the movement, showing clear changes of bend and the quality and placement of transitions/ flying changes.

Preferred lines for all levels:



### Severe Mistakes

- failure to perform flying changes. (L5 and above)
- severe resistance(s)
- rhythm not maintained
- lack of symmetry in bending
- knocking down post(s)



## 15.25 DOUBLE SLALOM

### Specifications

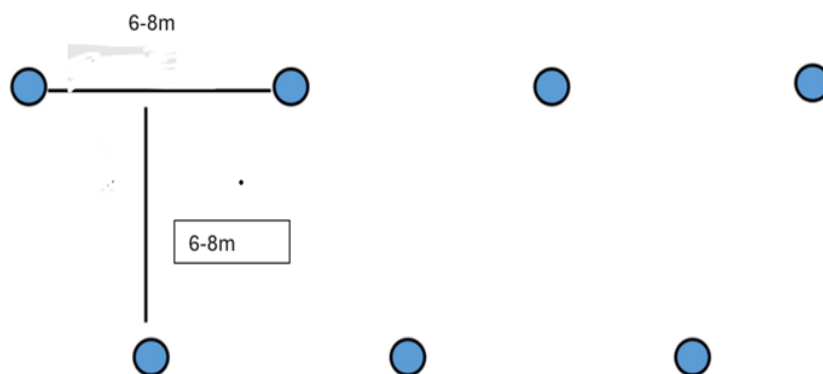
This obstacle consists of five or seven posts a minimum of 2m high. The posts are laid out in two parallel lines 6-8m apart. Distance between the two parallel lines of posts must equal the distance between the individual posts in those parallel lines as follows:

- L1 - L5 – 8m
- L6 – L8 - 6m.

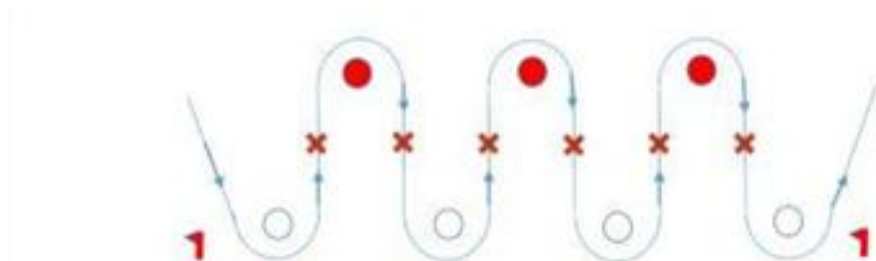
The distances should be changed accordingly for each level.

This obstacle must have entrance and exit markers.

Double Slalom Layout:



Below is the preferred line for L5 and below. This is also the compulsory line for L6 and above (X = change)



## **Criteria**

Course Directives and the placement of the number and placement of red and white markers will determine if the course is to be ridden from the left or the right. The horse takes a slalom course around the posts with changes of lead and bend performed on the half-way line between the posts.

Unless there is a marker to direct otherwise, the slalom is finished when the rider passes through the last two posts.

L2 may be directed to perform the following gaits or variations thereof for the slalom:

- trot the entire slalom
- canter with changes of lead through trot or walk.

The Organising Committee must use Course Directives for L2.

## **Aspects to Perform and Judge**

The horse will trot or canter around each post then continue in a straight line toward the next post. For L3-8 the change of canter lead should be performed at the midpoint of each straight line. The number of strides between each change of lead should remain consistent throughout the obstacle. Judges will assess the straightness of each line, the accuracy and consistency of the bend around the posts and the overall quality and rhythm of the canter.

The obstacle is judged on the harmony, precision, regularity and balance of the horse's movements and the rider's use of the aids, showing clear changes of bend and the quality and placement of changes of lead.

## **Severe Mistakes**

- severe resistances
- mistakes (more than one) in the flying changes (L5 and above)
- failure to maintain the rhythm
- failure to keep symmetrical bends
- knocking down the posts

## **Speed**

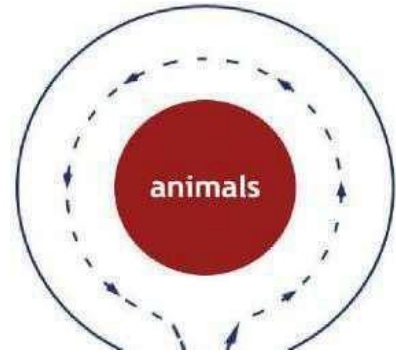
This obstacle is not to be used in the Speed phase for L2–L4 but may be used for L5-L8.

## 15.26 STOCK PEN

### Specifications

The obstacle consists of a 3m diameter internal pen. The outside diameter should be approximately:

- L1-L5 - 8m diameter
- L6 to L8 - 6m diameter
- rope must not be used
- Gate opening to be between 1.5m and 2m
- Stock Pen diameter should be changed to the diameter for each level.



### Criteria

The horse enters from the direction given on the course map (if no directions are given the rider may enter from either direction) in the gait required for the level. The horse performs a full circle around the inner enclosure, comes out and performs a half circle/pirouette and re-enters.

- L1 – L2 should walk inside the pen, walk a half circle/turn on the haunches and re-enter in walk in the opposite direction.
- L3 - L4 may walk or canter inside the stock pen, perform a half pirouette/half circle at walk, then re-enter in walk or canter perpendicular to the entrance and in the opposite direction.
- L5 – L8 may walk or canter inside the pen, perform a half pirouette/half turn followed by a flying change before re-entering perpendicular to the entrance and in the opposite direction. If the obstacle is performed at walk, the outside part of the pen must be performed at canter.

### Aspects to Perform and Judge

The obstacle should be performed starting perpendicularly to the line of entrance into the pen and re-enter perpendicularly to the line defining the entrance. A higher mark will be given if this is achieved. For L5 and above, a higher mark will be given if the flying change on the way back to the pen is performed after the pirouette/half turn.

This obstacle is judged on the horse's balance, bend, confidence and overall harmony with the rider. The Judge assesses the horse's calmness, quality of the gait and the rider's effectiveness in using the aids. For L5 and above, attention is given to the execution of the flying change and the half-turn or pirouette.

Performing the obstacle at walk will result in a lower score than performing it at canter.

### **Severe Mistakes**

- severe resistance(s)
- rhythm faults
- not entering perpendicularly into the pen
- trotting inside the pen
- errors in transitions or in the flying change
- for L5 and above: walking outside the pen, between the two circles

### **Speed**

The obstacle is to be performed in one direction.

## 15.27 WATER FILLED DITCH

### **Specifications**

The Water Filled Ditch should be no more than 20cm deep and should have a gradual grade into and out of the water. It must have safe footing. Minimum size is to be 1.5m wide x 2m long.

### **Criteria**

The horse should move through the ditch naturally showing that it is familiar with moving through water.

At all levels in EOH the obstacle must be performed in walk.

### **Aspects to Perform and Judge**

The obstacle is judged on the horse's confidence in approaching the obstacle showing trust in the rider.

### **Speed**

In Speed the obstacle may be performed in any gait however the horse must have stepped through the water.

## 15.28 BANK

### **Specifications**

This obstacle starts with a ramp leading to a platform of at least 2m wide positioned up to 60cm above ground level and terminates in a sheer drop onto dry solid ground.

The Judge should remove this obstacle if ground conditions are not ideal for safety reasons.

Entrance and exit markers should be used on this obstacle.

### **Criteria**

This obstacle is not to be used for L1 or L2.

The horse should negotiate the ramp, platform and drop or rise in a confident manner. It should step down from the bank in a calm manner without leaping excessively.

This obstacle may be executed as an upward bank.

### **Aspects to Perform and Judge**

The Judge will evaluate the manner in which the horse approaches the bank, the smoothness of the execution, the consistency and quality of the gait throughout the exercise and confidence in the rider's instructions.

### **Severe Mistakes**

- hesitation and refusal to jump up or down the bank
- severe resistance to the rider's aids

## AUSTRALIAN OBSTACLES

### 15.29 OILSKIN PICK UP

#### **Specifications**

This obstacle consists of an oilskin placed on a drum, table or suitable coat rack, a minimum of 1.2m high and a maximum of 1.6m high.

L 1 the coat must be rolled up and tied.

L2 and above - the coat should be open. In the event of inclement weather the Judge may use their discretion and tie the coat to reduce flapping.

#### **Criteria**

The rider rides up to the obstacle collects the coat and carries it to the deposit point located elsewhere on the course.

L1 riders must halt to pick up and drop off coat.

This obstacle has the following variations:

#### **Pickup from halt**

The rider will halt beside the pick up point then proceed to the deposit point at the required gait. The rider halts and deposits the oilskin.

#### **Pickup in motion**

The rider rides up to the pick up point in the required gait, picks up the oilskin, carries it to the deposit point showing no change in gait. The task is to be completed in a continuous motion without hesitation or deviation.

The Organising Committee must give clear Course Directives on the course map of the gaits required for collection and deposit.

#### **Aspects to perform and Judge**

The obstacle will be judged on the confidence displayed by the horse in its rider throughout the task, the continuity of the gait (if pick up is in motion), transitions, immobility and quality of halt (if performed in halt). Regularity, harmony, balance and submission are also considered.

## 15.30 OILSKIN DEPOSIT

### **Criteria**

The rider carries the oilskin to the deposit point located elsewhere on the course.

If the coat is dropped before the deposit point the rider must dismount and recover the coat and continue as follows:

- L1 the coat must be replaced from the ground on the deposit point
- L2-L8 the coat must be replaced whilst mounted on the deposit point.

The coat must remain on the deposit point for the obstacle to be complete. The Judge must use their discretion in inclement weather.

The Organising Committee must give clear Course Directives on the course maps of the gaits required for the carry and the deposit for L2 and above.

### **Aspects to Perform and Judge**

The obstacle will be judged on the confidence displayed by the horse and its rider throughout the task, the continuity of the gait (if pick up is in motion), transitions, immobility and quality of halt (if performed in halt). Regularity, harmony, balance and submission are also considered.

Obstacles 15.29 and 15.30 can be used as a single obstacle or as two different obstacles.



## 16 SPEED PHASE

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

16.2 No Speed phase is offered for L1.

### 16.3 REQUIREMENTS

16.3.1 The obstacles used in the Speed phase are the same obstacles that are allowed at each level of the EOH phase except:

- the Jug is excluded for all levels
- Bell Corridor and the Side Pass Pole must not be used for L2
- Double Slalom and Three Barrels must not be used for L4 and below
- a rope Gate may be used in lieu of a solid gate.

16.3.2 A caller is allowed with a 10 second penalty.

16.3.3 The Judge will signal the rider to begin. (e.g. by the ringing of a bell, blowing a whistle or signalling by hand). The rider must salute the Judge at the beginning and immediately at the end of their round.

16.3.4 The person acting as timer for the Speed phase starts their timer as soon as the horse's nose crosses the starting line and their timer is stopped as soon as the horse's nose crosses the finish line. When manually timed and where practical, two timers must be used. One timer may be the Judge. The same two timing devices and people must be used for each rider in a class. Timing devices and people can only be changed between classes. When timed with an electronic timer, a manual backup timer must be used.

16.3.5 Obstacles may have tennis balls on any part of the obstacles that when dislodged by the horse or rider hitting the obstacle will incur 5 seconds added on to their time for each occurrence.

- 16.3.6 Any obstacle already ridden is considered dead and may be ridden through in any direction without penalty.
- 16.3.7 Knocking down a dead obstacle will incur a 5 second penalty.
- 16.3.8 Knocking down a live obstacle which has yet to be performed will result in elimination.
- 16.3.9 If an obstacle is knocked over during performance of the obstacle and is able to be replaced according to the EOH rules the clock keeps running.
- 16.3.10 The Bridge must have entrance and exit markers to indicate the start and finish of the obstacle:
- L1-L4 must walk the bridge. Any other gait will incur a 30 second penalty. Deliberate trot steps (i.e. diagonal pairs of legs with a moment of suspension) or canter will incur elimination
  - L5 and above may walk, trot or canter over the bridge
  - If a horse jumps over the bridge without touching it with at least one foot, this will incur elimination.
- 16.3.11 There must be start/finish markers within the boundary of the arena. Timekeepers (including automatic timers) are located at the start/finish markers.
- 16.3.12 For all levels, riders should be allowed to walk the course if it is appreciably different to the EOH course. The same rules apply for walking the course as in the EOH phase (refer 14.20)
- 16.3.13 A caller is allowed with a 10 second penalty.
- 16.4 ELIMINATIONS (refer also General and EOH Eliminations, Eliminations from subsequent phases and Eliminations from entire competition)
- 16.4.1 Not securing the gate.
- 16.4.2 At L4 and below - deliberate trot steps on the Bridge (i.e. diagonal pairs of legs with a moment of suspension) or canter.
- 16.4.3 Not attempting the ball or ring (refer 14.23.14).
- 16.4.4 Passing the rope of the gate over the rider's head.

16.4.5 Knocking down a live obstacle which has yet to be performed.

## 16.5 PENALTIES: 5 SECONDS PER FAULT

16.5.1 Touching the horse in front of the reins – a penalty each time it is seen by the Judge (three times will incur elimination however this is not cumulative with 16.5.2).

16.5.2 Use of voice – penalty each time seen/heard by the Judge (three times will incur elimination however this is not cumulative with 16.5.1).

16.5.3 Side pass pole - One of the horse's legs steps to the other side of the pole.

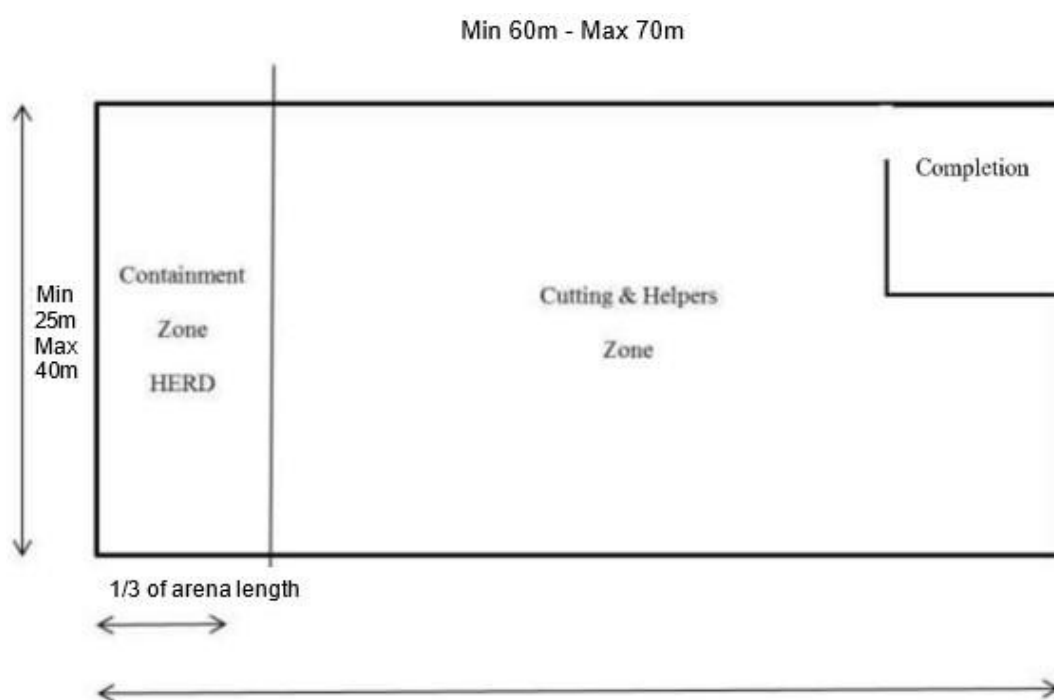
16.5.4 Knocking down any part of a dead obstacle while performing that obstacle, or knocking down a dead obstacle.

## 16.6 BONUS POINTS

16.6.1 Bonus points are accrued by securing the ring or knocking the ball with the tip of garrocha only for a 10 second deduction each obstacle off the final time. The garrocha and the ring/s must be securely deposited in the barrel to accrue the 10 second deduction.

## 17 CATTLE PHASE

- 17.1 The Cattle phase tests the ability of the horse and rider to work cattle individually and within teams.
- 17.2 For animal welfare reasons the recommended minimum size of the arena is 60m x 25m and the recommended maximum size is 70m x 40m. The arena must have adequate safe fencing to contain cattle.
- 17.3 A containment zone is to be set up at one end of the arena approximately one third of the arena length where the herd is kept and a completion zone is to be set up at the other end of the arena (refer to the diagram below). The exact size and position of the completion zone can vary; it can either be within the perimeter of the arena or set up as a separate pen.



- 17.4 Arena surface must be a suitable surface and depth for the safety of both horses and cattle.
- 17.5 The Cattle Phase is open to L2 to L8. Riders are urged to attend at least two cattle clinics a year.
- 17.6 The Organising Committee and Judge are to the best of their ability to ensure a rider is safe to compete in the Cattle Phase. Placings and points are awarded as per Score Chart (refer 8.11)

- 17.7 The containment zone should contain a maximum of ten to twelve head of cattle plus one clean skin at any one time as determined by the Organising Committee. Each beast will be numbered or marked in a suitable manner (tagged, paint or collars) to be easily identified except for the clean skin. The containment zone must have equal number in the herd for all teams.
- 17.8 For ease of identification, it is suggested that individual cattle collars are white or yellow with black writing.
- 17.9 CODE OF CONDUCT FOR CARE OF CATTLE
- 17.9.1 Working equitation Clubs can accept cattle from cattle suppliers in good health and they are returned to the supplier in the same state.
- 17.9.2 Female stock in an obvious pregnant condition must not be used.
- 17.9.3 It is strongly recommended that cattle should be a minimum of 12 months of age and weigh a minimum of 200kg.
- 17.9.4 Cattle are unloaded and held in sturdy, safe cattle yards ideally with a crush to enable a safe handling environment.
- 17.9.5 The Organising Committee must appoint a Livestock Supervisor who assumes responsibility of the cattle (if not being sourced from a Stock Contractor). The Livestock Supervisor must have a suitable level of knowledge and experience to undertake all duties regarding the selection of suitable cattle for working equitation competition including their transport, handling, safety and welfare. The Livestock Supervisor should inspect stock on unloading with the owner or supplier to ensure all cattle are fit and well. If a beast appears unwell or dangerous then it will be pulled from the mob.
- 17.9.6 Cattle are continued to be monitored throughout the event and penned with adequate water and feed.
- 17.9.7 The Livestock Supervisor and the Organising Committee should take into consideration the temperature and humidity on the day of the event to ensure the safety and wellbeing of the cattle, horses and riders.
- 17.9.8 Mobs of cattle can only be run for one run then the mob must be changed on a rotating basis, therefore one beast per rider plus suggest extra for those unsuitable.

## 17.10 CATTLE PHASE TEAM

- 17.10.1 The phase is usually performed with a team of four riders. Teams may consist of riders from L2 to L8. In the event of a team only having three riders, the fourth rider can be supplied from a team that has already competed in the Cattle Phase (refer 8.10.4). This rider may only assist to block the herd and may not pen or help pen another beast. For the ease of identification numbers 1 – 4 may be worn by the team.
- 17.10.2 The objective is for each rider to move an assigned beast from the herd and put it in a designated completion zone. Teamwork should be demonstrated by herding/containing cattle efficiently and accurately. A major part of a single rider's test is to cut out their designated beast from the herd with team members assisting once the designated beast or any of the rest of the herd is in the general cutting zone.
- 17.10.3 The Cattle Phase is a timed event.

## 17.11 DRAW

- 17.11.1 The Draw in respect of the numbers on the cattle to be separated from the herd shall only take place after all the cattle have been placed inside the containment zone.
- 17.11.2 A Draw for each team's entry order in the competition may be done prior to the first day of the competition. Teams of four riders will precede teams of three.
- 17.11.3 The first team on the Draw enters the arena together and presents to the Judge and salutes. Each team rider will be asked to Draw a number representing their beast. Team riders cannot Draw the same beast number. The rider will show this number to the judge and this number must be immediately returned to the steward. Each team rider will then complete the Cattle Phase after the Judge gives the starting signal. Team members will leave the arena together.
- 17.11.4 This process will be repeated until each team member has completed their Cattle Phase. The next team must be ready to enter the arena immediately the previous team leaves the arena.

## 17.12 EXECUTION

- 17.12.1 Prior to the phase commencing, the herd must be moved quietly to the completion zone to familiarise and settle the cattle and reduce stress on the animals. They must then be moved back to the containment zone and allowed to resetttle. The competition will then commence.
- 17.12.2 A rider has 30 seconds after the bell is rung to enter the containment zone. The 3 minute time allowed starts when the assigned rider's horse's nose enters the containment zone. Another bell will be rung to indicate 30 seconds remaining.
- 17.12.3 Each rider is responsible for separating one beast. The other three members of the team shall assist in maintaining the herd in the containment zone without entering the containment zone.
- 17.12.4 The time clock is activated when the rider performing the cut out enters the containment zone and ends as soon as the hindquarters of the selected beast enters the completion zone. It is not necessary for a rider to raise their hand to indicate completion. The time limit for a rider to complete this task is 3 minutes. After this period has elapsed the rider is eliminated and no points are awarded to that rider.
- 17.12.5 As soon as the designated rider has separated his or her selected beast and herded it outside the containment zone, one or more team riders may assist the designated rider to herd the selected beast to the completion zone. The designated rider **MUST** be actively involved in herding the beast into the completion zone. The remaining team riders must **NOT** move into the containment zone to keep the remaining cattle in the containment zone. Any team rider other than the designated rider who enters the containment zone must leave the containment zone immediately or the team will be eliminated.
- 17.12.6 The run is only completed when the separated beast is in the completion zone and the rest of the cattle are in the containment zone.

## 17.13 JUDGING

- 17.13.1 Cattle Phase Judges are to be knowledgeable and understand ANWEL rules and training principles.

- 17.13.2 Riders are judged on the basis of the time taken to perform the run plus any time penalties for committing faults.
- 17.13.3 The Judge should order the removal from the arena of any unsound or distressed cattle that may interfere with the rider's run and immediately replace the same number with sound cattle.

#### 17.14 PENALTIES

- 17.14.1 A penalty of 10 seconds is added whenever a beast, other than the one being separated, leaves the containment zone. More than five head, other than selected beast, leaving the containment zone at any one time will incur elimination.
- 17.14.2 A penalty of 10 seconds is added each time one of the other team riders goes into the containment zone. The rider must leave the containment zone immediately or the team will be eliminated.

#### 17.15 ELIMINATIONS

- 17.15.1 Taking more than 30 seconds to cross the containment line in the cattle phase after being signalled by the Judge.
- 17.15.2 Exceeding the 3-minute time allowed.
- 17.15.3 A team rider intentionally entering the containment zone before the designated rider has his or her beast out of the containment zone.
- 17.15.4 More than five head, other than selected beast, leaving the containment zone at any one time will incur elimination.
- 17.15.5 A Judge has reason to feel that a horse/rider combination may be a danger to themselves or others or has used excessive force or inhumane treatment to the horse or cattle.
- 17.15.6 Any team rider entering the completion zone once the beast has been penned.
- 17.15.7 Running a beast into the arena fence.
- 17.15.8 Hocking a beast or running up its rump.
- 17.15.9 A fall of horse and/or rider.
- 17.15.10 Ill-treating either beast or horse.



- 17.15.11 Horse bucking or rearing. The horse is required to leave the arena.
- 17.15.12 Excessive or harsh use of a bit or spurs.
- 17.15.13 Rider is not considered to be in safe control of their horse.
- 17.15.14 In the event that a rider repeatedly loses their beast back into the herd, they should attempt to separate their beast again in a manner so as not to unduly distress the cattle. A rider who repeatedly gallops into the herd causing distress to the cattle will be eliminated.
- 17.15.15 Any team exhibiting unnecessary rough handling or rushing into or at the herd at excessive speed.
- 17.15.16 In the event of a beast becoming distressed, showing lameness or baling up and attempting to horn a horse, the Judge shall terminate the run. In this case a re-run will be awarded at the Judge's discretion.
- 17.15.17 In the event of a beast exhibiting bleeding as a result of the rider's actions, the Judge will terminate the round and no re-run will be awarded. Where the beast exhibits bleeding through no fault of the rider the Judge has the discretion to award a re-run.
- 17.15.18 If a horse turns its tail to the allocated beast, this is considered a safety and control issue and will incur elimination. At all times when making a turn in the cattle phase a horse must be with its head facing the allocated beast.

## 18 GRADING

### 18.1 LEVELS 1 - 2

- 18.1.1 These levels aim to give inexperienced riders and horses the opportunity to gain experience and confidence before entering higher levels.
- 18.1.2 A horse should NOT compete above L1 and L2 until its owner feels their horse is established at the desired competition level.

## 18.2 LEVELS 3-8

- 18.2.1 Levels 3-8 are for more experienced horses and riders who are familiar and comfortable with the training requirements and rules for each level.

## 18.3 MOVING BETWEEN LEVELS

- 18.3.1 Horses may move between L1 and L2.
- 18.3.2 Once a horse has competed at L3 and above it must stay at that level it is competing at or move upwards unless competing HC.
- 18.3.3 A horse competing at L3-8 may not go back a level unless the horse competes at their current level and attains a combined average score in that level in Dressage and EOH of less than 58% three or more times. In this case the horse may drop back one level. If the situation relates to a rider competing in L3 (i.e. going back one level to L2) then the horse must compete HC.
- 18.3.4 Riders should apply to their State Committee to officially move down a level.
- 18.3.5 All horses may compete HC at any level.

## 18.4 DOWNGRADING OF HORSES

- 18.4.1 New owners of horses previously competing at L3 – L8 may apply to their ANWE State Committee to downgrade a horse to a lower level.

## 18.5 COMPETITION RESULTS

- 18.5.1 All results will be emailed to the ANWEL Secretary within 7 days of the competition.
- 18.5.2 Only results submitted to ANWEL will be considered for selection for State, National or International teams or Development Squads.
- 18.5.3 Horse of the Year Competitions for Club, State and National Horse of the Year Competitions should include all levels.

## 19 RULES AND CODES OF CONDUCT

19.1 ANWEL is presently an affiliate of Equestrian NSW and in some instances Equestrian Australia policies, procedures, rules and codes of conduct apply to both ANWEL and its members.

19.2 Where ANWEL has an existing or conflicting policy with EA, the ANWEL policy takes precedence.

19.3 All members of ANWEL, of ANWE State Organisations and of ANWE affiliated Clubs are bound by and must observe the following:

- EA Protection Policies and Codes of Conduct
- Competition Rules
- Social Media and other Policies

which can be found at the following websites:

- ANWEL website <https://anwe.org.au/policies-and-guidelines/>
- Equestrian Australia's website  
[https://www.equestrian.org.au/sites/default/files/EA Dressage Rule Book 2025 update01082025 3.pdf](https://www.equestrian.org.au/sites/default/files/EA_Dressage_Rule_Book_2025_update01082025_3.pdf)

### 19.4 RULEBOOK AND AFFILIATION ARRANGEMENTS

The ANWEL Rule Book and the terms and conditions of all affiliation arrangements between ANWEL, ANWE State Organisations and ANWE Clubs will be amended to ensure that all riders, officials, Clubs and members involved in working equitation and affiliated with ANWEL or ANWE State Organisations observe and are bound by all of the above policies, procedures, rules and codes of conduct.

## APPENDIX I – Etiquette in the Warmup Area

As there may be many horses warming up in a restricted area it is important that all riders have knowledge of the etiquette required in group riding. This ensures safe riding and achieves harmony in busy areas. The following must be noted:

- safety is paramount and a collision should be avoided at all times
- before entering the warmup area make sure the gateway and immediate track are clear
- riders should pass left shoulder to left shoulder when on the track
- when not on the outside track, e.g. on a diagonal line, riders should give way to horses on their left
- the more progressive gait has priority on the track
- halt should not be on the track
- walk should not be on the track and does not have right of way
- trot has priority over walk
- canter has priority over trot
- lateral work has priority over all gaits
- when circling, anticipate your return to the track so as to not stop the flow of other riders
- mounting, dismounting and gear adjustment should be done off the track
- consideration should be given to behaviour of other horses in the arena that may upset your horse
- it may be necessary if your horse is upsetting others to leave the area
- if a horse is upsetting the majority, an Official should be sought with a view to requesting that horse's removal for safety's sake.

Stallions should be clearly identified with a green disc on the saddlecloth and/or the bridle. Some owners/riders have started using green bridle numbers which are not as visible as the green discs and owners should consider using both for safety reasons.

Consider fellow riders and their horses.

Safety for all should never be compromised.

## APPENDIX II – Elimination Chart

Rule	Details	Dressage	EOH	Speed	Cattle
12.1.1	Failure to report for gear check for every phase.	✓	✓	✓	✓
12.1.2	Failure to report to the gear steward for ear bonnet inspection before and after each phase.	✓	✓	✓	✓
12.1.3	A rider competing in illegal tack or ill-fitting tack that causes the horse discomfort or distress (refer to rule 7.6)	✓	✓	✓	✓
12.1.4	Any rider under the age of 18, without an approved helmet, securely fastened whilst mounted.	✓	✓	✓	✓
12.1.5	Entering the dressage arena or passing through the start pegs in EOH or Speed or crossing the containment line in the cattle phase before being signalled by the Chief Judge	✓	✓	✓	✓
12.1.6	Failure to salute the Chief Judge at the beginning and completion of each phase.	✓	✓	✓	✓
12.1.7	Taking more than 60 seconds to begin the phase after being signalled by the Chief Judge.	✓	✓	✓	
12.1.8	A rider receiving any outside assistance during any phase of the competition with the exception in Level 1 as per 10.1.5.	✓	✓	✓	✓

Rule	Details	Dressage	EOH	Speed	Cattle
12.1.9	Use of voice, three or more times in total.	✓	✓	✓	
12.1.10	Stroking or touching the horse on the neck in front of the reins, three or more times in total.	✓	✓	✓	✓
12.1.11	The horse leaving the arena with all four feet	✓	✓	✓	✓
12.1.12	If the Judge or Ground Jury has a reason to feel that a horse/rider combination may be danger to themselves or others.	✓	✓	✓	✓
12.1.13	Using two hands on the reins at Consagrados 1/ Masters levels (apart from a momentary adjustment of the reins)	✓	✓	✓	✓
12.1.14	Consagrados 1/Masters level riders must not touch the horse with the whip or use the whip to provide any form of	✓	✓	✓	✓
13.6.1	Resistance of more than 10 seconds	✓			
13.6.2	Three errors of course (EOC).	✓			
14.23.1	Not completing an obstacle.		✓	✓	
14.23.2	Failure to start and finish at the designated start and finish lines. If the start/finish line is through one set of markers, riders MUST only cross the line once to start and once to finish. If the start and finish lines are separate, then you must only cross each line once.		✓	✓	

Rule	Details	Dressage	EOH	Speed	Cattle
14.23.3	Failure to complete the obstacles in the assigned order.		✓	✓	
14.23.4 14.24.14	Failure to move forward for a period of 15 seconds.		✓	✓	
14.23.5	Facing up to a live obstacle prior to the test, or crossing a live obstacle during the test		✓	✓	
14.23.6 14.24.2	Three refusals on any one obstacle (a horse may have two refusals on all obstacles on course).		✓	✓	
14.23.7	Starting an obstacle out of order.		✓	✓	
14.23.8	Knocking down a live obstacle or any part of a live obstacle.		✓	✓	
14.23.9	Uncorrected obstacle pattern.		✓	✓	
14.23.10	When riding the course, the rider MUST use the right hand to perform all obstacles. Changing hands is not permitted.		✓	✓	
14.23.11	Passing through the start pegs before being signalled.		✓	✓	
14.23.12	Not replacing the garrocha and ring in the drum if it bounces out. If it bounces out the rider must dismount and correct (refer 15.7).		✓	✓	

Rule	Details	Dressage	EOH	Speed	Cattle
14.23.13	Not replacing the cup on the post while mounted. If the post is knocked over, the rider must dismount and stand the post up to complete the obstacle. If the first and last pair of posts are knocked over the rider must dismount and stand the post/s up to complete the obstacle.		✓	✓	
14.23.14 16.4.3	Not clearly attempting the ring or ball.		✓	✓	
16.4.1	Not securing the gate.		✓	✓	
16.4.2	Deliberate trot steps i.e. diagonal pairs of legs with a moment of suspension or canter (at L4 and below).			✓	
16.4.4	Passing the rope of the gate over the rider's head		✓	✓	
16.4.5	Knocking down a live obstacle which has yet to be performed.		✓	✓	
17.15.1	Taking more than 30 seconds to cross the containment line after being signalled by the Judge.				✓
17.13.2	Exceeding the 3 minute time allowed.				✓
17.15.3	A team rider intentionally entering the containment zone before the designated rider has his or her beast out of the containment zone.				✓
17.15.4	More than five head other than the selected beast, leaving the containment zone at any one time.				✓



Rule	Details	Dressage	EOH	Speed	Cattle
17.15.5	A Judge has reason to feel that a horse/rider combination may be a danger to themselves or others, has used excessive force or inhumane treatment to the horse or beast or have been deemed to have lost control of the beast.				✓
17.15.6	Any team rider entering the completion zone once the beast is penned.				✓
17.15.7	Running a beast into the arena fence.				✓
17.15.8	Hocking a beast or running up its rump.				✓
17.15.9	A fall of horse and/or rider.				✓
17.15.10	Ill-treating either beast or horse.				✓
17.15.11	Horse bucking or rearing. Horse required to leave arena				✓
17.15.12	Excessive or harsh use of a bit or spur.				✓
17.15.13	Rider is not considered to be in safe control of their horse.				✓
17.15.14	In the event that a rider repeatedly loses their beast back into the herd, they should attempt to separate their beast again in a manner so as not to unduly distress the cattle. A rider, who repeatedly gallops into the herd, causing distress to the cattle, will be eliminated.				✓
17.15.15	Any team exhibiting unnecessary rough handling or				✓

Rule	Details	Dressage	EOH	Speed	Cattle
	rushing into or at the herd at excessive speed.				
17.15.16	In the event of a beast becoming distressed, showing lameness or baling up and attempting to horn a horse, the Judge shall terminate the cut out. In this case a re-run will be awarded at the Judge's discretion.				✓
17.15.17	In the event of a beast exhibiting bleeding as result of the riders' actions, the Judge will terminate the round and no re-run will be awarded.  Where the beast exhibits bleeding through no fault of the rider, the Judge has the discretion to award a re- run.				✓
17.15.18	If a horse tail turns to the allocated beast, this is considered a safety and control issue and will incur elimination. At all times when making a turn in the cattle phase a horse must be turned with its head facing the allocated beast.				✓

## APPENDIX III – Elimination Chart

### Eliminations from subsequent Phases

Rule	Details	Dressage	EOH	Speed	Cattle
12.2.1	Fall of a horse or rider.  If there is a fall of a horse or rider in any phase the horse and rider are eliminated from that phase and ALL subsequent phases. Results in the previous phases shall remain.	✓	✓	✓	✓
12.2.2	Evidence of lameness.  If the horse is found to be consistently irregular in any gait. the horse and rider are eliminated from that phase and ALL subsequent phases. Results in the previous phases shall remain.	✓	✓	✓	✓

### Eliminations from Entire Competition

The following violations will incur elimination from the entire competition.

Rule	Details	Dressage	EOH	Speed	Cattle
12.3.1	Traces of blood anywhere on the horse.	✓	✓	✓	✓
12.3.2	Excessive use of force or inhumane treatment of the horse, including but not limited to, excessive use of the whip or spurs.	✓	✓	✓	✓
12.3.3	Falsification or misrepresentation of entry.	✓	✓	✓	✓

Rule	Details	Dressage	EOH	Speed	Cattle
12.3.4	A horse ridden by another rider on the competition grounds at any stage immediately prior to or during the event.	✓	✓	✓	✓
12.3.5	Doping and medication of the horse – Abuse of medication and doping a serious welfare issue and will not be tolerated. After any veterinary treatment, sufficient time MUST be permitted for the horse's recovery before competition. Should a horse be tested and found with a prohibited substance in its system, the horse will be eliminated from the competition.	✓	✓	✓	✓

## APPENDIX IV – Competition Protest Form

Protests may only concern matters of protocol, procedure or administration.

Judge's decisions are final and not open to protest.

Protest forms must be completed and submitted to the Event Secretary with a \$100 fee within an hour of the incident.

Competition Name:	
Competition Date:	
Horses Name:	
Riders Name:	
Phase:	

**Describe the details of this protest - use additional sheets as necessary.**

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**Submitted by:**

Name:	
Relationship:	(tick one)    Rider <input type="checkbox"/> Owner <input type="checkbox"/> Parent/Guardian <input type="checkbox"/>
Email:	
Phone:	
Date / Time:	