



## PART I. COMPETITION RULES

### SECTION 1. GENERAL RULES AND INFORMATION

#### 1.1 Introduction

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

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

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

#### 1.2 WE Trials

There are four trials that make up a Working Equitation competition and are conducted in this prescribed order: Dressage, Ease of Handling, Speed, and Cattle. The first three trials are mandatory for a Working Equitation competition. The fourth trial, Cattle, is optional and included when location and facilities allow. If a Cattle trial is included, it is scored and placed separately. A Cattle trial must be held in conjunction with a licensed competition. **Exception: At non-Championship shows the Cattle trial may be held out of order.**

a. Dressage Trial. Prescribed dressage tests are ridden at each level. Each movement is given a numerical score, and collective marks are given for gaits, impulsion, submission, rider's position, effectiveness of the aids, and overall presentation. Movements in the dressage test coincide with the type and difficulty of movements required in the Ease of Handling and Speed trials at each level. Requirements for the Dressage trial are presented in Section 5. Dressage tests are contained in Appendix A.

b. Ease of Handling (EOH) Trial. Obstacles are set up to simulate the difficulties encountered by a horse and rider in the field. Each obstacle is given a numerical score, and collective marks are given for transitions/navigation, gaits, impulsion, submission, and rider/ presentation.



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Obstacles are numbered and are ridden in order. The goal of this trial is to negotiate the obstacles with accuracy, ease, and smoothness. Requirements for the Ease of Handling trial are presented in Section 6. The obstacles are described in Appendix B.

c. Speed Trial. Obstacles are ridden at speed. The objective is to negotiate the course with no errors, in the correct order, as quickly and efficiently as possible. There are no gait restrictions unless enacted by show management for safety reasons due to weather conditions or footing. Individual scores are based on elapsed time through the obstacles plus time penalties and minus time bonuses as described in Section 7.

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

### 1.3 Rider Divisions (see also Appendix G)

- a. Youth – Riders 7 to 17 years of age, as of January 1 of the calendar year.
- b. Amateur – Non-professional riders.
- c. Open – Open to all riders. Professional riders may only compete in the Open division.

### 1.4 Horse Divisions

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

- a. Young Horse Division – For horses 4 or 5 years of age competing in their first year. The owner/rider must be able to validate that these criteria are met. Horses in this division may only be shown in either the Introductory (L1) or Novice A/B (L2/L3) levels (refer to section 1.5d and 1.5e for specific age requirements per level). A horse may compete in this division for one competition year only.
- b. Gaited Horse Division – For gaited horses that use an intermediate gait instead of the trot. If a separate division is not designated, these horses may compete in any division with the intermediate gait substituted for the trot.



## 1.5 Horse Requirements

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

**Note:**

- (1) A horse is considered 1 year old on the first day of January following the actual date of foaling.
  - (2) The competition year is January 1 through December 31.
- g. Horses that have lost sight in one eye or have impaired vision are permitted to participate in all phases. Horses that have lost sight in both eyes are not allowed to participate in any phase.
  - h. A horse must have a minimum body condition score of 4 based on the Henneke Body Condition Scoring (BCS) system as determined by the Judge/President of the Jury.
  - i. The Judge/President of the Jury may disqualify any horse, either before or during a competition, which they deem to be unsafe for competition.

## 1.6 Performance Levels

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

- a. Level 1 – Intro. This is an introductory level designed for new horse-rider pairs, as well as young or green horses. There is no Speed trial or Cattle trial at this level. Walk and trot are required in the Dressage and EOH trials (i.e., canter is not required). Rising or sitting trot is allowed. Trot is required between obstacles in EOH. Two hands may be used on the reins. May be offered for Youth, Amateur and Open divisions, as well as Young Horse division. Level 1 riders (all divisions) receive a 5-point penalty in lieu of disqualification for performance-related infractions (rider error). See section 1.14.2 for details.



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- b. Level 2 – Novice A. This level is designed for horse-rider pairs who are beginning their development in WE. Canter is required in the Dressage trial and between obstacles in EOH. Changes of lead are through the trot. Obstacles must be trotted, unless required or allowed to be walked. Rising or sitting trot is allowed. Two hands may be used on the reins. May be offered for Youth, Amateur and Open divisions, as well as Young Horse division.
- c. Level 3 – Novice B. Rising or sitting trot is allowed in the Dressage trial. Canter is required between obstacles. Changes of lead through the trot are required. Two hands may be used on the reins. May be offered for Youth, Amateur and Open divisions, as well as Young Horse division.
- d. Level 4 – Intermediate A. This level is designed for horse-rider pairs progressing in their development. Sitting trot is required in the Dressage trial. Simple changes of lead through the walk are required. Two hands may be used on the reins. May be offered for Youth, Amateur and Open divisions.
- e. Level 5 – Intermediate B. Sitting trot is required in the Dressage trial. Flying changes are required. Two hands may be used on the reins. May be offered for Youth, Amateur and Open Divisions.
- f. Level 6 – Advanced. Sitting trot is required in the Dressage trial. Flying changes are required. One hand must be used on the reins. May be offered for Youth, Amateur and Open divisions.
- g. Senior Rider - WAVE Senior Rider (Masters). As of January 1, 2026 riders at the former Level 7 will be judged by the regulations of the World Association for Working Equitation (WAVE) which can be found in Appendix H.
- h. Young Rider - WAVE Young Rider. Riders turning maximum age of 21 years (between January 1 and December 31 within the respective year) can compete as Young Riders. See Appendix H. Young Riders may also compete in L5 or L6 concurrently, but not in a single competition.
- i. Junior Rider - WAVE Junior Rider. Riders turning maximum age of 16 years (between January 1 and December 31 within the respective year) can compete as Juniors. See Appendix H. Junior Riders may also compete in L5 or L6 concurrently, but not in the same competition.

**Table 1-1. Summary of Performance Level Requirements**

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

**Note:** Anyone using a spade bit must ride with the reins in one hand regardless of level. See section 1.9.1 g.

## 1.7 Performance Level Selection and Advancement

- a. A rider will initially select the level she/he believes is the most appropriate for the horse/rider pair upon entering their first licensed competition. This establishes the horse/rider pair's performance level.
- b. A horse/rider pair may choose to self-advance to the next higher level at any time. Once they have earned a combined Dressage/EOH score percentage of 62% at the higher level in three competitions under at least two different judges, they are established and registered at this level effective immediately upon earning the third qualifying percentage. Until they earn the three qualifying scores, a horse/rider pair may elect to move back to the previous level. *Note:* This also applies to the horse/rider combination's initial performance level registration.
- c. Horse/rider pairs that score 57.499% or less at their registered level in either Dressage or EOH at **two** competitions with at least two different judges may elect to move to the next lower level. They may do so immediately upon earning their **second** qualifying score. **This applies to all levels.**
- d. **A Horse/Rider pair that has experienced an injury or training setback may elect to move down one level in levels 1 through 5.**
- e. **Annual awards may only be earned at the highest level in which the rider/horse have competed that year. The horse/rider pair will be able to compete in Championship competitions only at the highest level in which they have earned eligibility. Exceptions, see (f) below.**
- f. **Youth riders may earn annual awards in L5 and L6 and WAWE Young Riders and Junior Riders concurrently.**

## 1.8 Entry Requirements

- a. A horse-rider pair is considered an entry.
- b. A horse-rider entry can only compete in one level/division per show.
- c. Once a horse-rider entry has competed at any given level, that entry may not compete at any lower level except as noted in sections 1.7b and c.
- d. A horse may be entered twice in a competition if ridden by two different riders and in different levels or classes. **Exception: Two youth may share the same horse up through Level 5.**
- e. A horse is limited to no more than six rides in one day.
- f. All horses competing in USAWE-licensed competitions must be recorded with USAWE.

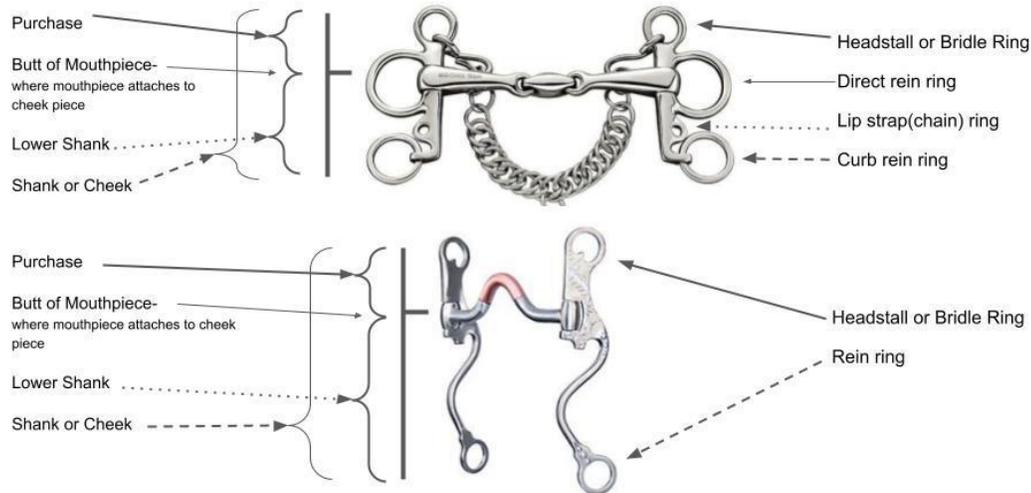
## 1.9 Tack, Attire, and Equipment Allowances

### 1.9.1 Tack and Attire

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

- a. Tack must include a saddle, stirrups, and a bridle or bosal.
- b. Bitted bridles, bitless bridles, and sidepulls are allowed. Natural or authentic bosal hackamores are allowed.
- c. Any cavesson/noseband must be adjusted to allow room for at least two fingers placed vertically under the noseband on the side of the face below the cheekbone. Flash noseband tightness is measured with two fingers on the side of the nasal bones.
- d. Drop, flash, or figure 8 nosebands that restrict jaw movement may not be used with bits having a curb chain or strap.
- e. Curbs may be chain or leather and must be a minimum of ½ inch in width. The curb must lie flat against the horse's chin.
- f. **All leverage bits must have a curb strap or curb chain.**
- g. Any bit can be used regardless of tradition or discipline except for the following:
  - Mechanical hackamores, including the flower or wheel hackamores
  - Gag bits
  - Twisted or wire bits
  - Combination bits
  - Bits with a port higher than 3.5 inches. *Exception:* Spade bits may have a higher port. If a spade bit is used, the bridle reins must be held in one hand in all trials, regardless of level.
  - Elevator bits or bits that have a purchase of more than 3.25 inches
  - Shank bits that exceed 8.5 inches in shank length as measured from the inside top of the bridle ring to the point where the shank connects to the rein ring
  - Any bit considered inhumane by the Judge

### Parts of a Curb Bit



- h. Riders must wear long pants, breeches, or riding skirt; a long- or short-sleeved shirt with collar; and a riding hat or helmet. Sleeveless shirts, tank tops, or ball caps are not allowed. Attire such as jackets, vests, gloves, chinks, armitas, half chaps, and scarves is optional and may be used or omitted in any trial without penalty.
- i. Riders must wear footwear appropriate for showing in the tradition in which they are dressed. Heeled boots are the norm, although use of a different type of footwear that may be mandated by a specific tradition is acceptable.
- j. Spurs may be used in any trial at rider's discretion.
- k. Tack and attire must be neat and orderly. It should be of consistent tradition and will be reflected accordingly in the Presentation mark. Embellishments (silver, sequins, gems, etc.) should be minimal and will not count over a good working outfit.
- l. Entries must use the same style of tack and attire in all trials. Changes in tack, equipment, and clothing are allowed provided they maintain the same style throughout the competition.
- m. There is no penalty for use of protective headgear or a protective safety vest for a rider in any trial. All competitors under the age of 18 must wear an ASTM/SEI-approved safety helmet.
- n. Braiding is optional.

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

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

### 1.9.2 Equipment Allowances

- a. Hoof boots (i.e., boots used in lieu of shoes) are allowed in all trials.
- b. **Bell boots are allowed in all trials.**
- c. Shin guards and protective leg wraps/boots are allowed in EOH, Speed, and Cattle trials.
- d. Use of a whip (crop) is allowed in Introductory (L1), Novice (L2/L3), and Intermediate (L4/L5) levels. The whip must not exceed 120 cm (47.2 in.) in length, including any lash. The whip does not have to be carried in all trials. The following is for the Advanced (L6) a level only: Riders may only carry a whip if it is consistent with the tradition of the tack and attire utilized. The whip must be maintained in an upright position in the free hand and not used as an aid to instruct the horse.
- e. Fly hoods (ear covers) are permitted for competition to protect horses from insects. The fly hoods should be discreet and should not cover the horse's eyes. After completion of the trial, the rider or his/her representative is responsible for removing the fly hood to present it to the Gate Steward for inspection. The Gate Steward will also visually inspect for earplugs.
- f. A nose net may be used if a veterinarian has diagnosed the horse with head shaking syndrome. A letter from the veterinarian must be included with the entry form.
- g. A tail corset is allowed.
- h. The following equipment is not allowed:
  - Tie downs
  - Tongue ties
  - Martingales
  - Halters with lead rope
  - Serretas
  - Bearing, side, draw, or balancing reins
  - Blinkers
  - Ear plugs/muffs
  - Metal-core nosebands or hackamores
  - Studded or spiked curb/chin straps
  - Tail wraps

- i. Electronic communications devices, headphones, earphones, electronic entertainment devices, electronic incoming devices etc. are prohibited in the competition arena. Use of such or similar equipment will result in elimination. Such devices may be used in the paddock.

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

### 1.10 Outside Assistance

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

**Exception:** Introductory (L1) and Novice A (L2) competitors may have a person positioned outside the arena to read the Dressage and EOH tests aloud. *See Sections 5.5, 6.6.*

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

### 1.11 Use of Hands

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

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

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

Holding the excess rein in the free hand during the trial is not allowed. **Exception:** Western riders up through L5 using a romal rein or knotted/connected split reins may hold the excess rein loosely with the free hand.

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

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



EOH, 5-second penalty in Speed). L6 competitors will be disqualified for stroking/touching the horse in front of the rein hand three times.

### 1.12 Salute

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

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

Failure to salute the Judge will be penalized.

### 1.13 Use of Voice

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

### 1.14 General Grounds for Disqualification/Elimination

#### 1.14.1 Definitions

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

#### 1.14.2 Disqualification (Note 1)

- a. Rider mistreats the horse (*Note 2*).
- b. Horse is unsafe (*Note 2*).
- c. Horse shows signs of blood on any part of its body caused by an existing unhealed wound or an injury in the arena (*Note 3, Note 4*).
- d. Horse shows signs of lameness, pain, or severe distress (*Note 2, Note 4*).
- e. Gross disrespect or misconduct by an exhibitor (*Note 2*).
- f. Excessive use of the whip or spurs (*Note 5*).
- g. Use of illegal tack, attire, or equipment.
- h. Not using the same style tack or attire throughout the competition.
- i. Fall of horse or rider.
- j. Dismounting for any reason other than to pick up an obstacle.
- k. Failure to advance for 15 seconds.
- l. Entering the trial arena without the Judge's permission (L1: 5-pt penalty).

- m. Taking more than 60 seconds to start the trial after the bell has rung (L1: 5-pt penalty).
- n. Switching hands. When using one hand on the reins, the same hand must be used throughout (L1: 5-pt penalty).
- o. L6 riders using spade bits: Having two hands on the reins for longer than necessary to adjust the reins.
- p. L6 Three instances of touching or brushing the horse's neck or the reins with the free hand in front of the rein hand, and/or using the free hand to provide any form of assistance. First two instances are penalized.
- q. L6 Touching the horse with a whip or using the whip to provide any form of assistance.
- r. L6 Outside assistance. May result in penalties or disqualification at L1 - L5, depending on severity.

### 1.14.3 Elimination

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

**Note:**

1. L1 riders receive a 5-point penalty in lieu of disqualification for performance-related infractions.
2. Either the Judge, Technical Delegate or Show Manager can disqualify an entry. May be subject to Elimination depending on severity.
3. Only the Judge can disqualify an entry for evidence of blood.
4. There is no option for appeal in the case of Disqualification or Elimination for blood or lameness.
5. Excessive use of the whip or spurs at any level will be penalized or result in Disqualification or Elimination at the Judge's discretion.
6. **In the event of a possible disqualification, the Judge must score the competitor's entire performance through completion of the trial.**

**Table 1-2. Summary of General Disqualifications and Eliminations**

(see also Tables 5-2, 6-2, 7-1, 8-1)

	<b>L1 Intro</b>	<b>L2 Nov A</b>	<b>L3 Nov B</b>	<b>L4 Int A</b>	<b>L5 Int B</b>	<b>L6 Adv</b>
Rider mistreats the horse	DQ					
Horse is unsafe	DQ					
Horse shows signs of blood on its body caused by existing unhealed wound or injury in the arena	DQ					
Horse shows signs of lameness, pain, or severe distress.	DQ					
Gross disrespect or misconduct by an exhibitor	DQ					
Excessive use of whip or spurs.	DQ					
Use of illegal tack, attire, or equipment	DQ					
Not using same style tack or attire throughout the competition	DQ					
Fall of horse or rider	DQ					
Dismounting for any reason other than to pick up an obstacle	DQ					
Failure to advance for more than 15 seconds	DQ					
Entering the trial arena before bell has rung	5-pt penalty	DQ				
Taking more than 60 seconds to start the trial after the bell has rung	5-pt penalty	DQ				
Switching hands on reins when riding one-handed	5-pt penalty	DQ				
Having two hands on the reins for longer than necessary to adjust the reins (includes riders using a spade bit)						DQ
Stroking/touching the horse in front of the rein hand three times or using the free hand for any type of assistance						DQ
Touching the horse with a whip or using the whip to provide any assistance						DQ
Outside assistance						DQ
Horse shows signs of blood anywhere caused by bridle, bit, spurs, or whip	Elimination					
Horse shows signs of blood anywhere from abuse or mistreatment	Elimination					
Use/application of foreign or caustic substance that alters the horse's natural carriage, movement, or behavior	Elimination					

## PART II. COMPETITION ORGANIZATION/MANAGEMENT

### SECTION 2. COMPETITION LEVELS

*Note:* The competition year runs from January 1 through December 31.

#### 2.1 Schooling Shows

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

#### 2.2 Licensed Shows

Licensed shows are the standard competition offered throughout the U.S. Licensed shows must be conducted in accordance with the USAWE Competitions Manual.

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

Scores earned at licensed competitions determine eligibility for championship competitions.

#### 2.3 Regional Championship Shows

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

- **Region 1, Northwest:** Alaska, Washington, Oregon, Idaho, Montana
- **Region 2, Southwest:** California, Nevada, Utah, Arizona, Hawaii, U.S. territories in the Pacific.
- **Region 3, Northern Great Plains:** Wyoming, North Dakota, South Dakota, Nebraska, Kansas, Colorado
- **Region 4, Southern Great Plains:** New Mexico, Texas, Oklahoma, Arkansas, Louisiana
- **Region 5, Great Lakes:** Minnesota, Iowa, Missouri, Wisconsin, Illinois, Michigan, Indiana, Ohio, Kentucky
- **Region 6, Northeast:** New York, Vermont, New Hampshire, Maine, Massachusetts, Rhode Island, Connecticut, New Jersey, Pennsylvania, Delaware, Maryland, Virginia, West Virginia, District of Columbia
- **Region 7, Southeast:** Tennessee, Mississippi, Alabama, North Carolina, South Carolina, Georgia, Florida, U.S. territories in the Atlantic



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

Regional championships may be combined into multi-regional championships by up to three contiguous regions.

A cattle trial may be offered.

A minimum of two judges eligible to judge **all levels**, including at least one S Judge are required to officiate at Championship shows. A WAVE judge is also permitted but not required. **In the event there are no S Judges available, the show management may request an exception by applying to the Rules Committee. The Rules Committee will consult with the Licensed Officials Committee and the Competitions Committee in the process of evaluating an application for using an alternate judge.**

Horse-rider combinations may compete in any or all regional championships, regardless of where qualifying scores are achieved. Horse-rider combinations must earn a combined average of 58% or higher in Dressage and EOH and successfully complete the Speed trial (L2-L6) at a minimum of two licensed shows to qualify for a regional championship.



## SECTION 3. OFFICIALS AND SHOW PERSONNEL

### 3.1 Show Manager

The Show Manager is responsible for the management of the WE competition in accordance with the USAWE Competition Manual. The Show Manager is present throughout the competition to facilitate the show operation and ensures that all necessary show personnel are in place and properly trained.

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

The Show Manager serves on the Protest Committee.

If a Show Manager competes, an alternate Show Manager must be designated prior to the start of the show to be responsible for management duties while the official Show Manager is competing. The alternate must have a good working knowledge of the sport. The alternate will serve on any Protest Committee required for that competition. The alternate may not compete.

### 3.2 Show Secretary

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

Show Secretary takes entries, verifies memberships and horse registrations, prepares class lists, and maintains competitor scores in the show database/record. **The Show Secretary also assigns competition numbers to each horse.**

The Show Secretary posts the order of go for all trials and course maps for the Ease of Handling and Speed trials. Course maps must be posted no earlier than 1 week and no later than 2 hours prior to the scheduled start of the trial.

The Show Secretary posts the individual scores and rankings within 2 hours of trial completion. For one-day shows, the scores will be posted no later than 2 hours after the last ride of the day. The Judge and/or the Technical Delegate must approve the release of results and score sheets prior to posting and release. The Show Secretary will hold any score sheet not delivered to a competitor for a period of 8 days after the competition. Copies of score sheets and results must be kept on file for a period of 1 month.

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

The Show Secretary provides information to the Show Announcer to keep participants and public informed and is responsible for instructing the Announcer/Sound System Manager to play the designated music during **WAVE Senior, Junior and Young Rider level Dressage trials.**

### 3.3 Judge

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

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

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

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

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

When two or three Judges officiate at a competition, all scores are averaged to determine the official score for the trial. In competitions with five Judges, the highest and lowest marks of the Judges per rider in Dressage and Ease of Handling are excluded; the final score for each test is the average of the other three marks.

Judges are rated as follows:

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



## United States Rules for Working Equitation



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

Different Judges may be used within trials, e.g., one Judge for L1–L3 in Dressage and a different Judge for L4–Masters. Judges must judge all riders within their designated level and division for that trial.

A Scribe will assist each Judge during the trials.

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

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

The Judge serves on the Protest Committee.

### **3.4 Technical Delegate**

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

The Technical Delegate:

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

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

The Technical Delegate serves on the Protest Committee.

### **3.5 Riders**



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

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

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

Riders are obliged to register correctly under penalty of not being allowed to compete at the competition, must comply with the Rules, and accept all the decisions of the Jury, Technical Delegate, show management, and the Appeals Committee. **Riders are responsible for obtaining each horse's competition number from the Show Secretary upon arrival at the show. The rider must ensure that their horse(s) displays the competition number at all times unless the horse is in a stall or trailer.**

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

### **3.6 Trainers and Handlers**

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

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

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

### **3.7 Veterinarian**

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

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

### **3.8 Gate Steward**



## United States Rules for Working Equitation



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

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

The Gate Steward may inspect bits, cavessons/nosebands, curb chains, fly bonnets, or whips. If there is any question regarding acceptability, the Technical Delegate must be consulted.

**Note:** Biosecurity procedures must be practiced when inspecting horses. A new pair of disposable gloves should be worn before touching any horse. Clean towels (cloth or paper) should be available, as well as hand sanitizer.

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

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

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

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

### **3.9 Paddock Steward**

The Paddock Steward:

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

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

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

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

### **3.10 Scribe**

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

### **3.11 Scorers**

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

### **3.12 Course Designer**

The Course Designer must be a USAWE member and should be a WE competitor, Judge or Technical Delegate. The Course Designer designs the courses for the EOH and Speed Trials in accordance with the requirements defined in Sections 6 and 7. The Course Designer may not be a person competing at the event. The Course Designer shall consult with the Show Manager to learn details of the facility and obstacles available prior to designing the course. The course must be verified to meet the requirements by a licensed official, this is to help ensure that all courses meet the rule requirements. The Judge of the competition must approve the course before it is distributed to competitors.

### **3.13 Ground Crew**

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

### **3.14 Timers/Timekeepers**

- a. Speed Trial. Automatic timers for Speed trials are recommended for championship and licensed competitions. If automatic timers are used, there must be a manual backup timekeeper. If there is no automatic timer, then two timekeepers are required: one to serve as the official timekeeper, and one to serve as backup. Backup time is only used if the official timekeeper's timer fails; the times are not averaged.
- b. Cattle Trial. The official timekeeper is positioned at the foul line; a backup timekeeper is positioned on the foul line preferably at the opposite side of the arena. Backup time is only used if the official timekeeper's timer fails; the times are not averaged.

### **3.15 Runners**

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

### **3.16 Announcer**



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

### **3.17 Safety Coordinator**

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

### **3.18 Emergency Medical Personnel**

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

### **3.19 Farrier**

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

### **3.20 Conflict of Interest Restrictions**

Persons may NOT serve as a Licensed Official AND a competitor at licensed competitions. If there are 2 different licensed shows on a weekend, a person may be a competitor only on the first day and may be allowed to be a shadow, official or scorer on the second day. If multiple licensed shows are scheduled on one day with overlapping schedules, a person may not perform as both a competitor and a Licensed Official.

a. Show Manager. The Show Manager may not compete in any championship show that she/he is managing. Show Managers may compete in licensed competitions with the following provisions:

- They must designate a surrogate to resolve any issues that may arise during the time they are competing.
- They cannot serve on the Protests Committee to resolve any competition disputes that arise.
- They cannot be involved in course design. If they receive a course design map in the course of show preparation, they must make that map available immediately to all competitors.

b. Judge. A Judge may not compete at any competition in which she/he is judging. A horse owned or leased by a Judge may not compete in any competition under that Judge.

The following individuals may not compete under a Judge:

- A person with whom the Judge has a close personal relationship (e.g., family member, domestic partner, business partner, etc.).
- A trainer, coach, or student of a Judge within the 30-day period prior to a competition. This includes clinics or providing assistance in group activities, as well as private instruction. *Exception (1):* Clinics may be offered prior to a competition to competitors who have not competed above Level 1; auditing is not restricted. Schooling shows prior to a licensed competition are acceptable. Clinics, group sessions, or private instruction are permitted after a competition. *Exception (2):* Attendance at Licensed Officials Committee seminar classroom sessions held immediately prior to and in conjunction with a licensed competition is permitted.
- An employer or employee of a Judge.
- Anyone who has purchased a horse from or sold a horse to a Judge within 90 days of the competition.
- Anyone who has leased a horse to/from a Judge within 90 days of the competition.

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

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

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

- A person with whom the Technical Delegate has a close personal relationship (e.g., family member, domestic partner, business partner, etc.).
- A trainer, coach, or student of the Technical Delegate within the 30-day period prior to a competition. Conducting clinics or providing assistance in group activities, unless private instruction is given, is not considered instruction.
- An employer or employee of the Technical Delegate.
- Anyone who has purchased a horse from or sold a horse to the Technical Delegate within 90 days of the competition.
- Anyone who has leased a horse to/from the Technical Delegate within 90 days of the competition.

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

- d. Veterinarian. The Veterinarian may not compete at a competition in which she/he is officiating.
- e. Gate Steward. A Gate Steward may not compete at a competition where she/he is officiating.
- f. Paddock Steward. A Paddock Steward may not compete at a competition where she/he is officiating.



## United States Rules for Working Equitation



- g. Scribe. A Scribe may neither compete nor coach any competitors in a competition in which she/he serves as a scribe.
- h. Course Designer. The Course Designer may not compete in any licensed competition for which she/he designed the course.
- i. Scorer. The Scorer may not compete at any competition where she/he is scoring.

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



## SECTION 4. GENERAL COMPETITION REQUIREMENTS

### 4.1 Paddock Rules

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

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

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

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

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

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

### 4.2 Entry Order

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

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

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

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



order and monitor the progress of the trial to ensure they are ready at the gate when called. Competitors who do not appear at the gate within 60 seconds of being called forfeit their right to participate in that trial. The Judge may allow the ride at the end of the trial if extenuating circumstances exist.

#### **4.3 Veterinary Inspection**

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

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

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

#### **4.4 Drug Testing**

No horse or pony may compete in any competition if it has been administered any banned substance as defined by USEF GR409 or any excess therapeutic substance as specified in GR410. It is the duty of all competitors, owners, trainers, and/or support personnel to ensure that this rule is strictly followed.

#### **4.5 Evidence of Blood**

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

#### **4.6 Horse Welfare**

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

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

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

#### 4.7 Prizes

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

#### 4.8 Scoring and Determining Final Placement

##### 4.8.1 Scoring

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

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

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

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

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

All Score sheets are contained in Appendix C.

#### 4.8.2 Determining Points

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

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

1 <sup>st</sup> place	=	N + 1
2 <sup>nd</sup> place	=	N - 1
3 <sup>rd</sup> place	=	N - 2
4 <sup>th</sup> place	=	N - 3 etc.
N = number of competitors entered		

#### 4.8.3 Determining Final Placement for Individual Competitors

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

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

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

A rider who voluntarily withdraws or is disqualified from a trial may not place above a rider who has successfully completed all the trials.

A withdrawal is not equivalent to a disqualification. A rider with a DQ will be placed ahead of a rider who withdrew, regardless of points accrued.

## Handling Ties

**Note:** Competitors who are tied get the same placing and points; competitors scoring lower than the tie get placed as if there were no tie. For example: If two competitors are tied for 2<sup>nd</sup> place in a 6-horse class, they would each get 2<sup>nd</sup> place prizes and each be awarded 5 points. The next horse in line would be placed 4<sup>th</sup> with 3 points, as if the tie did not exist. There would be no 3<sup>rd</sup> place award or points.

If a tie occurs in the Dressage trial, the collective marks are used to break the tie. If these marks are equal, the entries remain tied and each will be awarded the points associated with the placing for which they are tied.

If a tie occurs in the EOH trial, the rider who incurred a 0 will be placed lower than the rider who did not. If both have 0's, the rider with more 0's will be placed lower. If the tie remains, the collective marks are used to break the tie. If these marks are equal, the entries remain tied and each will be awarded the points associated with the placing for which they are tied.

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

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

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

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

### **4.8.4 Determining Points and Final Placement for Teams**

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

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

## Handling Ties

In the event of a tie for final team placement:

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

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

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

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

### **4.8.6 Judging on a Panel**

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

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

Judges must be unanimous in the case of disqualifications. Judges must finish scoring the test after which they will meet to make a final decision.

### **4.8.7 Posting Results**

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

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

## **4.9 Inquiries, Protests, and Appeals**

### **4.9.1 Inquiries**

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

#### 4.9.2 Protests

A Protests Committee must be designated for all competitions. The Protests Committee is composed of the Technical Delegate, the Judge/President of the Jury, and the Show Manager.

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

Protests must be filed within the following time limits:

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

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

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

#### 4.9.3 Appeals

The rider, the designated representative of a rider under 18 years old, the owner of the horse, or the owner's agent authorized in writing, is entitled to appeal a ruling of the Protests Committee. The appeal must be in writing, signed, and accompanied by a fee of \$150 made payable to USAWE, and mailed to 5006 Forsythe Place, Boulder, CO 80303 within 7 calendar days of the conclusion of the competition.



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

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

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

### **4.10 Disciplinary Dispositions**

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

A Yellow Card may be issued by a Judge, Technical Delegate, or Show Manager to a competitor for inappropriate behavior at a USAWE-licensed competition by the competitor and/or by a member of the competitor's entourage, e.g., the competitor's parent, spouse or partner, family member, coach, trainer, groom, crew, or other person directly connected with the competitor or the owner(s) of the competitor's horse. Issuance of a Yellow Card may result in elimination from the competition depending on severity.

*Note:* The issuance of a Yellow Card is not meant to replace the filing of a disciplinary action complaint for a willful and serious violation of USAWE rules.

## PART III. THE TRIALS

### SECTION 5. DRESSAGE TRIAL

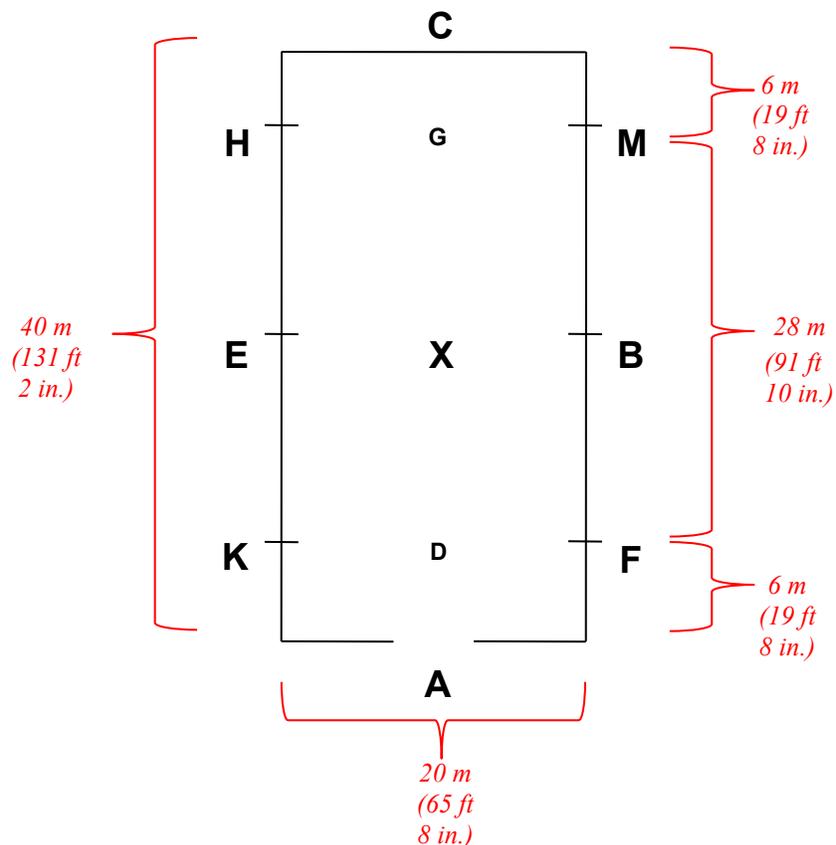
#### 5.1 Objective

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

#### 5.2 Arena

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

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



At championship competitions, the arena must be marked by a fence 30 to 5 cm (1 to 1.6-ft) high. A fence is highly recommended for licensed competitions and schooling shows but is not required. If a fence is not provided, corners of the arena must be marked at the actual corner and extend a minimum of 2 m along each side.

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

If a rider cannot get completely around the outside perimeter of the arena when waiting for the bell, the rider is allowed to enter the arena after the previous rider's final salute. At the bell, the rider may begin the test from inside the arena or go outside and re-enter.

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

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

### 5.3 Judge Placement

The Judge/President of the Jury is positioned at C. If two Judges comprise a Jury, the other Jury Officer is positioned at E or B.

If three Judges comprise a Jury, the other Jury Officers are positioned near the quarter line to the right and left of C.

If five Judges comprise a Jury, the two additional Jury Officers are positioned at E and B. The positions of the four Jury members other than the President are selected by a draw.

### 5.4 Tests

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

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

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

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

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

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

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

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

## 5.5 Trial Execution

Competitors in all levels through Advanced (L6) perform the movements in the order and arena location specified.

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

Introductory (L1) and Novice A (L2) level riders may have a test reader positioned outside the arena near B or E to read the dressage test aloud. Test readers are not allowed for any other levels. Announcing the tests is limited to reading the movement as it is written once only. *Exception:* If the Judge sends a rider back to a letter due to a course error, the reader is allowed to repeat the movement one additional time. The reader may give no information other than what is included in the TEST/MOVEMENT column on the test. The Judge may penalize a competitor whose test reader adds additional verbiage.

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

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



## United States Rules for Working Equitation



In the event of a course error, the Judge may ring the bell and notify the competitor of the error. An error is defined as a change in the sequence of movement that alters the course of the test. A movement performed in an incorrect gait is not a course error but will result in a lower score for that movement. For L2-L6, an error or a failure to perform any element of the test does not disqualify the rider until the third error. Five (5) points will be subtracted for each of the first two errors or failure to perform any exercise. The third error will result in disqualification. L1 riders will accrue a 5-point penalty for each course error without disqualification.

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

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

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

## 5.6 Scoring

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

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

Collective marks for L1 through L6 tests are given for:

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

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

Competitors may have access to their score sheets after all computations are complete and verified, or when authorized by the President of the Jury.

**5.7 Penalties/ Grounds for Disqualification** (see also Section 1.14)

**Penalty**

- a. Failure to salute the Judge (5-point penalty each occurrence).
- b. L1 - L5: Outside assistance (10-point penalty each occurrence).
- c. Course error (5-point penalty for each occurrence; L2-L6: limit two course errors).
- d. L6: Stroking or touching the horse's neck in front of the rein hand (5-point penalty each occurrence up to a maximum of two penalties).

**Disqualification**

- a. Overstepping any of the sides of the arena with 4 legs (L2-L6).
- b. Three course errors (L2-L6).
- c. L6 Stroking or touching the horse's neck in front of the rein hand three times.
- d. L6 and riders using spade bits: Having two hands on the reins for longer than necessary to adjust the reins.

**Table 5-2. Summary of Dressage Penalties and Disqualifications**

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



## SECTION 6. EASE OF HANDLING (EOH) TRIAL

### 6.1 Objective

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

### 6.2 Arena

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

The optimum distance from the public is no less than 5 m (16 ft).

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

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

### 6.3 Obstacles

Table 6-1 contains a list of the obstacles, and a summary of the basic requirements for each level. Any reference to gait in Table 6-1 is for the EOH trial only; any gait is acceptable during the Speed trial (unless indicated otherwise by show management for safety of horse or rider due to weather conditions or footing concerns).

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

Obstacles must be approached from the numbered side.

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

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

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

*Note:*

1. Obstacle numbers are for reference only; they are not intended to indicate sequential order.
2. W = walk; T = trot; C = canter; CT = change of lead thru trot; SC = simple change of lead (thru walk); FC = flying change of lead.
3. Any reference to gait (e.g., walk on the bridge) relates to the Ease of Handling trial only. There is no restriction on gait for any obstacle in the Speed trial unless designated by show management for the safety of horse or rider.
4. If there is a choice between gaits, the rider will be scored according to degree of difficulty. The score will be higher if the more difficult gait is chosen, assuming it is performed correctly. Exception: Either SC or FC is allowed equally for L4 on the Slaloms, Figure 8, and Drums. The choice of gait belongs to the rider; it is not specified in the course design.
5. Obstacles performed in an incorrect gait will result in a lower score.
6. Obstacles must be approached from the numbered side.
7. L1 riders are limited to carrying the garrocha pole only in Remove Pole, Spear Ring, and Replace Pole obstacles.
8. L2 riders are not required to canter between any obstacles while handling the garrocha pole.

## 6.4 Course Design

The Course Map shall include the name of the course designer, the date of the show, a legend listing the order of the obstacles and using the correct names of the obstacles. The course must first be verified by a licensed official and then approved by the Judge of the competition, prior to publishing for competitors.

The course design must be kept confidential until it is made available to all competitors. A course is considered “set” when all the obstacles are placed in the competition arena and the course has been published. No competitor is allowed to ride or practice on a set course. A rider may be disqualified for riding a set course and/or a show may lose their license if they allow competitors to ride on a set course. If there is a clinic or obstacle practice available prior to a competition, no more than 50% of the obstacle course can be set in the same place they would be for competition.

A minimum of 8 obstacles is required for Introductory (L1), 10 obstacles for Novice (L2/L3), 12 obstacles for Intermediate (L4/L5), and 15 obstacles for Advanced (L6). The Remove Pole, Spear Ring, and Replace Pole obstacles can be combined in a series and count as one obstacle. The series can consist of either the first two elements, the last two elements, or all three.

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

Course Start and Finish markers must be set up inside the perimeter of the arena. The markers must clearly indicate the ‘start’ and ‘finish’ direction on the course and on the course map. Markers must be set a minimum of 1.5 meters (5 ft) and a maximum of 3 meters (10 ft) apart. A minimum of 10 meters (30 ft) is required for the line of travel between the Start/Finish markers and the first and last obstacles.

Some obstacles may be marked with red and white markers (e.g., flags, cones) to indicate entry/exit and proper direction through the obstacle (red markers on the right, white on the left). If there is a transition used for a particular obstacle, the marker signifies the transition point.

Requirements for entry/exit markers vary:

<u>Markers Not Required</u>	<u>Markers Recommended</u>	<u>Markers Required</u>
<ul style="list-style-type: none"> <li>● Figure 8</li> <li>● Pen</li> <li>● Remove Pole</li> <li>● Spear Ring</li> <li>● Replace Pole</li> </ul>	<ul style="list-style-type: none"> <li>● Single Slalom</li> <li>● Double Slalom</li> </ul>	<ul style="list-style-type: none"> <li>● Bridge</li> <li>● Jug</li> <li>● Sidepass Rail</li> </ul>

**Exception:** entry/exit markers for the Jug and Sidepass Rail obstacles are used solely to indicate the start and end of the obstacle, not the transition.

Entry/exit markers indicate the beginning and the end of an obstacle. Entry/exit markers do not have to be reset by the rider if knocked over.

- Switch Cup
- Bell Corridor
- Reinback "L"
- Rounding Posts
- Gate
- Jump
- Water
- Bank
- Drums

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

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

L1 riders are limited to carrying the pole only in the Remove Pole, Spear Ring, Replace Pole obstacles.

A single obstacle may be used twice in a trial provided that the direction of the second instance is opposite the direction of the first instance and there is another obstacle performed between the two instances.

A second version of an obstacle may be used on the course, e.g., two Gates. There are no restrictions on these two obstacles regarding placement or direction.

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

A course map must be posted and/or made available to competitors no earlier than 1 week prior to the start of the show and no less than 2 hours prior to the start of the trial.

## **6.5 Walking the Course**

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

The Judge and the Technical Delegate must be available during the course walk to answer questions.



## United States Rules for Working Equitation



Coaches/trainers may accompany riders; however, they may not ask any questions unless representing a Youth rider. Dogs are not allowed on the course at any time (*exception*: service dogs).

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

**At Championship Shows, competition-legal attire including hat or helmet and boots, is required for the course walk. Competitors not properly attired will not be allowed on the course. Coaches accompanying riders must be suitably dressed.**

**At Licensed shows, Competitors must be suitably dressed for a working equitation event during the course walk. Tall boots, chaps and skirts, because of the difficulty in walking during horse shows, as well as jackets, vests, hats and helmets are optional during the course walk. Coaches must be suitably dressed for the course.**

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

No competitor may remain in the arena after the closing signal has been given. Any competitor who enters the arena outside of the time allotted for the course walk will be disqualified.

The trial can begin no earlier than 15 minutes following the course walk.

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

### **6.6 Trial Execution**

Competitors enter the course in accordance with the defined order of go (*see Section 4.2*). Riders who are allowed access to the arena by the Gate Steward prior to the start of their trial may use the full arena. Crossing an obstacle line (defined as the line between two or more obstacles that are combined in a series and counted as one obstacle) is not prohibited until the bell has rung to mark the official start of the trial. Riders are not allowed to do the following under penalty of disqualification:

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

The trial officially starts when the Judge rings the bell (or blows a whistle). Competitors have 60 seconds to salute the Judge outside the Start marker and cross the start line; riders who fail to comply with the time limit will be disqualified. **(5-point penalty for L1)** When the course is completed, the rider passes through the Finish marker and turns to face the Judge/President of the Jury for a final salute, marking the end of the trial. Failure to salute the Judge will result in a

5-point penalty for each occurrence. The rider must pass through the Start/Finish markers in the direction designated on the course map; failure to do so will result in disqualification unless corrected as described in section 6.7. **(5-point penalty L1)** Knocking over a Start or Finish marker will result in a 5-point penalty. The Start or Finish marker does not have to be reset by the rider.

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

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

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

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

L1 riders receive a 5-point penalty in lieu of disqualification for performance-related infractions (*see section 6.9*).

L1 and L2 riders may have a person read the EOH course obstacle order during a trial. The reader is limited to announcing the obstacle number and name once only. The reader may give no additional information; the Judge will penalize a competitor whose test reader adds additional verbiage (*see section 1.10, Outside Assistance*). The reader must be positioned outside the perimeter of the arena, not near the in/out gate.

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

Obstacles performed in an incorrect gait will receive a lower mark for that obstacle.

The compulsory gait between obstacles is trot for Introductory (L1) competitors, The compulsory gait between obstacles is canter for Novice A (L2) riders and above. **Exception:** L2 riders are not required to canter when handling the pole. An incorrect gait between obstacles will result in a lower score in the collective mark for Transitions/Navigation. **For Levels 1-3 horses should be using the correct bend/canter lead for the arc of travel. For Levels 4-6 horses are usually on the correct lead, but at times it is appropriate to use counter canter for correct technical approaches.**

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

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

- L1 riders will be handed the item, or will have the obstacle element reset for them, and be allowed to complete the obstacle.
- L2/L3 riders must dismount, reset/retrieve the item, remount, and continue to complete the obstacle, or may request permission to pass and receive a 0 score.
- L4 through L6 riders must dismount, reset/retrieve, remount, and complete the obstacle or be disqualified.

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

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

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

**In the event of a possible disqualification, the Judges must score the competitor's entire performance through completion of the trial, after which they will meet to make a decision.**

**Table 6-2 Chart of Obstacle Corrections**

Obstacles that if knocked down, the rider must dismount and reset. L1 riders do not dismount. It will be reset by arena crew.	Switch Cup, End Posts of Rounding Posts, Jug Stand
Obstacles that if dropped must be picked up. L1 Riders will be handed the item.	Cup, Jug, Rope Gate, Pole
Obstacles that if done incorrectly must be redone from the beginning.	Pen, Bridge
Obstacles that may be corrected without starting from the beginning/entry markers or may be re-started.	Remove Pole, Replace Pole, Rounding Posts, Sidepass Rails, Water, Switch Cup
Omission or incomplete execution of a circle or loop is an error and must be corrected or will be a DQ (-5 penalty for L1)	Figure 8, Drums, Double Slalom, Single Slalom.
Obstacles that adding a circle or loop to is a penalty not a DQ.	Figure 8, Drums, Double Slalom, Single Slalom. Pick up pole, Deposit Pole,
Obstacles that if knocked over is a lower score or a time penalty but do not have to be reset	Sidepass rails, Jump, Bell Corridor, Ring, Gate, Reinback "L", Slalom Poles

**Exception: If the pole does not remain in the barrel in the Replace Pole portion of the obstacle, or if the barrel is knocked over in the process, only that element has to be corrected, regardless of how it may be combined with other elements**

**Touching an obstacle with the 'wrong' hand is a DQ that cannot be corrected. Except for L1, 5 point penalty**

## 6.7 Course Errors

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

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

Course errors receive a lower mark for the obstacle. Course errors must be corrected before proceeding to the next obstacle. To correct a course error, the obstacle must be performed again in its entirety (including entry/exit markers if present) before passing through the entry markers of the next obstacle. This may require replacing an obstacle part (e.g., a cup) in its original position before restarting the obstacle. Uncorrected course errors will result in disqualification for L2-L6 riders, a 0 mark for the obstacle and a 5-point penalty for L1 riders.

If a rider goes the wrong way through the course Start/Finish marker, they may correct the error by going back through in the correct direction. The correction must be made before the first obstacle or the final salute to avoid disqualification (or 5-point penalty for L1). The mark for this error is reflected in the collective mark for **Transitions/Navigation**.

An error is considered made and subject to disqualification (L2-L6) or a 0 mark and 5-point penalty (L1) when a competitor:

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

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

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

**In the event of a possible disqualification, the Judge(s) must score the competitor's entire performance through completion of the trial.**

## 6.8 Scoring

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

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

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

- a. **Transitions/Navigation:** Crisp, accurate, uphill transitions between gaits. Transitions should be fluid, balanced, and soft, with minimal delay. Efficiency of course lines to obstacles; correct leads and bend. Prescribed gait between obstacles.
- b. **Gaits:** Rhythm, freedom, and regularity.
- c. **Impulsion:** Willingness to move forward; elasticity of steps; suppleness of the back; engagement of hindquarters.
- d. **Submission:** Willing cooperation, harmony, attention and confidence; acceptance of contact; straightness; lightness of the forehand; ease of the movement.
- e. **Rider:** Position and seat of the rider, correct use of aids, effectiveness of aids. Completeness, cleanliness, and appropriateness of horse, tack, and attire.

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

## 6.9 Penalties/Grounds for Disqualification *(see also Section 1.14.*

### Penalty

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

### Disqualification

- a. Failure to correct a course error before starting the next obstacle (L1: 0 mark for obstacle; 5-pt penalty)
- b. Bumping or touching an obstacle before the start of the trial (L1: 5-pt penalty) (exception for rider adjusting the pole if granted permission by Judge).
- c. Showing an obstacle to the horse in an overt manner (L1: 5-pt penalty).
- d. Crossing the line of an obstacle during the trial before it has been performed (unless specifically allowed on the course map) (L1: 5-pt penalty).
- e. Knocking down an obstacle or part thereof that has not yet been performed (L1: 5-pt penalty).
- f. Failure to correct passing through a course Start/Finish marker in the wrong direction before starting the first obstacle or the final salute (L1: 5-pt penalty).
- g. Not using the same working hand for every obstacle (L1: 0 mark for obstacle; 5-pt penalty).
- h. Going over or through an obstacle before the start of the trial or before it has been performed during the trial (L1: 5-pt penalty).
- i. L4 - L6: Three refusals to perform the same obstacle.
- j. L6 and riders using spade bits: Having two hands on the reins for longer than necessary to adjust the reins.
- k. L6: Stroking or touching the horse's neck in front of the rein hand three times.

In the event of a possible disqualification, the Judge(s) must score the competitor's entire performance through completion of the trial. After the final salute, the Judge(s) will notify the rider of any disqualification. The Judge(s) has the authority to end the trial at any time for safety or welfare concerns.

**Table 6-3. Summary of EOH Penalties and Disqualifications**

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



## SECTION 7. SPEED TRIAL

### 7.1 Objective

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

### 7.2 Arena

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

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

### 7.3 Course Design

Course design requirements for the Speed trial are the same as for EOH (*see Section 6.4*). It is permissible to use the same course as EOH for Speed. However, it is recommended that there are at least a few changes in the course between the trials. Speed Courses may not include the following: the Jug or the Reverse Figure 8.

A Rope Gate should be used rather than a Solid Gate in this trial. The Pen is performed in one circuit only; the rider may choose the direction unless it is specifically designated on the course map.

The course design must be kept confidential until it is made available to all competitors. A course is considered "set" when all the obstacles are placed in the competition arena and the course has been published. No competitor is allowed to ride or practice on a set course. A rider may be disqualified for riding a set course, a show may lose their license if they allow competitors to ride on a set course. If there is a clinic or obstacle practice available prior to a competition, no more than 50% of the obstacle course can be set.

### 7.4 Walking the Course

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

### 7.5 Trial Execution



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

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

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

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

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

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

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

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

Novice A (L2) riders may have a person read the Speed course obstacle order during the trial. The reader is limited to announcing the obstacle number and name once only. The reader may give no additional information; the Judge will penalize a competitor whose test reader adds additional verbiage (*see section 1.10, Outside Assistance*). The reader must be positioned outside the perimeter of the arena, not near the in/out gate.

## 7.6 Course Errors

Course errors as defined in Section 6.7 for the EOH trial apply to the Speed trial with the following exceptions:

- The rider is penalized by time taken to perform the obstacle again in its entirety.
- Going through the course Start or Finish marker in the wrong direction or the wrong sequence is a disqualification.
- **In Speed, the bridge may be crossed in any gait, however at least one hoof must land on the bridge. Jumping the bridge is not permitted, is considered a Course Error and must be corrected prior to starting the next obstacle or it will be a DQ.**

## 7.7 Scoring

Time starts when the horse's nose passes through the Start marker and ends when the horse's nose passes through the Finish marker. When timed with an electronic timer, a manual backup timekeeper must be present. Ideally, there will be a display screen associated with the electronic timer that can be seen by the Judge, the competitors, and the public.

If an electronic timer is not available, then two timekeepers are required: one to serve as the official timekeeper, and one to serve as backup. The Judge may serve as the official timekeeper. Backup time is only used if the official timekeeper's timer fails; the times are not averaged.

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

## 7.8 Obstacle Time Penalties/Bonus Time

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

### a. 5-second Penalties

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

### b. 10-second Penalties

- Knocking over or dislodging by horse or rider any part of any obstacle in the arena.
- Exiting the non-exit end of a corridor with all four feet.

### c. 30-second Penalties

- Failure to latch the gate to the proper portion of the obstacle. (This penalty is in effect when the rider has closed the gate but not to the proper latch device.)
  - Dropping and failing to replace part of an obstacle (L2/L3 only) (*see also paragraph d*).
  - After three refusals at an obstacle, with permission from the Judge (L2/L3 only).
- d. **Time Taken.** During the execution of an obstacle, if a competitor drops any obstacle item (e.g., cup, pole, etc.), the rider must dismount, retrieve the dropped item, remount, and continue on to complete the obstacle. **Exception:** if the gate is dropped, the rider can collect the gate without dismounting. If a competitor knocks over a part of the obstacle that is required to complete the obstacle, the rider must dismount, reset the obstacle element, remount, and continue on to complete the obstacle. There is no separate time penalty for this infraction, but time continues to accrue while the correction is made. Failure to retrieve/reset a dropped item is grounds for disqualification for riders L4 and higher. Novice (L2/L3) riders who fail to retrieve/reset a dropped item receive a 30-second penalty; they must acknowledge the dropped item to the Judge indicating that they will not dismount to retrieve it or be disqualified. The ring does not have to be retrieved if dropped. **Note:** There is no restriction on the use of hands when the rider is remounting while holding the dropped item; however, the item must be transferred to the working hand before the rider continues to complete the obstacle.

Spearing the ring and getting it correctly placed with the pole in the drum earns a 5-second bonus (time taken off total elapsed time). There is no penalty for missing/dropping the ring.

## 7.9 **Penalties/Grounds for Disqualification** (*see also Sections 1.14 and 6.9*)

### **Penalty**

- a. Failure to salute the Judge, each occurrence (5-second penalty).
- b. L2 - L5: Outside assistance, each occurrence (10-second penalty).

### **Disqualification**

- a. Going through the course Start or Finish marker in the wrong direction or in the wrong sequence.
- b. Three refusals at an individual obstacle. L2/L3 riders can take a 30-second penalty after three refusals, with permission from the Judge.
- c. Not riding the course in the sequential order.
- d. Uncorrected error in execution/route of an obstacle (e.g., not ringing the bell, moving the cup to an improper pole, etc.). See sections 6.7 and 7.6.
- e. Failure to enter/exit an obstacle through the markers.
- f. Crossing the line of an obstacle before it has been performed (unless specifically allowed on the course map).
- g. Knocking down an obstacle or part thereof that has not yet been performed.
- h. Failure to retrieve a dropped item and finish the requirements of the obstacle, except as noted in Section 7.8c and d.
- i. Passing the rope over the rider's head in the Gate obstacle.

- j. Failure to ride through water in the Water obstacle, e.g., jumping over the ditch without any of the horse’s hooves touching the water.
- k. L6: Stroking the horse or touching it on the neck in front of the rein hand three times.
- l. Using two hands on the reins for longer than necessary to adjust the reins (L6 and riders using a spade bit)
- m. Not using the same working hand for every obstacle.
- n. Outside assistance (L6)

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

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

**7.10 Safety Considerations**

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

## SECTION 8. CATTLE TRIAL

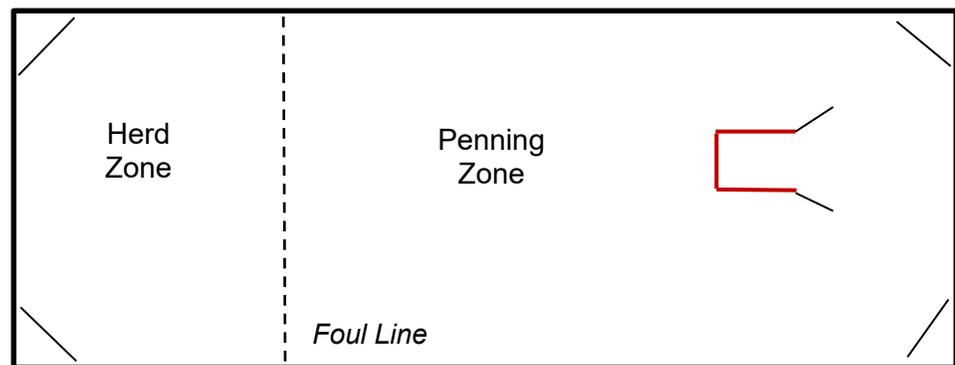
### 8.1 Objective

The Cattle trial tests the ability of a horse and rider to work cattle individually and with teammates. This is a team event: 3 to 4 riders work together to cut pre-selected cows from a herd one at a time in accordance with a pre-established order, and herd them into a holding pen separate from the rest of the herd. The objective is to demonstrate the abilities of cutting/herding/containing cattle efficiently and accurately. A show may also offer a Cattle trial for individuals that runs in the same manner, awarding individual placings. **Competitors entered in WAVE Senior, Junior and Young Rider Levels will follow the USAWE Rules in the Cattle Trial. L1 riders are not eligible to compete in the Cattle Trial.**

### 8.2 Arena

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

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



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

The official timekeeper is positioned with an unobstructed view of the foul line. A back-up timekeeper is positioned on the foul line, preferably at the opposite side of the arena. The Judge



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may serve as the official timekeeper. A flagger is positioned at the pen to signal when the correct cow is completely contained in the pen.

Show management reserves the right to add a rider experienced in cattle handling. If an experienced rider is used, this rider will either serve to settle the herd at the beginning of each rider's trial or the experienced rider will ride with every team and must perform equally on all teams.

The experienced rider may not be a competitor in the cattle trial.

A cattle trial team has the authority to request an experienced rider be excused from the ring if their horse is unruly, dangerous, or behaving inappropriately. The Technical Delegate or judge has the authority to excuse such a horse and rider from the cattle trial arena.

### 8.3 Cattle

The number of cattle at the competition should be at least 55 percent of the number of competitors, e.g., for 10 riders participating in the Cattle trial, a minimum of 6 head of cattle is required. Cattle may be worked twice in a trial but must be given the opportunity to rest between works. Cattle must be individually identifiable, being tagged or marked with a number, letter, and/or a color large enough to be easily identified by riders and Judges. All cattle must be marked; extra cattle may be used for re-rides when necessary. The Judge must have a list of the numbers/marks for each group to ensure the numbers called are correct and to be able to quickly call out re-ride numbers.

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

### 8.4 Trial Execution

At non-Championship Shows, the Cattle Trial may be held out of order.

- a. If teams are not predefined by team entries, show management will assign teams of 3 to 4 members each. Each team should be balanced with respect to experienced, intermediate, and novice riders. It is permissible to allow an experienced rider to be an unjudged member of all teams to assist in the quality of execution. All penalty rules regarding team member performance will still be in full force for the experienced rider.



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- b. Allow riders to compete as individuals. Two or three riders experienced in handling cattle are designated to support all competitors. Experienced riders perform the same job as team members and provide similar assistance to all competitors.

Show management determines the order of go.

Each team will enter and leave the arena at a walk.

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

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

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

When a rider completes their run, it is **their, and their team's** responsibility to herd the animal quietly back to the herd and settle the cattle together for the next rider unless an experienced rider has been provided.

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

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

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

## 8.5 Penalties

Penalty time is added to the elapsed time for each occurrence of the following infractions:

- a. Failure to salute the Judge: 5-second penalty.
- b. A herd cow crosses the foul line with all four feet: 10-second penalty.
- c. Team member's horse steps over the foul line into the herd zone with 1 or more feet: 10-second penalty.
- d. Outside assistance (L2 - L5): 10-second penalty.

## 8.6 Grounds for Disqualification (see also Section 1.13)

- a. The rider crosses the foul line before the Judge has given permission to proceed.
- b. A team member crosses the foul line, starting the clock before the rider does.
- c. Team member crosses into the herd zone and stays for more than 5 seconds.
- d. Time runs out after the selected cow is penned but there are herd cows in the penning zone and/or horses in the herd zone.
- e. L6 riders or anyone riding with a spade bit using two hands on the reins other than for a brief adjustment.
- f. Roughing. Includes but is not limited to:
  - Unnecessary or aggressive behavior toward horse, cattle, or herd holder;
  - Contact, running over, stepping on, or knocking down cattle while in pursuit by either rider or team riders.
  - Over-pursuit causing cattle to collide with holding pen panels, attempt to escape, or 'dog pile' in any opening.
  - Horses biting or kicking cattle.
- g. Intentional contact with cattle by hands, feet, ropes, bats, poles, garrocha, or any other equipment.
- h. Any signs of injury to or traces of blood on cattle caused by the rider.
- i. Endangering any other rider, horse, ground crew, or official.
- j. Any attempt to work cattle on foot.
- k. Outside assistance, L6.

## 8.7 Safety Considerations

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

## 8.8 Scoring

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

Failure to get the correct cow in the pen is a 0 score.

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

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

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

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

	+5	+10	DQ
Failure to salute Judge, each occurrence	√		
Herd cow crosses the foul line, each occurrence		√	
Team member's horse steps over the foul line into herd zone with 1 or more feet, each occurrence		√	
Outside assistance, each occurrence (L2 thru L5)		√	
Rider crosses the foul line before Judge has given permission to proceed			√
Team member crosses the foul line, starting the clock before the rider does			√
Team member crosses into the herd zone and stays for more than 5 seconds			√
The selected cow is penned and time runs out while there are herd cows in the penning zone.			√
The selected cow is penned and time runs out while there are horses in the herd zone.			√
Roughing			√
Intentional contact with cattle by hands, feet, or any equipment			√
Any signs of injury or traces of blood on cattle caused by the rider			√
Endangering any other rider, horse, ground crew, or official			√
Any attempt to work cattle on foot			√
Using two hands on the reins other than for a brief adjustment (L6 and riders using a spade bit)			√
Outside assistance (L6)			√



## 8.9 Protests and Re-rides

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

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

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

## 8.10 Show Management

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

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

Show management may allow competitors to work the cattle, under the supervision of the herd manager before the start of the cattle trial. If allowed, all cattle trial competitors must be informed of the opportunity (e.g., identified time on the show schedule or email communication to the show participants).