

**United States Rules**  
**for**  
**Working Equitation**

**Revision 1.2**

**27 May 2018**

# United States Rules for Working Equitation

## PREFACE

This document, United States Rules for Working Equitation, is the national rulebook for working equitation in the U.S. The most up-to-date version of this rulebook is maintained on the following websites:

[confederationwe.us](http://confederationwe.us)

[weunited.us](http://weunited.us)

In the event of discrepancy, the electronic version will take precedence over any printed version.

This document will be revised annually. Suggestions for modifications from WE groups, show officials, or individuals involved in the discipline are encouraged. A **Rule Change Proposal Form** is included as Appendix F. This form may be submitted to any member of the Rules Committee up until October 1<sup>st</sup> of any calendar year to enable adequate consideration of the proposed modification prior to the start of the following competition year on December 1. The form can also be submitted directly via the following link:

<https://goo.gl/forms/uD45vN0nnrmFF0WK2>

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## REVISION SUMMARY

Revision	Date	Summary of Change
0	1 Dec 2016	Original Issue
1	1 Dec 2017	
1.1	24 May 2018	<ul style="list-style-type: none"><li>• ii, Preface: New member added to Rules Committee.</li><li>• 3.3, 3.4: The Judge and/or TD must approve the release of results and scorecards prior to posting and release (originally located in 3.2)</li><li>• 4.8.2: Clarified computation of individual points.</li><li>• 4.8.5: New section on posting results (originally located in 3.2).</li><li>• 5.2, Dressage arena: clarified positioning of multiple members of a jury.</li><li>• 6.6, 7.5: Clarified successful completion of an obstacle.</li><li>• 7.8 and Table 7-1: Cleared discrepancies between text and table for Speed trial penalties and DQs.</li><li>• App C: Modified score sheets and Class Results Tally for ease of use.</li></ul>
1.2	27 May 2018	<ul style="list-style-type: none"><li>• App C: Corrected calculation on determining total points in EOH scoresheet.</li></ul>

# United States Rules for Working Equitation

## CONTENTS

<u>Section</u>		<u>Page</u>
<b>PART I. COMPETITION RULES</b>		
<b>1.</b>	<b>GENERAL RULES AND INFORMATION .....</b>	<b>1</b>
1.1	Introduction .....	1
1.2	WE Trials .....	1
1.3	Rider Divisions .....	2
1.4	Young Horse Division .....	2
1.5	Horse Requirements .....	3
1.6	Performance Levels .....	3
1.7	Entry Requirements .....	4
1.8	Advancement Requirements .....	4
1.9	Tack, Attire, and Equipment Allowances.....	6
	1.9.1 Tack and Attire .....	6
	1.9.2 Equipment Allowances .....	7
1.10	Outside Assistance .....	8
1.11	Use of Hands.....	8
1.12	General Grounds for Disqualification/Elimination .....	9
	1.12.1 Definition .....	9
	1.12.2 Disqualification .....	9
	1.12.3 Elimination .....	10
<b>PART II. COMPETITION ORGANIZATION/MANAGEMENT</b>		
<b>2.</b>	<b>COMPETITON LEVELS AND REGIONS .....</b>	<b>11</b>
2.1	Schooling Shows .....	11
2.2	B-Rated Shows .....	11
2.3	A-Rated Shows .....	11
2.4	Regional Championships .....	11
2.5	National Championships .....	12
<b>3.</b>	<b>OFFICIALS AND SHOW PERSONNEL .....</b>	<b>14</b>
3.1	Show Manager .....	14
3.2	Show Secretary .....	14
3.3	Judge .....	14
3.4	Technical Delegate .....	16
3.5	Riders .....	16
3.6	Trainers and Handlers .....	17
3.7	Veterinarian .....	17
3.8	Paddock and Gate Stewards .....	17
3.9	Scribe .....	18
3.10	Scorers .....	18

# United States Rules for Working Equitation

## CONTENTS (cont)

<u>Section</u>		<u>Page</u>
3.11	Course Designer .....	19
3.12	Ground Crew .....	19
3.13	Timers .....	19
3.14	Runners .....	19
3.15	Announcer .....	19
3.16	Safety Coordinator .....	19
3.17	Emergency Medical Personnel .....	20
3.18	Foul Line Judge .....	20
3.19	Farrier .....	20
3.20	Conflict of Interest Restrictions .....	20
<b>4.</b>	<b>GENERAL COMPETITION REQUIREMENTS .....</b>	<b>22</b>
4.1	Paddock Rules .....	22
4.2	Entry Order .....	22
4.3	Veterinary Inspection.....	23
4.4	Drug Testing .....	23
4.5	Evidence of Blood .....	23
4.6	Horse Welfare .....	24
4.7	Prizes .....	24
4.8	Scoring and Computing Points .....	24
4.8.1	Scoring.....	24
4.8.2	Computing Individual Points .....	25
4.8.3	Computing Team Points .....	26
4.8.4	Amendments to Judge’s Score Sheets and Non-Award of Points .....	26
4.8.5	Posting Results.....	27
4.9	Inquiries, Protests, and Appeals .....	27
4.9.1	Inquiries.....	27
4.9.2	Protests .....	27
4.9.3	Appeals .....	28
4.10	Disciplinary Dispositions and Fines .....	29
<b>PART III. THE TRIALS</b>		
<b>5.</b>	<b>DRESSAGE TRIAL .....</b>	<b>30</b>
5.1	Objective .....	30
5.2	Arena.....	30
5.3	Tests.....	31
5.4	Test Execution .....	31
5.5	Scoring .....	33
5.6	Penalties/Grounds for Disqualification .....	34

# United States Rules for Working Equitation

## CONTENTS (cont)

<u>Section</u>	<u>Page</u>
<b>6. EASE OF HANDLING (EOH) TRIAL .....</b>	<b>35</b>
6.1 Objective .....	35
6.2 Arena .....	35
6.3 Obstacles.....	35
6.4 Course Design.....	37
6.5 Walking the Course.....	37
6.6 Trial Execution .....	38
6.7 Scoring .....	39
6.8 Course Errors .....	40
6.9 Penalties/Grounds for Disqualification .....	40
<b>7. SPEED TRIAL .....</b>	<b>43</b>
7.1 Objective .....	43
7.2 Arena .....	43
7.3 Course Design .....	43
7.4 Walking the Course .....	43
7.5 Trial Execution .....	43
7.6 Scoring .....	44
7.7 Obstacle Time Penalties/Bonus Time .....	45
7.8 Penalties/Grounds for Disqualification .....	46
7.9 Safety Considerations .....	47
<b>8. COW TRIAL .....</b>	<b>48</b>
8.1 Objective .....	48
8.2 Arena .....	48
8.3 Trial Execution.....	49
8.4 Time Penalties .....	49
8.5 Scoring .....	49
8.6 Grounds for Disqualification .....	50
8.7 Safety Considerations .....	50
APPENDIX A. DRESSAGE TESTS .....	A-1
APPENDIX B. OBSTACLES .....	B-1
APPENDIX C. SCORE SHEETS .....	C-1
APPENDIX D. TACK AND ATTIRE FOR NATIONAL COMPETITIONS .....	D-1
APPENDIX E. FEI CODE OF CONDUCT FOR WELFARE OF THE HORSE .....	E-1
APPENDIX F. WE RULE CHANGE PROPOSAL FORM .....	F-1

# United States Rules for Working Equitation

## SUBJECT INDEX

<u>Subject</u>	<u>Section</u>
A-rated shows	2.3
Advanced level (L6)	1.6g
Advancement requirements	1.8
Announcer	3.15
Appeals	4.9.3
Arena, Cow trial	8.2
Arena, Dressage	5.2
Arena, Ease of Handling	6.2
Arena, Speed	7.2
Attire	1.9.1
B-rated shows	2.2
Blood, evidence of	4.5
Championship shows	2.4, 2.5
Children's level	1.6a
Computing points, individual	4.8.2
Computing points, team	4.8.3
Conflict of interest	3.20
Course design, Ease of Handling	6.4
Course design, Speed	7.3
Course Designer	3.11
Course errors, Ease of Handling	6.8
Course walk	6.5
Cow trial	1.2d, 8
Disciplinary dispositions and fines	4.10
Disqualifications, Cow trial	8.6
Disqualifications, Dressage	5.6
Disqualifications, Ease of Handling	6.9
Disqualifications, general	1.12.1a, 1.12.2
Disqualifications, Speed	7.8
Dressage tests	App A
Dressage trial	1.2a, 5
Drug testing	4.4
Ease of Handling trial	1.2b, 6
Eliminations	1.12.1b, 1.12.3
Emergency medical personnel	3.17
Entry order	4.2
Entry requirements	1.7
Equipment allowances	1.9.2
Farrier	3.19
FEI Code of Conduct for Horse Welfare	App E
Foul Line Judge	3.18
Gate Steward	3.8
Ground crew	3.12
Horse requirements	1.5
Horse welfare	4.6, App E
Inquiries	4.9.1

# United States Rules for Working Equitation

## SUBJECT INDEX (cont)

<u>Subject</u>	<u>Section</u>
Intermediate A level (L4)	1.6e
Intermediate B level (L5)	1.6f
Introductory level (L1)	1.6b
Judge	3.3
Masters level (L7)	1.6h
National championships	2.5
Novice A level (L2)	1.6c
Novice B level (L3)	1.6d
Obstacles	6.3, App B
Outside assistance	1.10
Paddock rules	4.1
Paddock Steward	3.8
Penalties, Dressage	5.6
Penalties, Ease of Handling	6.9
Penalties, Speed	7.7, 7.8
Performance levels	1.6
Posting results	4.8.5
Prizes	4.7
Protests	4.9.2
Regional championships	2.4
Rider divisions	1.3
Riders' rights and responsibilities	3.5
Rule Change Proposal form	App F
Runners	3.14
Safety considerations	7.9, 8.7
Safety Coordinator	3.16
Schooling shows	2.1
Score sheet amendments	4.8.4
Score sheets	App C
Scorers	3.10
Scoring	4.8
Scribe	3.9
Show Manager	3.1
Show Secretary	3.2
Speed trial	1.2c, 7
Tack and attire	1.9.1, App D
Technical Delegate	3.4
Time penalties	7.7, 8.4
Timers	3.13
Trainers and handlers	3.6
Trials	1.2
Use of hands	1.11
Veterinarian	3.7
Veterinary inspection	4.3
Young Horse division	1.4

# United States Rules for Working Equitation

## PART I. COMPETITION RULES

### SECTION 1. GENERAL RULES AND INFORMATION

#### 1.1 Introduction

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

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

#### 1.2 WE Trials

There are four trials that make up a Working Equitation competition. The first three (Dressage, Ease of Handling, and Speed) are the mandatory trials required for a complete Working Equitation competition. The fourth trial, Cow, is included when location and facilities allow for team competition.

- 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, rider, and presentation. Obstacles are numbered and are ridden in order. The goal of this trial is to negotiate the obstacles with accuracy, ease, and smoothness. Requirements for the Ease of Handling trial are presented in Section 6. The obstacles are described in Appendix B.
- c. Speed Trial. Obstacles are ridden at speed. The objective is to negotiate the course with no errors, in the correct order, as quickly and efficiently as possible. There are no gait restrictions unless enacted by show management for safety reasons due to weather conditions or footing. Individual scores are based on elapsed time through the obstacles plus time penalties and minus time bonuses as described in Section 7.
- d. Cow 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



## United States Rules for Working Equitation

team put it in a designated pen. This is a timed event, with time penalties for course errors. Requirements for the Cow trial are presented in Section 8.

### 1.3 Rider Divisions

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

- a. Youth – Open to riders 8 to 17 years of age, as of January 1 of the calendar year. This division may be further categorized as follows:
  - (1) Children – Riders 8 to 13. Riders in this subdivision use the Children’s Dressage trial.
  - (2) Junior – Riders 14 to 17. Riders in this subdivision may compete in all levels offered in the Youth Division.
- b. Amateur – Riders must be in compliance with USEF Rule GR1306. This division is not age restricted. A rider eligible for this division may also compete in the Open Division and Young Horse Division.
- c. Open – All riders.

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

### 1.4 Young Horse Division

Show management may opt to offer a division for young horses 4 or 5 years of age competing in their first year. The owner/rider must be able to validate that these criteria are met.

Horses in this division may only be shown in either the Introductory (L1) or Novice A/B (L2/L3) levels. A horse may compete in this division for one competition year only.

### 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. All horses entered must be serviceably sound; show no signs of lameness, discomfort, or pain; and be in good condition.
- c. A horse must be at least 4 years old at the beginning of the competition year to compete in the Children, Introductory (L1), and Novice A/B (L2/L3) levels.
- d. A horse must be at least 5 years old at the beginning of the competition year to compete in the Intermediate A/B (L4/L5) levels.
- e. A horse must be at least 6 years old at the beginning of the competition year to compete in the Advanced (L6) and Masters (L7) levels.

## United States Rules for Working Equitation

**Note:** In keeping with tradition in the United States, a horse is considered 1 year old on the first day of January following the actual date of foaling. Since the competition year begins on December 1, a horse may enter a competition during December for which it will reach the age of eligibility on the January 1 immediately following thereafter.

- f. Horses that have lost sight in one eye or have impaired vision are permitted to compete in all phases. Horses that have lost sight in both eyes are not allowed to compete in any phase.
- g. The President of the Jury may disqualify any horse, either before or during a competition, which they deem to be unsafe for competition.

### 1.6 Performance Levels

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

- a. Children. This level is limited to riders 8 to 13 years of age. There is a separate Dressage trial and EOH trial for this level. Walk and trot only. Rising or sitting trot is allowed. There is no Speed trial at this level.
- b. 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 at this level. Walk and trot are required in the Dressage and EOH trials (i.e., canter is not allowed). Rising or sitting trot is allowed. Trot is required between obstacles in EOH. Two hands may be used on the reins. May be offered for Youth, Amateur and Open Divisions, as well as Young Horse Division.
- c. 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.
- d. Level 3 - Novice B. Sitting trot is required in the Dressage trial. Canter is required on and 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.
- e. 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.

## United States Rules for Working Equitation

- f. 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.
- g. 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.
- h. Level 7 – Masters (International Level). Sitting trot is required in the Dressage trial. Changes at canter must be flying changes. One hand must be used on the reins. Offered for the Open Division only.

### Summary of Performance Level Requirements

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

### 1.7 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 (*see also Section 1.8d*).
- d. At B-rated shows, a horse may be ridden a maximum of twice with different riders; the riders must be in different divisions or levels. For A-rated shows, a horse may be entered twice in a competition only if ridden by two different riders, one of which is competing in the Junior or Children's division.

### 1.8 Advancement Requirements

- a. A rider will initially select the level he/she believes is the most appropriate for the horse/rider combination upon entering their first licensed competition of the season. This establishes the horse/rider combination performance level after which the following advancement requirements apply.

## United States Rules for Working Equitation

- b. A horse/rider combination may choose to self-advance to the next higher level. Once they have earned a combined Dressage/EOH score percentage of 62% at the higher level in three competitions under at least two different judges, they are established and registered at this level effective immediately upon earning the third qualifying percentage. Until earning the three qualifying scores, a horse/rider combination may elect to move back to the previous level.

**Note:** This parameter also applies to the horse/rider combination's initial performance level registration.

- c. In A- and B-rated shows as well as regional and national champion competitions (*see Section 2 for a definition of competition levels*), scores for Dressage and EOH trials are averaged together and awarded tracking points for that competition. Once a horse/rider combination has earned 30 points using the following formula, they are required to advance to the next higher level the following competition year:

- (1) 57.500% thru 59.999% = 1 point
- (2) 60.000% thru 62.499% = 2 points
- (3) 62.500% thru 64.999% = 3 points
- (4) 65.000% thru 67.499% = 4 points
- (5) 67.500% thru 69.999% = 6 points
- (6) 70.000% and above = 7 points

Points are only accrued if all trials are completed.

- d. Once a horse or rider has competed at a given level, that horse or rider may not compete at any lower level with the following exceptions:
  - (1) Riders may ride at a lower level with a horse that has not competed higher than that level.
  - (2) Horses may compete at a lower level with a rider that has not competed higher than that level.
  - (3) Horse/rider combinations that score 57.499% or less at their registered level in either Dressage or EOH at three competitions with at least two different judges may elect to move to the next lower level. They may do so immediately upon earning their third qualifying score.

## United States Rules for Working Equitation

### 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 entries at B-rated, A-rated, or regional championship shows (*see Section 2 for a definition of competition levels*). 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 the width of two fingers placed sideways.
- d. Any allowed bit can be used regardless of tradition or discipline. The following bits are not allowed:
  - Mechanical hackamores
  - Gag bits
  - Twisted or wire bits
  - Elevator bits
  - Combination bits
  - Shank bits that exceed 8.5 inches in shank length as measured from the top of the shank where it attaches to the headstall to the bottom where it attaches to the rein
  - Any bit with a port higher than 3.5 inches, including Spade bits
  - Any bit considered inhumane by the Judge.
- e. Riders must wear long pants, breeches, or riding skirt; a long- or short-sleeved shirt with collar; and a hat or helmet. No sleeveless shirts or tank tops are allowed. Additional attire such as jackets, vests, gloves, chinks, armitas, half chaps, and scarves are permissible.
- f. Riders must use footwear appropriate for showing in the tradition in which they are dressed. Heeled boots are the norm, although use of a different type of footwear that may be mandated by a specific tradition is acceptable.
- g. 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.
- h. Entries must use the same tack and attire in all trials. Changes in clothing are allowed provided the attire remains of the same tradition and style throughout the competition.
- i. 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.

## United States Rules for Working Equitation

- j. Braiding is optional.
- k. Numbers, if provided by show management, must be worn at all times when a horse is being exercised or ridden.

Tack and attire requirements for national and 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.
- b. Bell boots and protective boots are allowed for EOH, Speed, and Cow trials.
- c. Use of a whip (crop) is allowed in Children, Introductory (L1), Novice (L2/L3), and Intermediate (L4/L5) levels. The whip must not exceed 120 cm (47.2 in.) in length, including any lash. The whip does not have to be carried in all trials. The following is for Advanced (L6) and Masters (L7) levels only: Riders may only carry a whip if it is consistent with the tradition of the tack and attire utilized. The whip must be maintained in an upright position in the free hand, and not used as an aid to instruct the horse.
- d. Fly hoods (ear covers) are permitted for competition in order to protect horses from insects. The fly hoods should be discreet and should not cover the horse's eyes. After completion of the trial, the rider or his/her representative is responsible for removing the fly hood to present it to the Paddock Steward for inspection. The Paddock Steward will also visually inspect for earplugs.
- e. A nose net may be used if a veterinarian has diagnosed the horse with head shaking syndrome. A letter from the veterinarian must be included with the entry form.
- f. 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
- g. Electronic communications devices, headphones, earphones, electronic entertainment devices, etc. are prohibited in the competition arena. Use of such or similar equipment will result in elimination. Such devices may be used in the paddock.

## United States Rules for Working Equitation

### 1.10 Outside Assistance

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

*Exception:* Children, Introductory (L1), and Novice (L2/L3) competitors in the dressage trial may have a person positioned outside the arena to read the test aloud. Test readers are not allowed at any other level, or in any other trial of the competition.

Competitors are allowed to receive clarifications or guidance while in the warm-up area or after the trial has been completed.

### 1.11 Use of Hands

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

Competitors are free to use either hand to hold the reins, but may not, under penalty of disqualification, switch hands or use their other hand on the reins during the trial.

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

Competitors who ride one-handed (L4 and above) will be disqualified if they have two hands on the reins for longer than necessary to adjust the reins. This is a penalty for Children and L1 thru L3 riders (5-point penalty in Dressage and EOH, 5-second penalty in Speed). An adjustment to the reins must be a momentary action, with the free hand touching behind the rein hand.

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). Competitors will be disqualified for stroking/touching the horse in front of the rein hand three times.

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

## United States Rules for Working Equitation

### 1.12 General Grounds for Disqualification/Elimination

#### 1.12.1 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.

#### 1.12.2 Disqualification

- a. Entering the trial arena before the bell has rung or as directed by a Gate Steward.
- b. Taking more than 60 seconds to enter the enclosure after the Judge has rung the bell or the Gate Steward has directed the competitor to enter.
- c. Taking more than 60 seconds to start the trial after the bell has rung.
- d. Horse shows signs of blood on any part of its body caused by existing unhealed wounds (*Note 1, Note 2*).
- e. Horse shows signs of lameness, pain, or severe distress (*Note 1, Note 2*).
- f. Rider mistreats the horse (*Note 1*).
- g. Horse is unsafe (*Note 1*).
- h. Having two hands on the reins for longer than necessary to adjust the reins (L6, L7; L4 and L5 if riding one-handed). This is a penalty for Children and L1 thru L3 (*Section 1.11*).
- i. 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 (*Section 1.11*).
- j. Touching the horse with a whip or using the whip to provide any form of assistance (L6, L7). (*Note 3*)
- k. Outside assistance (L6, L7). May result in penalties or disqualification at Children level and L1 thru L5, depending on severity (*Section 1.10*).
- l. Use of illegal tack, attire, or equipment.
- m. Fall of horse or rider.
- n. Switching hands. When using one hand on the reins, the same hand must be used throughout. Children get a 0 for this infraction.
- o. Not using the same tack and/or attire throughout the competition. The same tack must be used in the same manner in all trials. This includes using the same rein(s) when using a Pelham or double bridle; e.g., riders may not "drop" reins for different trials. L6 and L7 competitors are not included in this restriction.
- p. Dismounting for any reason other than to pick up an obstacle.
- q. Gross disrespect or misconduct by an exhibitor (*Note 1*).



## United States Rules for Working Equitation

### 1.12.3 Elimination

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

*Note:*

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

# United States Rules for Working Equitation

## PART II. COMPETITION ORGANIZATION/MANAGEMENT

### SECTION 2. COMPETITION LEVELS AND REGIONS

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

#### 2.1 Schooling Shows

Schooling shows are intended to be low-pressure opportunities for riders and horses to gain experience, practice test and course riding, and get the feel of competition. They provide a valuable opportunity for competitors and judges to gain experience. Schooling shows are not governed or licensed by any U.S. national WE organization. Participation in them does not impact the advancement requirements defined in Section 1.8, and no points toward advancement are earned at schooling shows.

#### 2.2 B-Rated Shows

B-rated shows are the standard competition offered throughout the U.S. Scores earned in B-rated competitions result in points earned toward required advancement and to determine eligibility for national championship competitions. B-rated competitions may take place over one or more days. B-rated shows may award prize money.

#### 2.3 A-Rated Shows

An A-rated competition is intended to be a premier competition. Scores earned at A-rated competitions result in points earned toward required advancement and to determine eligibility for national championship competitions. A-rated competitions may take place over two or more days. A-rated shows may award prize money.

#### 2.4 Regional Championships

Regional championships may be held in any of the defined regions. Regional championships can be held no more frequently than once per year per region, but are not required to be held every year. Organizing associations designate the qualifying period.

To be eligible to compete in a regional championship, a horse and rider combination must have competed in at least one B-rated competition within the region within the qualifying period. At the qualifying competition, the combination must have competed in the level for which they are qualifying, have successfully completed all trials, and scored an average minimum of 58% in the Dressage and EOH trials. Show management may require additional qualification by either scores or accrued points.

Scores earned at regional championships result in points earned toward required advancement. Scores earned at regional championships are used to determine eligibility for national championship competitions. Regional championships may take place over two or more days. Prize money may be awarded.

## United States Rules for Working Equitation

Any horse and rider combination that has won a regional championship three times at a given level is not eligible to compete in subsequent regional championships at that level or below. Masters level riders are excluded from this restriction.

Regions are defined as follows:

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

### 2.5 National Championships

National championships can be held no more frequently than once per year, but are not required to be held every year. Organizing associations designate the qualifying period.

To be eligible to compete in a national championship, a horse and rider combination must have competed in at least one A-rated or one B-rated competition within the qualifying period for which the championship applies. At the qualifying competition, the combination must have competed in the level for which they are qualifying and have successfully completed all trials and scored an average minimum of 58% in the Dressage and Ease of Handling trials. Rider eligibility will be based upon the qualifying period designated by the national body for which the national championship applies, regardless of whether the championship competition is held after the end of the competition year. This also applies to age limitation of riders and horses. Only riders who have lived in the United States for a minimum of 6 consecutive months may compete in national championships.

Scores earned at national championship competitions result in points earned toward required advancement. National championships may take place over two or more days. Prize money may be awarded.

## **United States Rules for Working Equitation**

Any horse and rider combination that has won a national championship three times at a given level is not eligible to compete in subsequent national championships at that level or below. Masters level riders are excluded from this restriction.

## United States Rules for Working Equitation

### SECTION 3. OFFICIALS AND SHOW PERSONNEL

#### 3.1 Show Manager

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

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

#### 3.2 Show Secretary

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

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

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

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

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

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

#### 3.3 Judge

There may be more than one Judge for each trial; however, the same Judge(s) must be used for all trials for the level/division.

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.

## United States Rules for Working Equitation

Judges are rated as follows:

- Senior (S) Judge: May officiate at B-rated and A-rated competitions, regional championships, and national championships; may judge any level.
- Registered (R) Judge: May officiate at B-rated and A-rated competitions, and regional championships; may judge any level.
- Recorded (r) Judge: May officiate at B-rated competitions; may judge Children, Introductory, Novice, and Intermediate levels. Recorded Judges may judge A-rated competitions and upper levels (Advanced and Masters) if they are a part of a panel of three or more Judges that includes at least one S judge. Only one "r" Judge is allowed per panel.
- Learner (L) Judge: Organizers of schooling shows are encouraged to use L Judges to provide them the necessary experience to advance their training and credentials. L Judges may judge B-rated shows if they are part of a panel that includes at least one R or S Judge. No more than one L Judge is allowed per panel. The L Judge must have previously judged at least 50 rides in a panel setting before his/her scores can count toward competition placement. L Judge scores do not count toward year-end awards or lifetime achievement medals.

The same Judge or Jury must judge each class competing in all trials. The number of Judges required by type of show is as follows:

- B-rated competitions: One Judge is typical.
- A-rated competitions: One Judge is allowed, but multiple Judges up to a maximum of five are encouraged.
- Regional and national championships: A minimum of two and a maximum of five Judges are required

When two or three Judges officiate at a competition, the scores are averaged to determine the official score for the trial. If more than three Judges are present, the highest and lowest scores are dropped and the remaining scores are averaged to determine the official score.

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

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

A scribe will assist each Judge during the trials.

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

The Judge has the authority and responsibility to disqualify any competitor whose horse shows signs of blood anywhere (e.g., mouth, sides, legs). At the end of any trial, if the Veterinarian,

## United States Rules for Working Equitation

Technical Delegate, and/or the Paddock 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. (See Sections 3.11, 4.5.)

The Judge may authorize the Paddock Steward or Veterinarian to determine whether disqualification for evidence of blood is warranted. In those cases, the Paddock Steward (or Veterinarian) will raise a red flag to indicate that the horse has been disqualified.

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

### 3.4 Technical Delegate

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

The Judge may serve as the Technical Delegate at B-rated shows.

The Technical Delegate:

- Is responsible for the supervision and performance of the trials and ensuring compliance with the rules in collaboration with the Judge.
- Must have a full set of rules available at the competition.
- Will be present during all veterinary inspections.
- Controls the entries (registrations) of the horses, their respective identification, and other documents such as Coggins test results or vaccination records.
- Receives all complaints made by the competitors, ensures they are given to the Appeals Committee, and informs the competitors of Committee decisions.
- Is responsible, together with the Show Secretary, for the draw for order of go for the Dressage trial and the Cow trial.
- 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's duties are conducted outside the competition arena.

### 3.5 Riders

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

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

## **United States Rules for Working Equitation**

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

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

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

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

### **3.6 Trainers and Handlers**

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

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

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

### **3.7 Veterinarian**

A licensed Veterinarian is required at A-rated and championship competitions and recommended at B-rated competitions. If not present at the site of a B-rated competition, a Veterinarian must be on call.

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.

The Veterinarian is responsible for the veterinary inspection regulated under Sections 4.3 and 4.5. A Veterinarian may be called upon to perform the duties of the Paddock Steward.

### **3.8 Paddock and Gate Stewards**

A Paddock Steward and a Gate Steward are required at all A-rated and championship competitions. One person can perform the duties of Paddock Steward and Gate Steward at B-rated shows.



## United States Rules for Working Equitation

Paddock and Gate Stewards coordinate the competitors' entrance into the arena based on their entry order.

Paddock and Gate Stewards inspect each competitor before and after the trial, verifying that equipment, tack, and attire are correct in accordance with Rules requirements. Competitors with inappropriate equipment/attire will be given the opportunity to correct the deficiency and will be placed at the end of the scheduled ride order. Final authorization of the tack, attire, and condition of the horse is the duty of the Judge and/or Technical Delegate. The responsibility for correct attire and equipment rests with the competitor. Any bit inspection must be conducted using a new pair of disposable gloves for each horse. When communicable disease is a concern, the Technical Delegate must approve any deviations to established saddlery inspection protocol.

Paddock and Gate Stewards inspect the condition of the horse before and after every trial. If blood is detected on a horse, either before or after the competition, the Paddock Steward must inform the Judge and Technical Delegate immediately, or if authorized by the Judge in advance, personally disqualify the horse/rider combination. (*See Sections 3.4, 4.5.*)

Other duties include:

- Monitoring horses and riders in the paddock to ensure a safe warm-up environment.
- Controlling competitors' entry numbers.
- Ensure no coercive methods and/or abusive acts are used on the horses.

The Paddock 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.

Once the trials have ended, the Paddock Steward completes a report on the conduct of the show, specifically citing any issues that resulted in any disqualifications or eliminations that were issued. The Technical Delegate uses this input from the Paddock Steward to prepare the final report.

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

### **3.9 Scribe**

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

### **3.10 Scorers**

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

## United States Rules for Working Equitation

### 3.11 Course Designer

The Course Designer designs the courses for EOH and Speed trials in accordance with requirements defined in Sections 5 and 6. The Course Designer coordinates with the Show Manager in advance regarding the availability of obstacles. Approval of the design must be obtained from either the Technical Delegate (if the Technical Delegate is not the Course Designer) or the Judge prior to the start of the competition. The Judge may be the Course Designer. The course design must be kept confidential until it is made available to all competitors.

### 3.12 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 Children and Introductory (L1) riders who may have dropped items in the arena.

### 3.13 Timers

During the Speed trial, automatic timers are required at A-rated and championship competitions and are recommended at B-rated competitions. When timed with an electronic timer, a manual timer will be used as a backup but times will not be averaged. If automatic timers are not available, two individuals with timers/stop watches will track each entry's elapsed time. The average of the two times will be the official score when manual timers are used.

During the Cow trial, two individuals with timers/stop watches will track each rider's time taken to pen a designated cow. Times for each trial will be reported to the Scribe for entry on the score sheet.

### 3.14 Runners

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

### 3.15 Announcer

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

### 3.16 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.

## United States Rules for Working Equitation

### 3.17 Emergency Medical Personnel

Emergency Medical Personnel are recommended at all A-rated and championship competitions. An on-call number must be posted for B-rated competitions.

### 3.18 Foul Line Judge

In the Cow trial, a Judge is placed at the foul line with an unobstructed view of the entire line to identify riders and/or cattle that cross the line inappropriately.

### 3.19 Farrier

A Farrier is required to be onsite at A-rated and championship competitions, and recommended to be onsite at B-rated competitions. A Farrier must be on call if not onsite.

### 3.20 Conflict of Interest Restrictions

- a. Show Manager. The Show Manager may not compete in any show or above that he/she is managing.
- b. Judge. A Judge may not compete at any competition in which he/she 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 30 days of the competition. Conducting clinics or providing assistance in group activities, unless private instruction is given, is not considered instruction.
- 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 he/she is officiating.

A Technical Delegate may not officiate if 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.
- An employer or employee of the Technical Delegate.
- Anyone who has purchased a horse from or sold a horse to the Technical Delegate within 90 days of the competition.
- Anyone who has leased a horse to/from the Technical Delegate within 90 days of the competition.

## United States Rules for Working Equitation

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

- d. Veterinarian. The Veterinarian may not compete at a competition in which he/she is officiating.
- e. Paddock Steward. A Paddock Steward may not compete at a competition where he/she is officiating. More than one Paddock Steward may be required to ensure that no individual officiates when there is any conflict of interest with either horse or rider.
- f. Scribe. A Scribe may not compete at any A-rated or championship competition in which he/she has also scribed. For the 2018 competition year only, a Scribe may compete in B-rated shows; this rule will be rescinded in 2019.
- g. Course Designer. The Course Designer may not compete in any licensed competition for which he/she designed the course.
- h. Foul Line Judge. A Foul Line Judge may not compete at any competition in which they are judging. A horse owned or leased by the 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 30 days of the competition. Conducting clinics or providing assistance in group activities, unless private instruction is given, is not considered instruction.
- 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.

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

## United States Rules for Working Equitation

### 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. The Paddock Steward may require such a rider to wear an orange vest if safety considerations warrant the decision.

#### 4.2 Entry Order

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

For competitions where trials are held on different days, 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. Entry order may be the same in trials held on the same day.

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.

## United States Rules for Working Equitation

Ride times are not required to be included in the order of go. If the Show Secretary includes ride times, those have to be considered tentative. It is the rider's responsibility to know the entry order and monitor the progress of the trial to ensure they are ready at the gate when called. Competitors have 60 seconds to appear at the gate after being called or will be disqualified.

### **4.3 Veterinary Inspection**

At A-rated and championship competitions, the Veterinarian will inspect each horse upon arrival at the show grounds to evaluate its general condition and identification documents/vaccination records. Initial inspections may also be conducted at B-rated competitions. (*See Section 2 for a definition of competition levels.*)

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

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

### **4.4 Drug Testing**

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

### **4.5 Evidence of Blood**

The Judge has the authority and responsibility to disqualify any competitor whose horse shows signs of blood anywhere (e.g., mouth, sides, legs). Paddock and Gate Stewards 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 Paddock 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. (*See Sections 1.12.2, 1.12.3, 3.4, and 3.11.*)

## **United States Rules for Working Equitation**

### **4.6 Horse Welfare**

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

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

The FEI Code of Conduct for the Welfare of the Horse also applies; it is included in Appendix E.

### **4.7 Prizes**

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

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

### **4.8 Scoring and Computing Points**

#### **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 three Judges officiate at a competition, the scores are averaged to determine the official score for the trial. If more than three Judges officiate, the highest and lowest scores are dropped and the remaining scores are averaged to determine the official score. Half points are allowed.

## United States Rules for Working Equitation

Marks can generally be interpreted as follows:

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

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

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.

### 4.8.2 Computing Individual Points

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

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

The total number of points accrued by each competitor in each trial determines the overall placing for that level. To be considered for overall placing, competitors must have entered all trials for the level. A rider who has withdrawn or been disqualified from a trial may not place above a rider who has successfully completed all the trails.

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



## United States Rules for Working Equitation

disqualified from a trial may participate in the other trials and earn competition points in those trials.

Handling ties:

- a. 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.
- b. 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 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.

*Note:* For Dressage and EOH trials, in the case of five Judges on a jury where the high and low scores are not counted, the collective marks to break a tie will be the average of only those of the Judges whose marks counted for the score.

- c. Ties in the Speed trial are decided by the least number of time penalties. If these marks are equal, the entries will remain tied and each entry will be awarded the points associated with the placing for which they are tied.
- d. In the event of a tie for overall placement at a given level:
  - The competitor who earned the highest average of the combined Dressage and EOH score will be placed higher.
  - If there is still a tie, the competitor with the highest score in EOH will be placed higher.
  - If there is still a tie, the fastest time in the Speed trial will place higher.
  - In the case where competitors are tied with equal points and have equal disqualifications in Dressage and EOH, the fastest time in Speed will determine the winner.

### 4.8.3 Computing Team Points

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

### 4.8.4 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.

## United States Rules for Working Equitation

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

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

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

### **4.8.5 Posting Results**

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

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

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

### **4.9.1 Inquiries**

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

### **4.9.2 Protests**

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

The rider, a parent or guardian of a rider 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 the licensing organization. The fee will be refunded if the protest (or a subsequent appeal) is upheld.

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.

## United States Rules for Working Equitation

- 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. 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. Concerning mathematical or transcription errors, not later than 1 hour after the posting of the results. The posting of scores must be announced.

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

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

### 4.9.3 Appeals

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

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

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

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

Each licensing organization should identify individuals (e.g., credentialed judges, TD's, or experienced show personnel) to serve on an Appeals Committee. The Committee must be able to respond quickly to protests that are appealed.

## United States Rules for Working Equitation

### 4.10 Disciplinary Dispositions and Fines

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

# United States Rules for Working Equitation

## PART III. THE TRIALS

### SECTION 5. DRESSAGE TRIAL

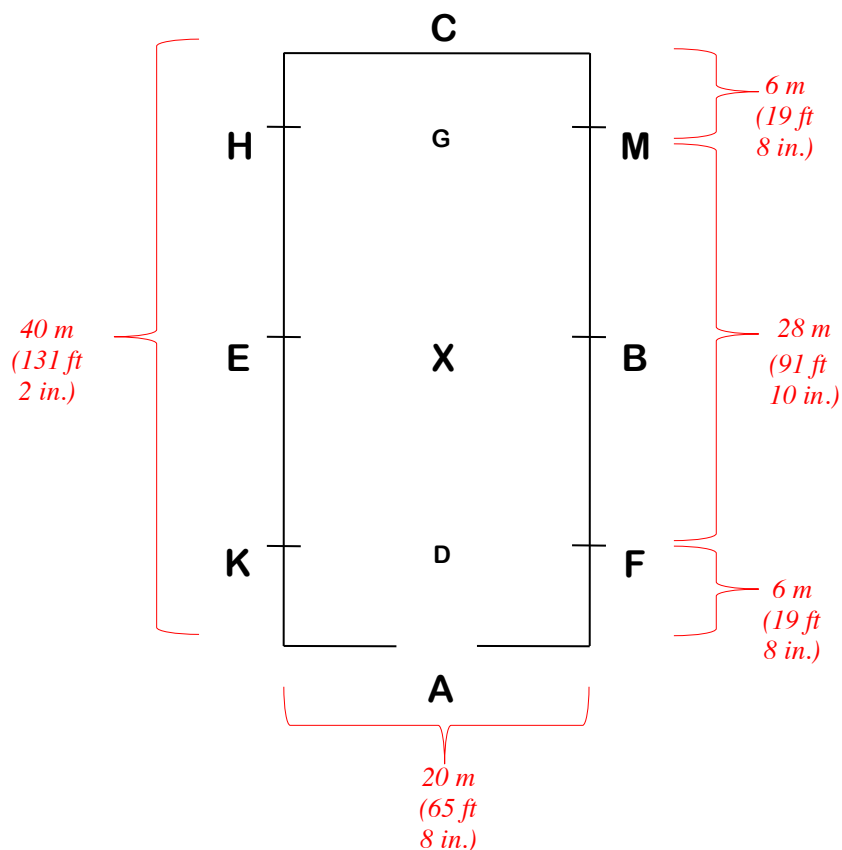
#### 5.1 Objective

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 equestrian purposes. It may be grass, sand, dirt, or a specialized surface provided that it is not too hard or slippery.



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

At A-rated and championship competitions, the arena must be marked by a fence 30- to 50-cm (1- to 1.6-ft) high. A fence is highly recommended for B-rated and schooling shows but is not

## United States Rules for Working Equitation

required. If a fence is not provided, corners of the arena must be marked at the actual corner and extend a minimum of 2 m along each side.

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

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

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

### 5.3 Tests

Dressage tests are included in Appendix A. A summary of the skills required for each level is provided in Table 5-1.

### 5.4 Trial Execution

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

The Technical Delegate and Show Secretary draw 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 permission to enter the arena. After the bell has been rung, the horse and rider must enter the arena within 60 seconds. The trial begins and ends with a salute to the Judge. Failure to salute the Judge will result in a 5-point penalty for each occurrence. The horse must remain immobile when saluting the Judge. Male riders doff their hat with the hand not holding the reins if riding one handed, or their right hand if riding with two hands. Women and anyone wearing protective headgear salute the Judge with a slight nod of the head and a sweep of the arm not controlling the reins, or the right arm if riding with two hands.

Children, Introductory (L1), and Novice (L2/L3) level riders may have a test reader positioned outside the arena near B or E to read the dressage test aloud. Test readers are not allowed for any other levels. Announcing the tests is limited to reading the movement as it is written once only. *Exception:* If the Judge sends a rider back to a letter due to a course error, the reader is allowed to repeat the movement one additional time. The caller may give no information other than what is included in the TEST/MOVEMENT column on the test.

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

## United States Rules for Working Equitation

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

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

## United States Rules for Working Equitation

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

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

Competitors using verbal cues are penalized 2 points for each occurrence.

The Masters (L7) trial has a time limit of 8 minutes. The trial is timed from when the rider halts to salute the jury upon entering the arena and ends at the time of the final salute. The President of the Jury will ring the bell twice to indicate the end of the time trial, after which the judges will not evaluate any more exercises.

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

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

### 5.5 Scoring

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

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



## United States Rules for Working Equitation

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

Collective marks are given for:

- a. Gaits: Correctness, freedom, and regularity.
- b. Impulsion: Willingness to move forward; elasticity of steps; suppleness of the back; engagement of the hindquarters.
- c. Submission: Willing cooperation; harmony, attention, and confidence; acceptance of contact; straightness, lightness of the forehand; ease of the movements.
- d. Rider: Position and seat of the rider; correct use and effectiveness of the aids.
- e. Presentation: Presentation, completeness and appropriateness of tack and attire.

When two or three Judges officiate at a competition, the scores are averaged to determine the official score for the trial. If more than three Judges are present, the highest and lowest scores are dropped and the remaining scores are averaged to determine the official score.

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

### 5.6 Penalties/ Grounds for Disqualification

#### Penalty

- a. Failure to salute the Judge (5-point penalty each occurrence).
- b. Use of voice (2-point penalty each occurrence).
- c. Outside assistance (10-point penalty each occurrence). Children thru L5.
- d. Course error (5-point penalty for each of the first two course errors).
- e. 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).
- f. Children and L1 thru L3 riders who ride one-handed: Using two hands on the reins for longer than necessary to adjust the reins (5-point penalty each occurrence).

#### Disqualification

- a. Overstepping any of the sides of the arena with 4 legs.
- b. Failure to advance for 15 seconds.
- c. Three course errors.
- d. Stroking or touching the horse's neck in front of the rein hand three times.

## United States Rules for Working Equitation

### 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 flat and free of stones or objects that could endanger the competitor or horse. Footing must not be hard or slippery.

The minimum distance required between successive obstacles on the course is 10 meters (30 ft).

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

Course entrance and exit markers will be set up inside the perimeter of the arena. Entrance/exits are approximately 3m (10 ft) wide.

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

#### 6.3 Obstacles

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

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

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

## United States Rules for Working Equitation

### Table 6-1. Obstacle Requirements Summary

*(see Appendix B for obstacle descriptions, execution, and assessment criteria)*

Obstacles	Children	L1 Intro	L2 Nov A	L3 Nov B	L4 Inter A	L5 Inter B	L6 Adv	L7 Masters
Minimum required	8	10	10	10	11	11	11	12
Gait btw obstacles	W or T	T	C	C	C	C	C	C
1. Wooden Bridge	W	W	W	W	W	W	W	W
2. Figure 8 between Drums	W or T	W or T	T	C, CT	C, SC	C, FC	C, FC	C, FC
3. Pen	W	W	W or T	W or T	W or C	W or C	C	C
4. Earthenware Jug								
5. Remove Pole from a Drum	W	W or T	T	C	C	C	C	C
6. Skewering Ring with a Pole	W	W or T	T	C	C	C	C	C
7. Placing a Pole in a Drum	W	W or T	T	C	C	C	C	C
8. Switching a Glass from One Pole to Another	W	W or T	T	C	C	C	C	C
9. Bell at End of Corridor	W	W	W or T	W or T	W or C	W or C	W or C	C
10. Backing Up in "L"			W or T	W or T	W or C	W or C	W or C	C
11. Rounding Several Posts or Obstacles			W or T	W or T	W or C	W or C	C	C
12. Slalom between Posts	T	T	T	C, CT	C, SC	C, FC	C, FC	C, FC
13. Slalom between Parallel Posts	T	T	T	C, CT	C, SC	C, FC	C, FC	C, FC
14. Gate	W	W	W	W	W	W	W	W
15. Jumping over Bales of Straw			T or C	C	C	C	C	C
16. Side Stepping over a Log(s)			W or T	W or T	W or C	W or C	W or C	W or C
17. Riding through a Water-filled Ditch			W	W	W	W	W	W
18. Bank			T or C	C	C	C	C	C
19. Drums	W or T	W or T	T	C, CT	C, SC	C, FC	C, FC	C, FC
<b>Additional Non-WAVE Obstacles</b>								
20. Move Sack	W	W	W or T	W or C	W or C	W or C		
21. Drag Item			W	W	W	W		
22. Varied Footing	W	W	W	W	W	W		
23. Herding Animals								

## United States Rules for Working Equitation

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.
5. Obstacles performed in an incorrect gait will result in a negative score.
6. Obstacles must be approached from the numbered side.

### 6.4 Course Design

A minimum of 8 obstacles are required in the Children's level, 10 obstacles for Introductory (L1) and Novice (L2/L3), 11 obstacles for Intermediate (L4/L5) and Advanced (L6), and 12 obstacles for the Masters level (L7). Some obstacles can be combined in a series and count as one obstacle (e.g., removing the pole from a drum, skewering a ring, and replacing the pole).

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

Obstacles will be numbered on the right, indicating the order in which they are to be encountered. The numbers indicate the direction of approach to the obstacle when no markers are present.

Some obstacles may be marked with red and white markers (e.g., flags, cones) to indicate proper direction through the obstacle (red markers on the right, white on the left). Some obstacles may have exit markers as well. The markers also indicate the transition to/from walk, if applicable to that obstacle.

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 no less than 2 hours prior to the class.

### 6.5 Walking the Course

Before the start of this trial, competitors at all levels may walk inside the riding arena to examine the obstacles during a prescribed course walk. 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 Technical Delegate may be on the course during the course walk. Judges may walk the course with the exhibitors and the course designer, if available, to answer any questions. Coaches/trainers may accompany riders; however, they may not ask any questions unless representing a Youth rider. It is recommended that show management offer a 15- to 30-minute

## United States Rules for Working Equitation

window for the course walk. The Judge or Technical Delegate will signal the arena's opening and closing.

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

No competitor may remain in the arena after the closing signal has been given. The classes will begin no less than 15 minutes later. 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.

### 6.6 Trial Execution

Competitors enter the course in accordance with the defined order of go (*refer to Section 4.2*). The Judge indicates the official start of each trial by ringing a bell. After the bell has been rung, competitors have 60 seconds to salute the Judge outside the entrance markers and cross the start line; competitors who fail to comply with the time limit will be disqualified. When the course is completed, the rider passes through the exit markers and turns to face the Judge for a final salute. Failure to salute the Judge will result in a 5-point penalty for each occurrence. The rider must pass through the entry/exit markers in the direction designated on the course map; failure to do so will result in disqualification.

The horse must face the Judge and remain immobile when saluting the Judge. Male riders doff their hat with the hand not holding the reins if riding one handed, or their right hand if riding with two hands. Women and anyone wearing protective headgear salute the Judge with a slight nod of the head and a sweep of the arm not controlling the reins, or the right arm if riding with two hands.

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

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

- Ride between the obstacle's entrance markers (if applicable) in the correct direction
- **Approach the obstacle from the numbered side if there is no entrance marker, e.g., picking up the lance in a drum. The approach must be close enough to execute from that direction even though the obstacle may be circled prior to execution.**
- Perform the technical movement required by the obstacle
- Exit the obstacle zone by the exit markers (if applicable).

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

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

Obstacles performed in an incorrect gait will receive a negative score for that obstacle.

## United States Rules for Working Equitation

The compulsory gait between obstacles is canter for Novice A (L2) riders and above; trotting between obstacles at these levels is penalized. For Introductory (L1) competitors, the compulsory gait between obstacles is trot. Children may walk or trot between obstacles. An incorrect gait between obstacles will result in a lower score in the collective mark for Transitions/Navigation.

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

### 6.7 Scoring

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

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

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

- a. Gaits: Correctness, freedom, and regularity.
- b. Impulsion: Willingness to move forward; elasticity of steps; suppleness of the back; engagement of the hindquarters.
- c. Submission: Willing cooperation, harmony, attention and confidence; acceptance of contact; straightness; lightness of the forehand; ease of the movements.
- d. Rider: Position and seat of the rider; correct use and effectiveness of the aids.
- e. Presentation: Completeness and appropriateness of the tack and attire.
- f. 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 for course lines. Prescribed gait between obstacles.

## United States Rules for Working Equitation

For similar quality of execution, the judge will reward the higher level of difficulty (e.g., performing an obstacle at canter rather than walk) for those obstacles in which a choice of gaits is possible.

### 6.8 Course Errors

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

- Starts to perform obstacle x+1 without having completed obstacle x;
- Approaches one of the obstacle's components without passing between the start flags (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 flags (if the obstacle has them);
- Refuses an obstacle (e.g., the horse stops, steps backwards, or circles before entering the obstacle). Children, Introductory (L1), and Novice A/B (L2/L3) riders are allowed three refusals; each refusal is penalized. 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.

Course errors will be penalized but may be remedied before passing through the entry approach flags of the next obstacle to avoid disqualification. An error is considered made and subject to disqualification when a competitor:

- 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 flags at the entry and exit point.

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

The course number marker is not considered to be part of the obstacle.

### 6.9 Penalties/Grounds for Disqualification (see also Section 1.12)

#### Penalty

- a. Failure to salute the Judge: 5-point penalty each occurrence.
- b. Use of voice: 2-point penalty each occurrence.
- c. Outside assistance: 10-point penalty each occurrence (Children, L1 thru L5)
- d. 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.
- f. Children and L1 thru L3 riders who ride one-handed: Using two hands on the reins for longer than necessary to adjust the reins (5-point penalty each occurrence).

## United States Rules for Working Equitation

### Disqualification

- a. Failure to correct a course error before starting the next obstacle.
- b. Three refusals to perform the same obstacle (for Intermediate A [L4] riders and above).
- c. Failure to advance for 15 seconds.
- d. Showing an obstacle to the horse in an overt manner.
- e. Crossing the line of an obstacle during the trial before it has been performed (unless specifically allowed on the course map).
- f. Knocking down an obstacle or part thereof that has not yet been performed.
- g. Outside assistance, L6 and L7.
- h. Stroking or touching the horse's neck in front of the rein hand three times.
- i. Failure to ride through the course entry/exit markers in the direction indicated on the course map.
- j. Riders L4 and above riding one-handed: Using two hands on the rein for longer than necessary to adjust the reins.



## United States Rules for Working Equitation

**Table 6-2. Summary of EOH Penalties and Disqualifications**

	<b>Children</b>	<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>	<b>L7 Masters</b>
Refusals	3 allowed; each is penalized. After 3, with approval from Judge, rider can move on. Score is 0 for obstacle.				2 allowed; each is penalized. 3 <sup>rd</sup> refusal is a DQ.			
Portion of obstacle is dropped (Jug, Glass, Pole) (does not include Ring)	Handed back to rider		Rider must dismount, retrieve, remount and replace. Failure is 0 for obstacle		Rider must dismount, retrieve, remount, and replace. Failure is DQ.			
0 score on 3 obstacles			Not allowed to compete in Speed trial					
Riders riding 1-handed: Using 2 hands on the reins for longer than necessary to adjust the reins	5-pt penalty each occurrence				DQ			
Outside assistance	10-pt penalty, each occurrence						DQ	
Use of voice	2-pt penalty, each occurrence							
Failure to salute the Judge	5-pt penalty, each occurrence							
Stroking/touching the horse in front of the rein hand (maximum twice)	5-pt penalty, each occurrence							
Failure to correct course error before starting next obstacle	DQ							
Failure to advance for 15 seconds	DQ							
Showing obstacle to horse in overt manner	DQ							
Crossing line of obstacle before performed	DQ							
Knocking down obstacle before performed	DQ							
Stroking/touching the horse in front of the rein hand three times	DQ							
Failure to ride through the entry/exit markers in the direction indicated on the course map	DQ							

# United States Rules for Working Equitation

## 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*). There must be entrance and exit markers within the boundary of the arena. Timekeepers (or automatic timers) are located at the entrance and exit markers.

### 7.3 Course Design

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

A minimum of 10 obstacles is required for Novice (L2/L3), 11 obstacles for Intermediate (L4/L5) and Advanced (L6), and 12 obstacles for the Masters level (L7). Some obstacles can be combined in a series and count as one obstacle (e.g., removing the pole from a drum, skewering a ring, and replacing the pole).

An obstacle may be used twice 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.

### 7.4 Walking the Course

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. The judge indicates the official start of each trial by ringing a bell. After the bell has been rung, competitors have 60 seconds to salute and begin the course. The competitor must salute the judge outside the entrance markers before entering the course. When the course is completed, the rider goes out through the exit markers and turns to face the Judge for a final salute.

The horse must remain immobile and facing the Judge when the rider salutes. Male riders doff their hat with the hand not holding the reins if riding one handed, or their right hand if riding with two hands. Women and anyone wearing protective headgear salute the Judge with a slight

## United States Rules for Working Equitation

nod of the head and a sweep of the arm not controlling the reins, or the right arm if riding with two hands.

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 entrance markers (if applicable) in the correct direction
- Approach the obstacle from the numbered side if there is no entrance marker, e.g., picking up the lance in a drum. The approach must be close enough to execute from that direction even though the obstacle may be circled prior to execution.
- Perform the technical movement required by the obstacle
- Exit the obstacle zone by the exit markers (if applicable).

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

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

### 7.6 Scoring

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

Time starts when the horse's nose passes through the entrance markers and ends when the horse's nose passes through the exit markers. A competitor's official time will be the average of all properly executed manual times. If there is a problem with the manual timers, the benefit of the doubt will go to the rider with the lesser of the times accepted as the official time. When timed with an electronic timer, a manual timer will be used as a backup but times will not be averaged. The electronic timer will be the official time unless defective; in that event the manual timer will be the official time. Ideally, there will be a display screen associated with the electronic timer that can be seen by the Judge, the competitors, and the public.

## United States Rules for Working Equitation

### 7.7 Obstacle Time Penalties/Bonus Time

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

a. 5-second Penalties

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

b. 10-second Penalties

- Knocking over or dislodging by horse or rider any part of any obstacle in the arena.
- Knocking over the drum and the pole stays in (does not have to be reset) in the **Place a Pole in a Drum** obstacle.

c. 30-second Penalties

- Failure to latch the gate to the proper portion of the obstacle. (This penalty is in effect when the rider has closed the gate but not to the proper latch device.)
- Dropping and failing to replace the gate. If the rider can collect the gate without dismounting, he/she can do so without penalty. Riders may also dismount, collect the rope, remount, and then complete the obstacle with no penalty.

- d. Time Taken. If a competitor drops any obstacle item (e.g., cup, pole, etc.) or knocks over a part of the obstacle that is required to complete its execution, the rider must dismount, retrieve/reset the item, remount, and continue on to complete the obstacle. There is no separate time penalty for this infraction but time continues to accrue while the correction is made. Failure to retrieve a dropped item is grounds for disqualification for riders L4 and higher. Novice (L2/L3) riders who fail to retrieve 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.

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

**Note:** Knocking over an obstacle number is not considered a penalty.

## United States Rules for Working Equitation

### 7.8 Penalties/Grounds for Disqualification (see also Section 1.12)

#### Penalty

- a. Failure to salute the Judge, **each occurrence** (10-second penalty).
- b. Outside assistance, **each occurrence** (10-second penalty) (L2 thru L5).
- c. L2 and L3 riders who ride one-handed: Using two hands on the rein for longer than necessary to adjust the reins (5-second penalty each occurrence).

#### Disqualification

- a. Passing through the entry/exit gate(s) after the rider has passed through the entry gate to begin timing of the trial but before all the obstacles in the trial have been executed.
- b. **Three refusals at an individual obstacle.**
- c. Failure to advance for 15 seconds.
- d. Not riding the course in the sequential order.
- e. Uncorrected mistake in execution/route of an obstacle (e.g., not ringing the bell, moving the cup to an improper pole, etc.).
- f. Failure to enter/exit an obstacle thru the markers.
- g. Crossing the line of an obstacle before it has been performed (unless specifically allowed on the course map).
- h. Knocking down an obstacle or part thereof that has not yet been performed.
- i. Failure to retrieve a dropped item and finish the requirements of the obstacle, except as noted regarding the **Gate** obstacle (*Section 7.7c and d*).
- j. Exiting the non-exit end of a corridor with all four feet, e.g., Corridor Bell, Backing up in "L", Rounding Poles.
- k. Failure to ride through the water-filled ditch. This includes jumping over the ditch without any of the horse's hooves touching the water.
- l. Stroking the horse or touching it on the neck in front of the rein hand three times.
- m. Failure to ride through the course entry/exit markers in the direction indicated on the course map.
- n. Riders L4 and above riding one-handed: Using two hands on the rein for longer than necessary to adjust the reins.

## United States Rules for Working Equitation

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

	-10	+5	+10	+30	DQ
Placing the tip end of the pole in the drum		√			
Skewering the ring with the butt end of the pole		√			
Any leg stepping over a side pass pole (each leg)		√			
Stroking/touching horse in front of rein hand (two times max)		√			
Using 2 hands on rein for longer than necessary (L2 /L3 only)		√			
Knocking over or dislodging any part of an obstacle			√		
Knocking over the drum and the pole stays in			√		
Failure to salute Judge (each occurrence)			√		
Outside assistance L2 thru L5 (each occurrence)			√		
Failure to latch gate in proper portion of obstacle				√	
Dropping and failing to replace gate				√	
Dropping and failing to replace part of an obstacle (L2/L3 only)				√	
Skewering the ring and getting it placed with pole in drum	√				
Outside assistance L6 and L7					√
Using 2 hands on the rein for longer than necessary (L4 thru L7)					√
Passing thru entry/exit gate before all obstacles are executed					√
Three refusals at an individual obstacle					√
Failure to advance after 15 seconds					√
Not riding the course in sequential order					√
Uncorrected mistake in execution/route of an obstacle					√
Failure to enter/exit thru the obstacle markers					√
Crossing the line of an obstacle before it was performed					√
Knocking down an obstacle or part of one not yet performed					√
Failure to retrieve a dropped item (L4 thru L7)					√
Exiting the non-exit end of a corridor					√
Failure to ride thru a water-filled ditch					√
Stroking/touching horse in front of the rein hand three times					√
Failure to ride through the course entry/exit markers in the direction indicated on the course map					√

### 7.9 Safety Considerations

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

# United States Rules for Working Equitation

## SECTION 8. COW TRIAL

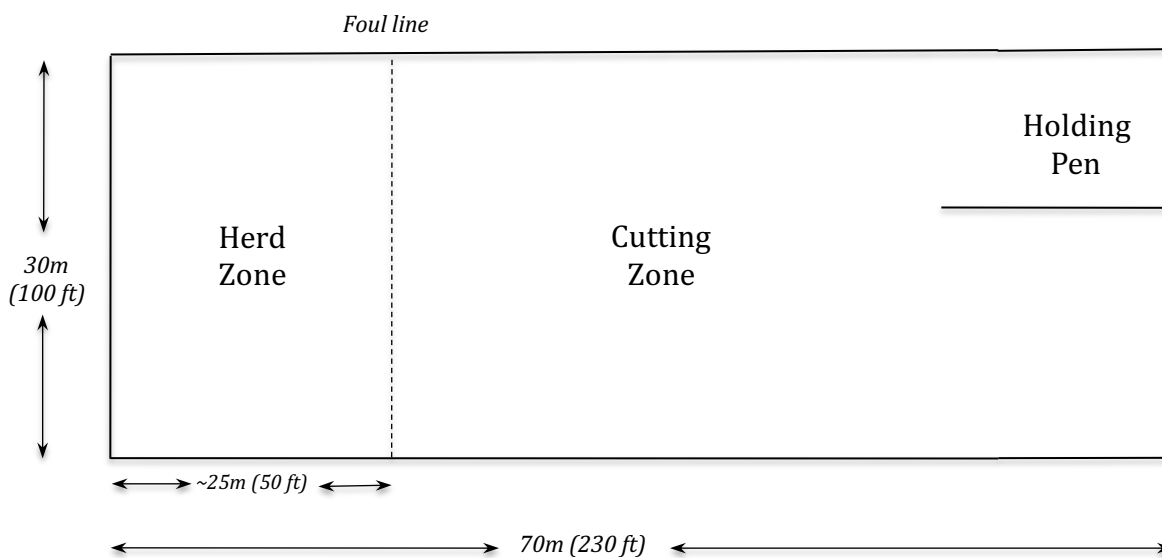
### 8.1 Objective

The Cow trial tests the ability of the horse and rider to work cattle individually and with teammates. The trial is performed with a team of 3 or 4 riders. The objective is for each rider to move an assigned cow from the herd and put it in a designated pen, and for the team to demonstrate teamwork by herding/containing cattle efficiently and accurately. This is a timed event.

### 8.2 Arena

A sample arena configuration is shown in the following diagram. The recommended minimum size is 70m x 30m (230 ft. x 100 ft.). (The minimum specified by WAVE is 80m x 30m.) It must have adequate, safe fencing to contain cattle. A holding pen is set up at one end of the arena. The exact size and position of the holding pen can vary; it can either be within the perimeter of the arena or set up as a separate pen. At the opposite end of the arena is the herd zone, where the cattle are held prior to the start of the trial. The size of the herd zone should be approximately 20 to 30 percent of the arena.

A foul line separates the herd zone from the cutting zone. A chalk line or markers at each side of the arena indicate the foul line.



The arena surface must 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.

The number of cattle in the herd must be more than the number to be cut by the team and should be consistent throughout the trial for all teams competing. Cattle should be individually marked with a number and/or a color. After the cattle are in the herd zone, a draw is conducted

## United States Rules for Working Equitation

to determine which cow each team member is required to cut. Another draw is then conducted to determine the order in which the team members cut the cattle.

In addition to the head Judge, a Foul Line Judge is placed with an unobstructed view of the foul line. All Judges must have walkie-talkies.

### 8.3 Trial Execution

Each team will enter and leave the arena at a walk; the riders may not be assisted through the gate by anyone on the ground. The team is expected to salute the judge upon entering the arena. Once the team is assembled in the cutting zone, the judge will ring a bell (or other audible signal) giving approval for the first rider to proceed. The team has 60 seconds to start the trial.

Each of the team members individually performs the task of separating the cow from the herd. The other members of the team may assist by maintaining the herd within the herd zone but may not cross foul line into the herd zone. As soon as the cow has been separated and herded into the sorting zone by the assigned rider, one or more of the other team members may assist the rider in herding the cow to the holding pen. Once the trial is completed, the cow is free to return to the herd and the team prepares for the next rider's trial.

Time starts when the rider crosses the foul line for the first time and stops when the selected cow is herded into the holding pen and all other cattle are in the herd zone. The time limit for separating a cow is 3 minutes. After this period has elapsed, the competitor is disqualified and no points are awarded to that rider.

### 8.4 Time Penalties

One course fault equals a 10-second penalty added to a team member's total elapsed time. Course faults will be assessed when:

- A cow other than the one being sorted oversteps the foul line (each occurrence).
- A team member, other than the one currently performing the trial, crosses the foul line into the herd zone before the cow is in the cutting zone (each occurrence).
- The team fails to salute the Judge at the beginning and end of the trial.

### 8.5 Scoring

Each rider is placed on the basis of time taken to perform the trial plus any penalty time assessed for faults incurred.

Only the points for the top three riders on the team are included in the team score.

Team placements will be based on the number of cattle penned (completed trials) and the time. Teams with the highest number of completed trials (most cattle penned) will be ranked from the lowest aggregate time to the highest. Subsequent placements based on the number of completed trials will use the same criteria.



## United States Rules for Working Equitation

### 8.6 Grounds for Disqualification *(see also Section 1.12)*

- a. Taking more than 60 seconds to begin a test once the Judge has given permission to proceed.
- b. Crossing the foul line before the Judge has given permission to proceed.
- c. Roughing: Includes but is not limited to unnecessary or aggressive contact; running over, stepping on, or knocking down cattle while in pursuit; causing cattle to collide with holding pen panels; or horses biting cattle. Any signs of injury or traces of blood caused by the rider will result in the competitor's disqualification.
- d. Endangering any other rider or horse.

### 8.7 Safety Considerations

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