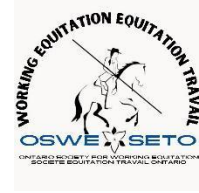


# ONTARIO SOCIETY FOR WORKING EQUITATION

## RULES 2023



### General Rules of Competition

#### **What is Working Equitation?**

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 (WAWE) governs the sport internationally and maintains a set of rules for international competition. Each country, however, has its own rules for domestic WE competitions.

OSWE rules are adapted to allow for the inclusion of a community of learners who may not have previous experience in the sport of Working Equitation. Our rules promote gaining schooling experience, and increase confidence without the high pressure of a rated show. If clarity is required - we will refer to the Canadian rules.

There are **four trials** that make up a Working Equitation competition.

**Dressage:** 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.

**Ease of Handling:** (EOH) Trial. Obstacles are to test the 'Workability of the horse and rider'. This phase is judged as a dressage test - with scores based on the movement necessary to complete the tasks. transitions/navigation, gaits, impulsion, submission, and rider/ presentation. Obstacles are numbered and are ridden in order.

**Speed:** This is a spectator favourite. The horse and rider complete the course and obstacles against the clock. It is not judged as dressage but only on completion of execution. **\*See charts for penalties and bonus**

**Cattle:** This phase is truly the ultimate test of maneuverability, obedience and handiness of horse and rider. Cattle trial is ridden as individuals in a team of 3 or 4. Scores can be recorded both individually and as a team. The individual rider cuts a cow from the herd and the team helps to pen.

Note: OSWE specific adaptations of the rules will be highlighted in this color.

## **Rider Divisions**

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

**Children:** Riders 7 to 11. As of January 1, of the calendar year.

**Youth:** Riders 12 to 17. As of January 1, of the calendar year.

**Amateur:** This division is not age restricted. A rider eligible for this division may also compete in the Open Division.

**Open:** All riders.

\*\* Children and Youth –division riders may compete in any level up through Level 6

## **Horse Divisions** (Show management discretion)

**Gaited Horse Division:** For gaited horses that use an intermediate gait instead of the trot. If a separate division is not designated, these horses may compete in any division with the intermediate gait substituted for the trot.

**In-Hand Division:** This is a new division created to assess the horse's foundation training. This is open to all horses of all ages. It will be judged according to the same criteria as the ridden divisions. This division competes only at L1 with the choice of walk or trot.

## **Eligibility:**

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

\* A horse will be considered 1 year old on the first day of January following the actual date of foaling.

## **Competition Levels**

**Level 1 – Intro:** *No Canter.* No Speed trial at this level. Rising or sitting trot is allowed. Trot is required between obstacles in EOH. Two hands may be used on the reins.

**Level 2 – Novice A:** Beginning their development in WE. Canter is required in the Dressage trial and between obstacles in EOH. Changes of lead are through the trot. Rising or sitting trot is allowed. Two hands may be used on the reins.

**Level 3 – Novice B:** Canter is required. *Changes of lead through the trot.*

**Level 4 – Intermediate A:** Sitting trot is required in the Dressage trial. *Simple changes of lead through the walk* Two hands may be used on the reins.

**Level 5 – Intermediate B:** Sitting trot. *Flying changes* are required. Two hands may be used on the reins.

**Level 6 – Advanced:** Sitting trot is required. *Flying changes* are required. **One hand** must be used on the reins. May be offered for Youth, Amateur and Open Divisions.

**Level 7 – Masters:** (International Level). Sitting trot. **Flying changes. One hand. Open Division only.**

\*See charts for breakdown of gaits required

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 or rising	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

Note: The rider can switch from sitting to posting trot throughout the test where allowed. Judge is to determine the effectiveness of their choice.

**Entry Requirements**

A horse-rider pair is considered ONE entry.  
A horse-rider entry can compete in only one level/division per show.

**Levels and Advancement**

The point of levels in Working Equitation is to develop the horse and rider competency and to move toward mastering riding technique. The developmental tests are used as measures to describe the team’s progression in training. The goal is to advance.

When a horse-rider team at any given level has earned an Average combined Dressage/EOH score percentage of 62% in three competitions under at least two different judges, they are established and registered at this level. Until earning the three qualifying scores, a horse/rider combination may elect to move back to the previous level.

Horse/rider combinations that score 57.499% or less at their registered level may elect to move to the next lower level at their next competition.

**Sharing horses**

A horse may be entered twice in a competition if ridden by two different riders and in different levels. Exception: Two youth can share the same horse if competing in Children or Introductory-L1.

**Membership**

Non-members will be allowed to compete at OSWE shows for a non-member fee.

## **Allowable Dress/Gear**

Responsibility for correct tack, attire, and equipment rests with the competitor. Tack must include a saddle, stirrups, and a bridle or bosal.

### **Bits and Bridles**

- Bitted bridles, bitless bridles, and side-pulls.
- Natural or authentic bosal hackamores are allowed.
- Cavesson/noseband - two fingers placed flat on the bridge of the nose.
- Curb chains and leather chin straps - ½" in width and lie flat against the jaws of the horse. Two fingers, placed flat, must fit between the chain/strap and jaw of horse.

### **Bits NOT Allowed**

- Mechanical hackamores
- Gag bits
- Twisted or wire bits
- Elevator bits
- Combination bits
- Shank bits that exceed 8.5 inches in shank length
- Any bit with a port higher than 3.5 inches, including Spade bits
- Any bit that falls outside this description - Judge discretion

## **Dress**

**Pants:** breeches, riding pants or riding skirt.

**Shirts:** a long- or short-sleeved shirt with collar.

**Helmets:** **Mandatory in ALL divisions Children – L6 inclusive.** ASTM/SEI-approved safety helmet.

**Footwear:** Heeled boots are required - providing the stirrup design does not allow the foot to pass through.

The attire should represent tradition or style of riding (English, Western, Spanish, Portuguese etc.) and cultural tradition. It should not be overly loud as to detract from the workability of the tests. This is a working horse competition. Jackets, vests, gloves, chinks, armitas, half chaps, full chaps and scarves are permissible.

\*All rules for tack and attire will be enforced in the warmup and competition rings.

\*Show numbers must be worn at all times on competition ground.

## **Gear Allowed**

**Hoof boots:** Boots used in lieu of shoes.

**Bell boots:** Protective boots are allowed for EOH, Speed, and Cattle trials.

**Crop:** Is allowed in Children, L1-L5 levels.

**Fly hoods:** The Paddock Steward will also visually inspect for earplugs.

**Nose net:** **\*A letter from the veterinarian must be included with the entry form.**

## **Gear Not Allowed**

- Tie downs
- Tongue ties
- Martingales
- Halters with lead rope
- Serrata's

- Bearing, side, draw, or balancing reins
- Blinkers
- Ear plugs/muffs
- Metal-core nosebands or hackamores
- Studded or spiked curb/chin straps
- Tail wraps
- Electronic communications devices, headphones, earphones, electronic entertainment devices,

## **Disqualification, Penalties and Eliminations**

**Disqualification (DQ):** is disqualification from the **trial or phase**. Entries disqualified from a trial can compete in the other trials/phases and are still eligible for awards.

\*\*\*FOR OSWE Schooling shows, if disqualification occurs due to a technical error, the competitor may continue and complete the course, provided the judge and TD feel that it is safe to continue, but no score will be given.

**Elimination:** means elimination from the entire competition. Entries eliminated from the competition are not eligible for any awards.

**Penalty:** means losing points

### **Disqualifications DQ**

- **\*\*Entering the trial arena before the bell has rung or as directed by a Paddock/Gate Steward**
- **\*\* Taking more than 60 seconds to start the trial after the bell has rung. If the competitor takes more than 60 seconds to go through the start gate, the competitor will be DQ but allowed to school the course without score provided that the team is safe (judges discretion)**
- Horse shows signs of blood on any part of its body caused by an existing unhealed wound or an injury in the arena
- Horse shows signs of lameness, pain, or severe distress (Judges discretion)
- Rider mistreats the horse (Judges discretion)
- Horse deemed unsafe (Judges discretion)
- **\*\*Two hands on the reins for longer than necessary to adjust the reins (L6-Advanced)**
- Excessive use of the spurs. (Judges discretion)
- Outside assistance (L6-L7)
- Use of illegal tack, attire, or equipment
- Fall of horse or rider during a trial
- Dismounting for any reason other than to pick up an obstacle
- Gross disrespect or misconduct by an exhibitor
- **\*\*Those issues highlighted may continue if judge DQ competitor during a test at an OSWE Schooling show**

### **Elimination (Judge, TD, Show Manager)**

- Horse has blood on any part of its body due to tack or rider abuse.
- Use/application of any substance to or into any horse that would alter or influence a horse's natural carriage, movement, or behavior.

\*There is no option for appeal in the case of Disqualification or Elimination for blood or lameness.

### **Deductions**

OSWE is a Schooling Shows organization. **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.**

### **Outside Influence**

- \*Begins when the rider enters the arena and ends after the final salute.
- Competitors may not receive any outside assistance during a trial.

Penalized at the Judge's discretion may include:

- 10-point penalties in Dressage and EOH
- 10-second penalties for Speed for *each occurrence*.

**Outside influence at the Advanced (L6) or Masters (L7) levels will result in disqualification.**

*\*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 in the competitions.*

### Summary of General Disqualifications and Eliminations

	Child	L1 Intro	L2 Nov A	L3 Nov B	L4 Int A	L5 Int B	L6 Adv	L7 Masters
Entering the trial arena before bell has rung or as directed by Paddock Steward	DQ							
Taking more than 60 seconds to start the trial after the bell has been rung.	DQ							
Horse shows signs of lameness, pain, or severe distress.	DQ							
Horse shows signs of blood on its body caused by existing unhealed wound or injury in the arena.	DQ							
Rider mistreats the horse	DQ							
Horse is unsafe	DQ							
Excessive use of whip or spurs	DQ							
Use of illegal tack, attire, equipment	DQ							
Fall of horse or rider in a trial	DQ							
Switching hands	DQ							
Dismounting for any reason other than to pick up an obstacle	DQ							
Gross disrespect or misconduct by an exhibitor	DQ							
Having two hands on the reins for longer than necessary to adjust the reins.							DQ	

	Child	L1 Intro	L2 Nov A	L3 Nov B	L4 Int A	L5 Int B	L6 Adv	L7 Masters
Stroking/touching the horse in front of the rein hand three times								DQ
Touching the horse with a whip or using the whip to provide any assistance								DQ
Outside assistance								DQ
Horse shows sign of blood anywhere caused by bridle, bit, spurs, or whip	Elimination							
Horse shows signs of blood anywhere from abuse or mistreatment	Elimination							
Use/application of foreign or caustic substance that alters the horse's natural carriage, movement, or behavior	Elimination							



## Show Personnel

### Show Manager

The Show Manager 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 may not compete in the show.

### Show Secretary

- Maintains records for the competition.
- Takes entries, verifies memberships and horse registrations, prepares class lists, and maintains competitor scores in the show database/record.
- Posts scores within 2 hours of trial completion. Participant score sheets will be available to the competitors no later than 2 hours of trial completion. (The originals will be available after awarding of the WE competition). **The Judge and/or the Technical Delegate must sign and approve the release of results and scorecards prior to posting and release.**
- Holds records 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.
- Provides information to the Show Announcer including designated music during Master's level Dressage trials.

The Show Secretary may compete in licensed shows with the following provisions:

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

### Judge (s)

There may be more than one Judge at competitions for each trial: 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.

Judges are rated as follows:

- Senior (S) Judge
- Intermediate (I) Judge
- Novice (N) judge
- **Learner (L) judge**

OSWE competitions: One Judge is typical. **For OSWE Schooling shows, 2 judges may be used – 1 for dressage and 1 for EOH (Judges MAY change duties during the show, but only after a dressage division is completed.**

OSWE Championships: a minimum of two Judges is required. When two or more Judges officiate at a competition, the scores are averaged to determine the official score for the trial. 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.

**The Judge has the authority and responsibility to disqualify any competitor whose horse has blood anywhere, a horse that is visibly unsound, or dangerous.** A Judge may not compete at any competition in which they are judging. A horse owned or leased by a Judge may not compete in any competition under that Judge.

### **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.
- 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 Cattle trial.
- Produces the final report (after the trials have ended) to be used as a basis for any clarifications.
- The Technical Delegate duties are conducted outside the competition arena, while riders are being judged.
- A Technical Delegate may not compete at any licensed competition where he/she is officiating.

### **Paddock / Gate Stewards**

- The Paddock Steward and Gate Steward duties.
- Monitor horses and riders in the paddock to ensure a safe warm-up environment.
- Control entry to the warm-up area to prevent overcrowding.
- Notify the Judge/President of the Jury, either directly or through the Technical Delegate, of any failure to comply with the Rules.
- Not, under any circumstances be held liable for any breach or omission committed by any competitor.
- A Paddock Steward may not officiate.

### **Gate Steward**

- Inspects each competitor before and after the trial, verifying that equipment, tack, and attire are in accordance with requirements.
- Inspects the condition of the horse before and after every trial - informs the Judge and Technical Delegate immediately.
- Gate Steward may not officiate during a class in which he/she is competing.

### **Scribe**

- Each Judge will have a Scribe.
- will document the Judge's scores and comments on the score sheet for each trial records times for the Speed and Cattle trials.

**Scorer**

Scorers tally individual score sheets and verify accuracy of final show results before awards are presented.

**Course Designer**

The Course Designer designs the courses for EOH and Speed trials in accordance with requirements.

**Ground Crew**

Replaces poles, rings, reset rails, etc., after each trial, 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.

**Timers** (Speed and Cattle trials)

At least two timers are required - an official and a back up. When timed with an electronic timer, a manual timer will be used as a back-up. The official time is record.

**Runners**

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

**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 Master's level.

**Safety Co-ordinator**

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.

**Emergency Medical Personnel**

Recommended at all competitions. If Emergency Medical Personnel are not on site, a person with a current First Aid Certificate (or higher) is required to be onsite during competition ride times for all trials.

**Farrier**

Farrier must be on call.

## **GENERAL COMPETITION RULES**

### **Paddock Rules**

The paddock is an area designated as a warm-up/cool down zone in which riders prepare their horses before/after entering the competition arena. 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 concerns. The competitor is liable for any disciplinary penalty.

### **Entry Order**

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, one day or more in advance, along with the draw for the first trial. The Show Secretary will maintain the entry order and adjust it as necessary for conflicts involving riders with several horses. Efforts will be made to accommodate competitors who compete with multiple horses. Show management should endeavor to provide as much time as possible between that competitor's entries but this is not guaranteed. Riders are responsible 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.**

### **Veterinary Inspection** (Championship competition)

Veterinarian will inspect each horse upon arrival at the show grounds to evaluate its general condition and identification documents/vaccination records.

### **Drug Testing**

No horse or pony may compete in any competition if it has been administered any banned substance as defined by EC.

### **Evidence of Blood**

The Judge has the authority and responsibility to disqualify/eliminate any competitor whose horse shows signs of blood anywhere.

### **Horse Welfare**

**OSWE will honour** EC rules regarding the welfare of the horse, as in EC Article A517 Ontario Society for Working Equitation will abide by this set of rules and agrees to ensure all horses are treated humanely, with dignity, respect, and compassion, at all times.

Cruelty or intentionally causing the horse to distress will be subject to elimination (Judges discretion.)

### **Prizes**

Show prizes must be included on show entry forms and/or a published prize list. Prize information must be clearly described in the prize list or entry form.

### **Scoring**

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

**Negative Score:** A mark of 4.5 or below in working equitation is called a negative score. It means the basic criteria for that movement has not been met, it does not mean a deduction of 4.5.

Marks can generally be interpreted as follows:

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

\*A mark of 4.5 or below in working equitation is called a negative score. It means the basic criteria for that movement has not been met, it does not mean a deduction of 4.5.

The winner of the Dressage trial for each class 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.

### Point Structure

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

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

1st place = N + 1

2nd place = N – 1

3rd place = N – 2

4th place = N – 3

etc. where N = the number of competitors entered in that class.

### Final Placement

#### Individual Competitors:

- The total number of points for each trial determines the overall placing for each class.
- Overall individual placings competitors must enter all trials for the class.

- Riders who have successfully completed fewer trials cannot place above riders who have successfully completed more trials.
- 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, ***however they are included in the number of competitors when computing the trial points.***
- Competitors who withdraw or are disqualified from a trial may participate in the other trials/tests and earn competition points in **those** trials.
- A horse/rider entry will be awarded only one final score per Show.

## How To Handle Ties

Competitors who remain tied after all **tie breakers** are applied, get the same placing and points, competitors scoring lower than the tie get placed as if there were no tie.

(For example: If two competitors are tied for 2nd place in a 6-horse class, they would each get 2nd place prizes and each be awarded 5 points. The next horse in line would be placed 4th with 3 points, as if the tie did not exist. There would be no 3rd place award or points. 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 both have 0's, the rider with more 0's will be placed lower. If the tie remains, the collective marks are used to break the tie. If these marks are equal, the entries remain tied, and each will be awarded the points associated with the placing for which they are tied. c. Ties in the Speed trial the competitor with the lowest accrued penalty/bonus time (in seconds) will be placed higher. If these marks are equal, the entries will remain tied, and each entry will be awarded the points associated with the placing for which they are tied. d. If a tie occurs in the Cattle trial (Team competition only), ties are decided by the lowest total time accrued by the top three riders on the team. If those marks are equal, the team with the least amount of penalty time will place higher. If there is still a tie, the entries will remain tied. e. In the event of a tie for overall placement in a given class: 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.

## Team scoring

- The number of points available is based on the total number of riders on all competing teams, e.g., 4 teams with 4 riders each would be a total of 16 points.
- Highest score would get 17 points, the second highest 15 points, etc.
- The point basis determined for the Dressage trial will remain the same for all subsequent trials. **A team's total point score is computed by adding the points for the team's top three riders in each of the trials.** The teams are ranked according to the total team points.
- Handling Ties In the event of a tie for final team placement:
  - The team with the highest average combined Dressage and EOH score will place higher.
  - If there is still a tie, the team with the fastest combined time in Speed will place higher.

## Results

- Results will be available on GIRA and/or posted at the show office.
- Competitor scores sheets will be available no later than 2 hours following a competition.
- The Judge and/or the Technical Delegate must approve the release of results and score sheets prior to posting and release.
- Show Organizers are to make every attempt to ensure notice of posting of results.

## Disagreements

- 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 an administration fee of \$100, made payable to [secretaryoswe@gmail.com](mailto:secretaryoswe@gmail.com)
- The fee will be refunded if the protest (or a subsequent appeal) is upheld.

### **Time limits:**

- Eligibility of a horse or competitor, not later than 1 hour before the start of the competition.
- Condition of the dressage arena, not later than 1 hour before the start of the trial.
- 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.
- Irregularities or incidents during the competition or scoring not later than 30 minutes after the publishing of the results of the relevant test.
- Transcription errors, not later than 1 hour after the posting of the results. The posting of scores must be announced.

### **The Protests Committee**

- Handles the protest.
  - 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 \$100 deposit will be refunded to the appellant.
  - If the protest is denied, the appellant will forfeit the \$100 deposit.
- The Technical Delegate documents the protest in the competition report, including the protest documentation submitted by the person filing the protest.**

### **Disagreements**

- 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 - 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.
- Competition results impacted by the appeal will be corrected.
- Awards and prizes will be corrected.

### **Disciplinary Action / 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.



## Phases of Competition

### Dressage

Working Equitation is a working horse sport. The Dressage test measures the horse's level of training and ability. Horses that are calm, supple, confident, responsive, and appear able to perform the duties of a working horse are rewarded. A big focus for the Working Equitation horse is maneuverability, and adjustability and that the horse does NOT show tension.

### **Arena**

Dressage tests are ridden in a 20X40m arena.

### **Execution**

Movements are performed in the order and arena location specified.

Masters (L7) test - movements are to be ridden in the order specified, but it is the rider's choice where in the arena they are accomplished.

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 when the horse/rider enters the dressage ring at 'A' and ends with a salute to the Judge.*

**Salute:** face the senior judge, horse must immobile, nod and drop one hand.

Children, L1-L3 level riders may have a test reader positioned outside the arena.

Trot: The trot may be performed rising or sitting for Children, L1-L3.

Sitting trot is required in all other levels.

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.

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					√	√	√	
Skill/Movement	Children	L1 Intro	L2 Nov A	L3 Nov B	L4 Inter A	L5 Inter B	L6 Adv	L7 Masters
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						√	√	√
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						√	√	√

### Errors

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.

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

### 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.

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	Poor Bad	Serious and/or multiple problems with basics of the movement and/or judging criteria.
2	Very Bad	
1		
0	Not executed	

A mark of 4.5 or below in working equitation is called a negative score. It means the basic criteria for that movement has not been met, it does not mean a deduction of 4.5.

### Collective marks

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

### Penalties

- Failure to salute the Judge (5-point penalty each occurrence).
- Use of voice (2-point penalty each occurrence).
- Outside assistance (10-point penalty each occurrence).
- Course error (5-point penalty for each of the first two course errors).

### Dressage Disqualification

- Overstepping any of the sides of the arena with 4 legs.
- Failure to advance for 20 seconds.
- Three course errors.

## Ease of Handling (EOH)

The ease of Handling phase tests the handiness of the horse and rider and how effective their dressage is based on the execution of required tasks (obstacles) It is scored based on Dressage criteria and ridden in the following gaits.

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	12	12
Gait btw obstacles	W or T	T	C	C	C	C	C	C
1. Bridge	W	W	W	W	W	W	W	W
2. Figure 8	W or T	W or T	T	C, CT	C, SC	C, FC	C, FC	C, FC
3. Pen	W	W	W	W	W or C	W or C	C	C
4. Jug								
5. Remove Pole	W or T	W or T	T	C	C	C	C	C
6. Spear Ring	W or T	W or T	T	C	C	C	C	C
7. Replace Pole	W or T	W or T	T	C	C	C	C	C
8. Switch Cup								
9. Bell Corridor	W	W	W or T	W or T	W or C	W or C	W or C	C
10. Rein-back "L"			W or T	W or T	W or C	W or C	W or C	C
11. Rounding Posts			W or T	W or T	W or C	W or C	C	C
12. Single Slalom	T	T	T	T	C, SC	C, FC	C, FC	C, FC
13. Double Slalom	T	T	T	T	C, SC	C, FC	C, FC	C, FC
14. Gate	W	W	W	W	W	W	W	W
15. Jump	W or T	W or T	T or C	C	C	C	C	C
16. Side-pass Rail			W	W	W	W	W or C	W or C
17. Water			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

## Designing Courses

- Children - 8 obstacles
- L1-L3 - 10 obstacles
- Intermediate L4/L5 -11 obstacles
- Advanced (L6) Master's level (L7) - 12 obstacles

*\*Obstacles can be combined in a series or separated and done in either direction to count as more than one incidence on a course.*

- A minimum distance of 10 meters (30 feet) is required for the line of travel between successive obstacles.
- Obstacles will be numbered on the right, indicating the order.
- The numbers indicate the direction of approach to the obstacle when no markers are present. Obstacle numbers are considered to be part of the obstacle.
- Obstacles such as the Jug, Remove Pole, Spear Ring, etc., must be positioned to enable access from either side to accommodate the rider's working hand.
- 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.
- Course markers are considered to be part of the 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.
- Course maps for OSWE shows will be available 3 days (72 hours) prior to the show and where available schooling will be encouraged prior to the show. Schooling the show will be determined by the host on a show-to-show basis but is highly encouraged.
- If the course is set up in advance of the trial, the arena must be secured so no horses can have access as of 8pm the night before the show.

### **Walking the Course**

- A course walk must be held prior to 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 Judge and Technical Delegate must be available during the course walk to answer questions.
- Coaches/trainers may accompany riders; however, they may not ask any questions unless representing a Youth rider.
- It is recommended that show management offer a 15–30-minute window for the course walk. The Judge or Technical Delegate will signal the arena's opening and closing.
- Competition appropriate attire is required for competitors entering the arena.
- 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.

### **Trial Phase Execution**

The course is considered 'live' once the horse enters the arena.

- The Judge indicates the official start of each trial by ringing a bell.
- Competitors have 60 seconds to salute the Judge and cross the start line.
- Competitors who fail to comply with the time limit will be disqualified.
- When there is more than one Judge, riders are required to face and salute the President of the Jury but may salute all Judges present.
- When the course is completed, the rider passes through the exit markers and turns to face the Judge/ President of the Jury for a final salute.
- The rider must pass through the entry/exit markers in the direction designated on the course map.

*Obstacle is successfully performed if:*

- Ridden between the obstacle's entrance markers (if applicable) in the correct direction.
- Approached facing the numbered side if there is no entrance marker.
- Perform the technical movement required by the obstacle.
- Exit the obstacle zone by the exit markers (if applicable).

\*\*\*Riders must perform the obstacles in the order designated on the course map. Course errors must be corrected before entering the next obstacle.

### Obstacle Errors

- Obstacles performed in an incorrect gait will receive a negative score (4.5) for that obstacle.
- **Knocking over any portion** of the obstacle will result in a negative score (4.5).
- Children / L1 will be handed the item and allowed to complete the obstacle or may request permission to pass and receive a 0 score.
- L2/L7 riders must dismount, reset/retrieve the part, remount, and continue to complete the obstacle or may request permission to pass and get a 0 score.
- The rider is not judged on the dismount and remount.

*\*There is no restriction on the use of hands when the rider is remounting while holding the dropped item; however, the item must be transferred to the working hand before the rider continues to complete the obstacle.*

- Hitting an obstacle number or course marker may result in a lower score (less than 4) at the discretion of the Judge.
- A refusal (e.g., the horse stops, steps backwards, or circles before entering the obstacle) will result in a negative score.
- Children, Introductory (L1), and Novice A/B (L2/L3) riders are allowed three refusals. If the third try is unsuccessful, the rider can, with the authorization of the Judge, move on to the next obstacle and a score of 0 is given for the obstacle not completed.
- A third refusal for Intermediate (L4) riders and above is a disqualification. The compulsory gait between obstacles is canter Novice A (L2) riders and above; trotting between obstacles at these levels is penalized in collective marks.

Riders who receive a 0 score on three obstacles in EOH **will not be allowed to compete in the Speed trial.** It will be scored as a disqualification for the Speed Trial.

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

A mark of 4.5 or below in working equitation is called a negative score. It means the basic criteria for that movement has not been met, it does not mean a deduction of 4.5.

## Scoring

The Judge uses a score sheet as shown in the table.

## Scoring Obstacles

Scored 0-10. When two or more Judges officiate at a competition, the scores are averaged to determine the official score for the trial. Half points are allowed.

## Collective marks for EOH

**Transitions/Navigation:** Crisp, accurate, uphill transitions between gaits. Effectiveness of lines to obstacles; correct leads and bend for course lines. Prescribed gait between obstacles.

**Gaits:** Correctness, freedom, and regularity.

**Impulsion:** Willingness to move forward; elasticity of steps; suppleness of the back; engagement of the hindquarters.

**Submission:** acceptance of contact; straightness; lightness of the forehand; ease of the movements.

**Rider and Presentation:** Position and seat; correct use and effectiveness of the aids. Completeness and appropriateness of the tack and attire.

## Ease of Handling Disqualification

- Crossing an obstacle line or markers before execution.
- Performing obstacles out of order.
- Failure to redo or fix an obstacle before entering the next consecutive obstacle.
- Starts to perform obstacle without having completed previous obstacle.
- Does not complete obstacle.
- When a rider falls.
- Does not pass between the obstacle's exit markers (if the obstacle has them).
- Course errors receive a negative score (4.5). An error is considered made and subject to disqualification when a competitor:
  - a. Begins to perform an obstacle without having first corrected the execution of the previous obstacle.
  - b. Begins to perform an obstacle without having performed the previous obstacle.
  - c. Fails to perform an obstacle completely, including passing through the flags at the entry and exit point.
- Showing an obstacle in an overt manner before the trial begins.
- Failure to advance for 20 seconds.

## \*\*\*\*Grounds for Elimination

- There is a sign of trauma, distress in the horse or rider.
- When the horse is deemed dangerous.

## Penalty points

- Failure to salute the Judge - 5-point penalty each occurrence.
- Outside assistance - 10-point penalty each occurrence (L2 through L5.)
- Over-Use of voice - 2-pt penalty, each occurrence.

### Summary of EOH Penalties and Disqualifications

	Children	L1 INTRO	L2 NOV A	L3 NOV B	L4 INT A	L5 INT B	L6 ADV	L7 MAST
Refusals	3 allowed; negative score. After 3, with approval from Judge, rider can move on. Score is 0 for obstacle.				2 allowed; negative score. 3 <sup>rd</sup> refusal is a DQ			
Portion of obstacle which is required to complete the obstacle is knocked over or dropped (Jug, Cup, Pole) Does not include Ring.	Negative Score							
	Obstacle part is reset, or handed back to rider, Or request permission to pass and receive 0.		Rider must dismount, reset, remount and complete the obstacle. Or request permission to pass and receive 0		Rider must dismount, retrieve, remount, replace and complete the obstacle. Failure is DQ.			
Knocking over any other portion of an obstacle, e.g., obstacle #, course marker	Negative Score							
Zero (0) score on 3 obstacles			Not allowed to compete in Speed trial.					
Riders riding 1-handed; using 2 hands on the reins excessively or for long than necessary to adjust the reins.							DQ	
Outside assistance	10-pt penalty, each occurrence						DQ	
Over-Use of voice	2-pt penalty, each occurrence							
Failure to salute the Judge	5-pt penalty, each occurrence							
L6/L7 Stroking/touching the horse in front of the rein hand (maximum twice)							5-pt penalty, each occurrence	
L6/L7 Stroking/touching the horse in front of the rein hand three times.							DQ	
Failure to correct course error before starting next obstacle.	DQ							
Rider Falls	DQ							
<a href="#">Failure to advance for 20 seconds</a>	DQ							
Showing obstacle to horse in an overt manner	DQ							
Crossing line of obstacle at any time before performed	DQ							
Knocking down obstacle before performed	DQ							



	Children	L1 INTRO	L2 NOV A	L3 NOV B	L4 INT A	L5 INT B	L6 ADV	L7 MAST
Failure to ride through the entry/exit markers in the direction indicated on the course map.	DQ							
<p>Even if there is a possible disqualification, the judge(s) must score the whole of a competitor's performance in a trial, up to completion. After the final salute, the judge will notify the rider of any disqualification. The judge has the authority to end the trial at any time for safety or welfare concerns.</p>								

## **SPEED PHASE**

- The Speed trial is judged solely on the time taken to complete the course. Penalties will be issued as added time. The obstacles are executed as quickly as possible, and not judged as dressage. Focus is the rider's coordination of aids and the horse's submission, speed, and attention.
- Timekeepers (or automatic timers) are located in line with the entrance and exit markers.
- Course entrance and exit markers will be set up inside the perimeter of the arena.
- A mounting block should be provided.

### **Speed Course**

- The competitor is given a bell and 60 seconds to salute the judge.
- Time begins when the team crosses the entrance.
- Time ends when team crosses the finish.
- The speed course uses the same obstacles as the EOH trial with the following exceptions:
  - A rope gate must be used.
  - There is no jug.
  - The Livestock pen is ridden only one circle.

### **Time Penalties**

Obstacle Time penalties are accrued as follows:

#### **5-second Penalties**

- Placing the tip end of the pole in the drum.
- Spearing the ring with the butt end of the pole.
- Any leg stepping over a side pass rail.

#### **10-second Penalties**

- Failure to salute Judge
- Knocking over or dislodging by horse or rider any part of any obstacle in the arena.
- Knocking over drum and pole stays in.
- Outside assistance (L2 thru L5).

#### **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 or failing to replace the gate.
- Dropping and failing to replace part of an obstacle.

**Bonus - 10 seconds**

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

**Speed Phase Disqualification**

- 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.
- Three refusals at an individual obstacle. L2/L3 riders can take a 30-second penalty after three refusals, with permission from the Judge.
- Failure to advance for 20 seconds.
- Not riding the course in the sequential order.
- Uncorrected mistake in execution/route of an obstacle (e.g., not ringing the bell, moving the cup to an improper pole, etc.).
- Failure to enter/exit an obstacle thru the markers.
- Crossing the line of an obstacle at any time before it has been performed (unless specifically allowed on the course map).
- Knocking down an obstacle or part thereof that has not yet been performed.
- Failure to retrieve a dropped item and finish the requirements of the obstacle, except as noted regarding the Gate obstacle.
- Exiting the non-exit end of a corridor with all four feet, e.g., Corridor Bell, Backing-up in “L”, Rounding Poles.
- Failure to ride through the water-filled ditch. This includes jumping over the ditch without any of the horse’s hooves touching the water.
- L6/L7 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.
- Rider Falls

**Speed table added or subtracted time In minutes**

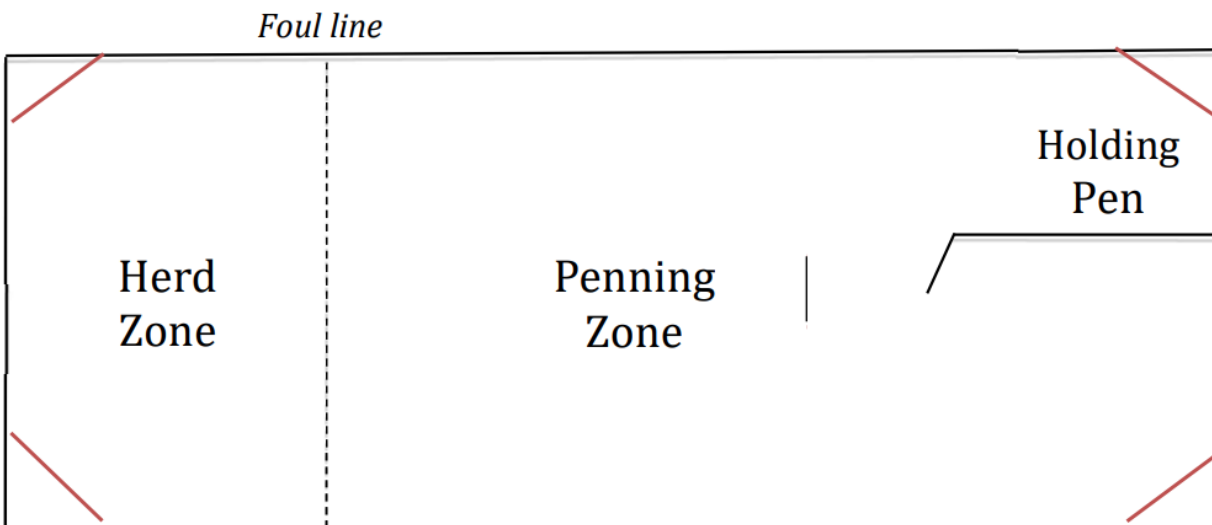
	- 10	+5	+10	+30	DQ
Placing the tip end of the pole in the drum		√			
Spearing the ring with the butt end of the pole		√			
Any leg stepping over a side pass rail (each leg)		√			
Stroking/touching horse in front of rein hand (2 times max) L6/L7		√			
Knocking over or dislodging any part of an obstacle			√		
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				√	
	- 10	+5	+10	+30	DQ

Dropping or failing to replace gate				√	
Dropping and failing to replace part of an obstacle (L2/L3 only)				√	
After three refusals with permission of Judge (L2/L3)				√	
Spearing 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 (L6-L7)					√
Passing thru entry/exit gate before all obstacles are executed					√
Three refusals at an individual obstacle - all levels					√
Failure to advance after 20 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 at any time before it was performed					√
Knocking down an obstacle or part of one not yet performed					√
Failure to retrieve a dropped item (L4 -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 (L6/L7)					√
Failure to ride through the course entry/exit markers in the direction indicated on the course map.					√
Rider Falls					√

The judge has the authority to end the trial at any time for safety or welfare concerns.

**Team Herd TRIAL** (OSWE will offer cattle trials in Zone Championship shows only)

- The Cattle phase will be guided by ethics and no overstressing of livestock will be permitted. It is a speed event; however, every effort must be taken not to run or stress the cows. No touching of the cow is permitted.
- The Cattle phase open only to L3-and above.
- The Cattle trial is the ultimate test of the Working horse and rider. It is judged individually and as a team (3 or 4 riders working together) Riders cut pre-selected cattle from a herd one at a time in accordance with a pre-established order defined by the jury (one per rider) and herd them into a holding pen.
- Recommended minimum size is 70m x 30m (230 ft. x 100 ft.).
- A start/foul line separates the HERD ZONE where the herd is settled from the PENNING zone where a holding pen is located.
- A holding pen is set up at one end of the arena, away from the herd zone.
- A minimum of 2 times will time the trial.



**Cattle**

- The number of cattle for the herd is six minimum.
- Cattle must be individually identifiable, being tagged or marked with a number/letter.
- All cattle must be marked.
- After the cattle are in the herd zone, a draw is conducted to determine which cow each rider is required to cut.
- Cattle must be worked ethically - no undue stress.

**Trial Procedure /Execution**

- Individuals are responsible for creating their own team.
- The team consists of an individual rider and 2-3 helpers.
- Individuals will be scored/test.
- Teams are the collective individual scores.
- Each team should be balanced with respect to experienced, intermediate, and novice riders.

- It is permissible to allow a professional/experienced rider to be an unjudged member of all teams to assist in the quality of execution.
- The professional must perform equally on all teams.
- All penalty rules regarding team member performance will still be in full force for the professional assistant.
- Show management determines the order of go.
- 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.
- Judge indicates the official start of each test by ringing a bell (or blowing a whistle).
- **The individual rider** is given their cow number immediately after the bell.
- The rider has 60 seconds to salute the Judge and cross the start/foul line (the salute must occur outside the foul line).
- The Rider will cut one animal from the herd and move it to the holding pen.
- The rider has 3 minutes (180 seconds) to complete the test.
- Time will start 60 seconds after the Judge has rung the bell or when the rider's horse's nose passes over the foul line.
- Time stops when the selected cow is fully herded into the holding pen, all other cattle are in the herd zone, and all horses are in the penning zone, or when the 3-minute time period is up.

*\*It is recommended that riders be given an audible signal when 30 seconds of time is remaining.*

- Individual riders' cuts cow.
- Team members assist **\*outside the foul line** by
  - maintaining the remaining cattle in the herd zone.
  - helping to pen the cow.
  - helping return cows that have escaped the foul line (all 4 feet).

**Contact with cattle by hands, feet, ropes, bats, poles, garrocha, or any other equipment will result in a **disqualification**.**

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

An individual rider may resign from the test and receive "no time score", and it is marked as a withdrawal.

### **Penalties**

- Penalty time (10 seconds each occurrence) is added to the elapsed time for:
  - Cowl crosses the foul line. (4hooves)
  - Team member's horse crosses into the herd zone. (4 hooves)
  - The rider crosses the foul line before the Judge has given permission to proceed.
  - A team member crosses the foul line, starting the clock before the rider does.

### **Cattle Disqualification**

Roughing. Includes but is not limited to:

- Unnecessary or aggressive behavior toward horse, cattle, or herd holder.

- Contact, running over, stepping on, or knocking down cattle while in pursuit, by either rider or team riders.
- Causing cattle to collide with holding pen panels, attempt to escape, or 'dog pile' in any opening.
- Horses biting or kicking cattle.
- Contact with cattle by hands, feet, ropes, bats, poles, garrocha or any other equipment.
- Any signs of injury or traces of blood caused by the rider.
- Endangering any other rider, horse, ground crew, or official.
- Any attempt to work cattle on foot.
- Rider Falls.

\*\*Judge may DQ any individual that he/she deems a danger to themselves, others or livestock.

### Cow Trial Scoring

The trial is scored by the time taken to perform the test plus any time penalties.

Failure to get the correct animal in the pen is a 0 score. If the correct cow is in the pen and there are any other cattle in the penning area (on the wrong side of the foul line) at the time the clock stops, the rider will be disqualified.

**Individuals** - according to their final time score, lowest to highest. Points are assigned based on the number of competitors.

**Team** - placement is determined based on the total points of the top three (3) riders earned by each team.

	+10	DQ
Failure to salute Judge, each occurrence	√	
Herd cow crosses the foul line, each occurrence	√	
Team member's horse steps over the foul line into herd zone with all four feet, each occurrence	√	
Outside assistance, each occurrence	√	
Rider crosses the foul line, starting the clock before the rider does		√
Team member crosses the foul line, starting the clock before the rider does		√
Team member's horse crosses into the herd zone and remains longer than 5 seconds		√
Herd cows in the penning zone when the selected cow is penned, and the clock stops		√
Roughing		√
Contact with cattle by hands, feet, or any equipment		√
Any signs of injury or traces of blood caused by the rider		√

Endangering any other rider, horse, ground crew or official		√
Any attempt to work cattle on foot		√
Rider Falls		√

**Ties**

Are decided by the lowest total net time accrued by the top three riders on the team. If those marks are equal, the team with the least amount of penalty time will place higher. If there is still a tie, the entries will remain tied.