

ONTARIO SOCIETY FOR WORKING EQUITATION EASE OF HANDLING RULES 2023

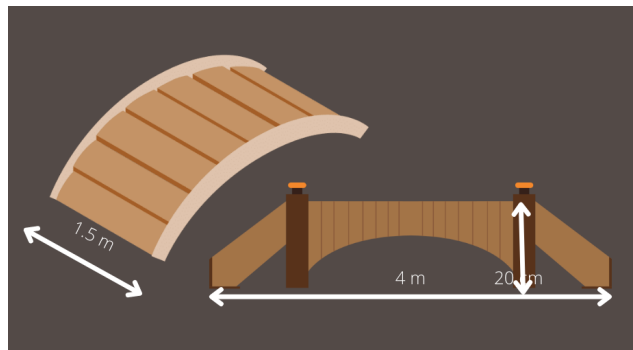


Course markers: Markers (red on the right and white in the left) are used to clarify entrance and exit for several obstacles.

Bridge

The bridge should be made of solid wood strong enough to support horse and rider and have good traction. It may be arched or angled in its rise. Side rails are optional and must be easily removed for safety.

Dimensions: width: 1.5 m (5 ft); minimum length: 4 m (13 ft); minimum height: 20 cm (8 in.).



The bridge must be crossed at a walk for all levels. It may be required in both directions as long as there is at least one obstacle in between the first and second crossing.

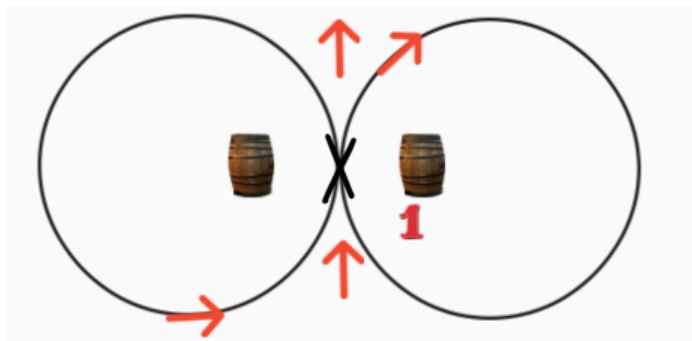
Judging the OVERPASS: The Judge will evaluate the transition to the walk, the Straightness of the entry. Quality and regularity of the walk over the bridge. Confidence of the team when navigating this obstacle is observed. Points will be deducted if a horse shows any awkwardness, hesitation, or irregularity.

Course error: Stepping off the bridge. **Required:** Entry and exit markers

Figure 8 2

Two Barrels (or similar upright items)

Dimensions: (10 ft) apart measured from center. The horse turns a right rein circle first, then the left. The horse will change the bend directly between the two barrels. The circles should be the same diameter. The team exits between the drums. A 3m Volte should be reserved for the highest degree of execution. L6/L7 may be required to rein back through the obstacle after the initial circuits in the forward direction. The first circuit in reverse must circle the drum on the right. If this option is included, it must be indicated on the course map.



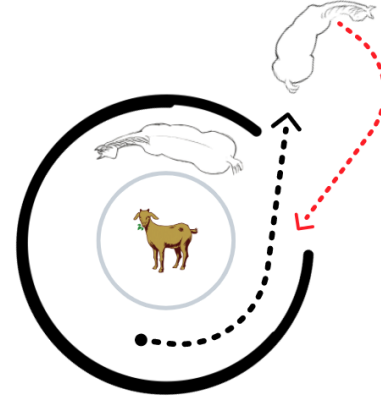
Judging: The straightness entering the obstacle. Precision of geometry on the circles. Rhythm and quality of gait. A lower score will be given if the change of lead and/or change of bend are not centered between the drums. In canter, a negative mark will be given if the rider fails to perform a change of lead or if a drum is knocked over.

Pen

Dimensions: A round enclosure 6 m (20 ft) in diameter. Opening width 1.5-m (5-ft) - 2.5- m. (8 ft). Inside pen is 3 m (10 ft) in diameter. The inner pen may have small animals or statuary placed inside of the enclosure. Navigation space should be 1.5-m (5-ft) wide.

Team enters the obstacle at the prescribed gait according to level in one direction. Team exits the obstacle and performs change direction, Team re-enters on the alternate rein (direction may be rider choice or Judge's on map) The horse will execute a semi-circle, half pirouette, or turn on the haunches for the outside turn. If cantering, a change of lead is required. Rhythm and quality of gaits, and the rider's use of aids. The turn outside the pen and change of lead if required between circuits of the pen are considered as components of the obstacle.

*In the Speed trial, the Pen is performed in one circuit only; the rider may choose the direction unless it is specifically designated on the course map or by the Judge.



Jug

Dimensions: A small table or similar other platform 1.2 m (4 ft) high with clearance on all sides. The container must have a handle and be placed center of platform.

(Markers can be used with this obstacle to indicate direction of approach and exit). Without markers, the team approaches the table toward the numbered side, in the prescribed gait, halts anywhere around the platform. Rider raises the container above his/her head and replaces it on the table. If it is dropped: L1 - a member of the ground crew will hand the container to the riders. L2-L3 must dismount-retrieve-remount -replace the container OR ask for a pass (0 score). (L4) - Masters (L7) riders must dismount, retrieve the container, remount, and replace it or DQ.



Judging: The approach should be calm regular and confident. The halt must be immobile. The container, when placed on the table, must remain upright. Moving the table will result in a lower score. Intermediate (L4) through Masters (L7) level riders will receive a higher score for approaching the table at canter with a good canter-to-halt transition. **Required:** Entry and exit markers

Remove Pole

Dimensions: An open barrel and a pole 2.5 to 3.5 m (8 to 11.5 ft) in length.

The rider should approach the receptacle in the required gait and remove the garrocha without breaking the gait. The rider may circle the container once before picking up the garrocha, though this is considered easier than a straight approach.



If the garrocha is dropped L1 - a member of the ground crew will hand the garrocha to the riders. Novice (L2/L3) level riders must dismount, retrieve the garrocha, and remount with the pole in hand or may request permission to pass (0 score). (L4) -(L7) riders must dismount, retrieve the garrocha, and remount with the garrocha in hand. Or -DQ

This obstacle must be used in conjunction with Deposit Garrocha. The Skewer Ring obstacle is not required but may be included in between. When used in between, this is considered a 'line' and scored as a single obstacle. If other obstacles are encountered between them, they are scored separately, but the whole sequence is a 'line' until the garrocha is deposited.

Judging: Horse should demonstrate confidence. Gait should stay regular. A lower mark will be given for any break in rhythm or quality of gait. Picking up the garrocha in a straight line will earn a higher score than circling the drum. *Circling the drum more than one time will result in a negative score. Knocking down the drum will result in a negative score. **Required:** Must be accessible from both sides.

Replace Pole

The obstacle is an open-topped barrel for the replacement of the pole. It can be the same barrel as remove pole obstacle if another obstacle is performed between removing the pole and replacing it.

The pole is placed with the butt end down. The rider may circle the drum once before depositing the garrocha, A straight approach is considered more difficult and is awarded a higher score.

If the garrocha bounces or is dropped outside the barrel: L1 - a member of the ground crew will hand the pole to the riders. Novice (L2/L3) level riders must dismount, retrieve the pole, and remount with the pole in hand or may request permission to pass (0 score). (L4) - (L7) riders must dismount, retrieve the pole, and remount with the pole in hand or receive DQ. **Required:** Must be accessible from both sides.

Judging: Horse should approach straight and even with **slight bend toward the obstacle**. Any break in gait or change in rhythm will result in lower score.

Spear Ring

The same obstacle now involves a ring to retrieve with the garrocha. The ring is mounted on a bull or other object with the ring placed on top. The rings can be made from wood, metal, or plastic and should be approximately 15 cm (6 in.) in diameter. The Skewer ring is used in conjunction with Collect/Deposit Garrocha and may be placed between these obstacles in the course but may have additional obstacles in between.



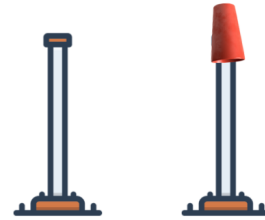
The competitor must skewer the ring(s) with the tip of the garrocha. If the garrocha is dropped: L1 - a member of the ground crew will hand the pole to the riders. Novice (L2/L3) level riders must dismount, retrieve the pole, and remount with the pole in hand or may request permission to pass and receive a 0 for the obstacle. L4) - (L7) riders must dismount, retrieve the pole, and remount with the pole in hand or DQ.

Judging: The horse's approach should be straight or slightly bent toward the obstacle. Any break in the horse's movement or loss of rhythm will result in lower score. Striking any part of the bull will result in a lower score. Dropping the ring after picking it up or failure to skewer the ring will result in a lower score (*however, change of rhythm is penalized harsher than failure to skewer the ring). **Required:** Must be accessible from both sides *The ring has more significance in the speed phase. Can be ridden both ways for 2 spears and result in 2 time deductions.*

Switch Cup

This obstacle consists of two upright posts with an upside-down non-breakable cup.

Dimensions: 2 m (6.5 ft) in height, and not secured in place. The bases are 1.2 m (4 ft) apart. A non-breakable cup is placed upside down on the tip of one of the poles. The cup must be placed on the same pole for all competitors in the division or level.



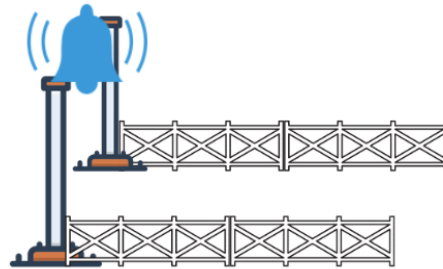
The horse and rider approach the obstacle at the prescribed gait and halt. The rider removes the cup from the pole with one hand and places it on the other pole. The exit is forward. From the halt the team proceeds into the required gait.

If the cup is dropped, or if a pole is knocked down: (L1) a member of the ground crew will retrieve cup and replace pole. Novice (L2/L3) riders must dismount, retrieve cup or replace pole or score 0. Level 4-7 Riders must dismount retrieve cup / replace pole or DQ. **Required:** Cup must be set on the same pole for ALL riders regardless of hand used. (Unless using WAVE rules)

Judging: Straightness, and quality of halt. Immobility of the horse. Transition to halt and to required gait.

Bell Corridor

Dimensions: A corridor is made from two parallel rails resting on supports, small fences, or walls at least 30 cm (12 in.) in height. The supports are not secured in the ground. The rails measure 3.7-m (12-ft) long and 1.5 m (5-ft) apart. A bell is placed 2-m (6.5-ft) high at the end of the corridor. The support holding the bell is placed so that the bell hangs in center of the corridor.



The horse and rider enter the obstacle at the required gait for the level and halt at the end of the corridor. The rider rings the bell. The team reins back through the obstacle. The obstacle is completed when the front of the horse clears the obstacle and course markers (if present).

Judging: The straightness of entry. The calmness of the horse. Immobility at halt. Application and effectiveness of aids. Position of horse so not to reach for the bell. Quality of rein back with clear active diagonal pairs. Horse should not show resistance. Horse should be on haunches during reverse. If a horse bumps the rails, and a negative mark if the horse displaces or knocks down any of the rails or if the horse steps over the rails. Failure of the horse to remain still will be penalized. Failure of the rider to ring the bell will result in disqualification. Leaving the obstacle at the bell end of the corridor with all four feet will result in a disqualification.

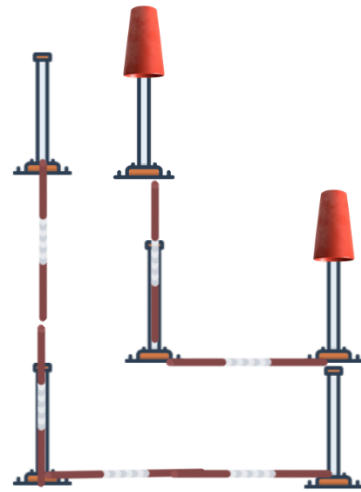
Reinback "L"

Dimensions: An L-shaped passage made from parallel rails resting on supports, small fences, or walls at least 30 cm (12 in.) in height. The bend of the "L" may be in either direction. The sides must not be secured in the ground. The rails measure 3.7-m (12-ft) long and 1.5-m (5-ft) apart for Novice (L2/L3) and Intermediate (L4/L5) riders, and 1.2-m (4-ft) apart for Advanced (L6) and Masters (L7) riders.

This obstacle can be made with:

- 1) A bell at the end of the passage
- 2) A cup is placed upside down on each of the poles. There is a second set of bending poles at the entrance to the obstacle.

The horse and rider enter the corridor at the prescribed gait for the level and halt at the end of the passage. The rider either: (1) Rings the bell and backs down the "L" passage (2) Removes the cup and reverses the "L" passage. Before leaving, the rider halts and places the cup on the pole at the entrance (same side from which the cup was removed). Deductions same as the Ring and Reverse and Changeover Cup.



Judging: The quality of the halt transition. The quality and straightness of the rein back. The horse must be fluid and show no resistance. The Judge will give a lower mark if a horse bumps the rails, and a negative mark if the horse displaces or knocks down any of the rails or if the horse steps over the rails. Penalties are the same as previous obstacles.

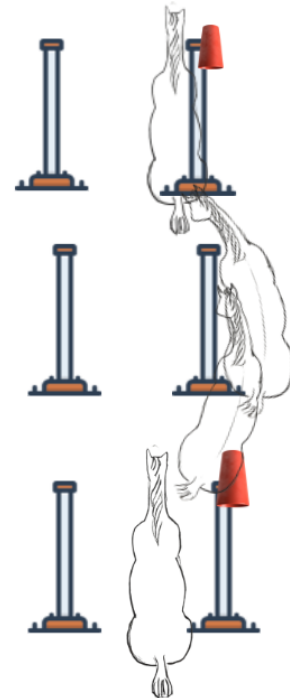
Rounding Posts

Dimensions: With posts positioned in two parallel lines of three posts each create a 1.5-m (5-ft wide) passage. The posts in each line are separated a minimum of 2.5 m (8 ft) and a maximum of 3m (10 ft) from each other and are aligned with the posts on the other side.

The team rides through the passage and halts at the end. Rider picks up a cup. The team reins back around the middle post on same side of the that the cup was removed then halts. The cup is replaced on the post at the entry (same side as cup was removed). The rider must keep the cup in his/her hand throughout the obstacle, but the obstacle can be completed with two hands on the reins if the rider is performing two-handed.

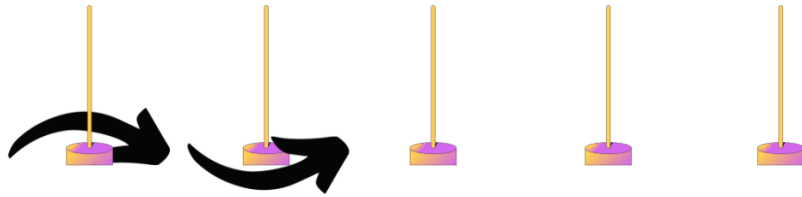
Judging: The horse must halt in a good position, between the posts, showing immobility when the rider picks up the cup from the post and places the cup upside down on the top of the first post. The horse must exit the obstacle with all four hooves before resuming gait.

If cup or posts drop: L2/L3 riders must dismount, retrieve/replace, remount with the cup in hand, and replace it on the post or may request permission to pass (0 score). L4 through L7 riders must dismount, retrieve, remount, replace the cup / post or DQ.



Single Slalom

5 or 7 or similarly shaped objects roughly 2m or 6ft in height are positioned **7m or 23 feet** apart in a straight line. (Bases not secured to the ground)



The obstacle is entered in the prescribed gait. Unless exit markers are used, the obstacle is complete

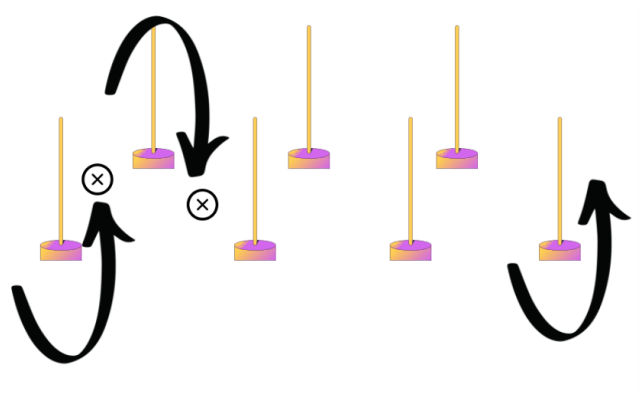
when the rider's shoulder passes the final post in finishing the half circle on the last post. The team should ride this as straight as possible with bend or lead changes at exactly midway between the posts.

Judging: The quality of gait, and rhythm. The correct bend around each post. If cantering the quality of the lead changes. Effectiveness of rider position and aids in the execution of bend. Failure to perform lead changes and/or changes of bend will result in a negative mark. Late or delayed lead changes and/or changes of bend will result in a lower score. A negative score will be given for knocking down any of the posts.

Double Slalom

Dimensions: 5-7 upright objects. Same requirements as Single Slalom. The objects are arranged in two staggered parallel lines. **7m - 23ft** apart

L1-L5 and 6m distance is 7m or 23 feet. **L6 and L7 distance is 6m or 20 feet.** The posts are positioned so that the midpoint between the first two posts of the first line is directly opposite the first post of the second line. The obstacle is entered in the prescribed gait. The horse will perform half circle turns around the posts and travel a straight line in between.

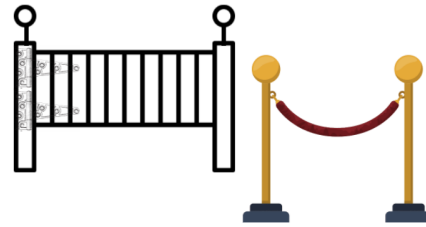


Changes of lead/bend are performed halfway between the posts and on the line between posts. The horse's lead and bend should conform to the direction of the turn. If exit markers are not used, the rider must finish the last post with a semi-circle in the direction of bend.

Judging: Rhythm and regularity of gait. Correct bend and change of lead precisely at mid-point. Effectiveness of rider aids in maintaining bend, changes, and quality of gait. Failure to perform lead changes and/or changes of bend will result in a negative mark. Late or delayed lead changes or changes of bend will result in a lower score. The shape, symmetry, and precision of the turns for this obstacle. A negative score will be given for knocking down any of the post. **Recommended:** Entry and exit markers are *recommended

Gate

Dimensions: The gate must be at least 1.3 m (4-ft 3-in.) high and 2-m (6.5-ft) wide, supported by two weighted posts (or jump standards) and two hinges. A latch easily operated from horseback should be used. The gate can be opened to the right or left depending on how the obstacle is set in the course. A rope gate instead of a solid gate (Rope gate should be used for Speed).

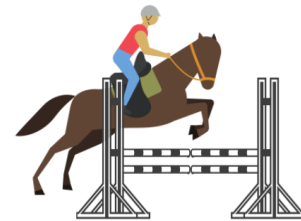


The team's approach must be perpendicular to the gate at the prescribed gait. Then transition to the walk at the markers one horse length from the gate. The team turns laterally and halts alongside the gate. The rider must lift the latch, open the gate, and go through the entrance. When the horse has fully passed to the other side of the gate, the rider may back up one or two steps to close the gate and must completely replace the latch. The obstacle may be required in both directions providing there is at least one obstacle in between the first and second execution.

Judging: The quality of transition to walk. The effectiveness of rider aids to position the horse. The calmness, immobility, and obedience of the horse as the team navigates the obstacle. The horse should be engaged. A negative score is earned if rider releases control of the gate by letting go for more than a momentary adjustment of hand position at any time during the execution of this obstacle. Switching hands will result in a disqualification.

Jump

Dimensions: The jump does not exceed 0.5m. Rails with fill is preferable and can be used and minimum 3-m (10-ft) across. The jump must be positioned between two jump standards with appropriate jump cups (breakaway cups recommended).



Children and L1: A single rail is placed on the ground between the jump standards; jump cups must be removed.

L2 and L3: crossed rails not to exceed 0.5 m (22 in.) at the standard and 0.4 m (15 in.) at the center.

L4 thru L7: vertical / solid obstacle or with fill and with rails set approximately 0.5-m (22- in.) high. The horse should approach and jump straight at the required gait.

Judging: Straightness in approach, and consistent rhythm of gait. Relaxation and lift in the bascule over the jump. Energy, impulsion, and willingness to go forward over jump. Effectiveness of rider in maintaining balance over jump/landing. Knocking over any part of the obstacle will result in a negative score.

Side-pass Rail

Dimensions: One or more poles about 3.7 m (12 ft) in length with a diameter of not more than 10 cm (4 in.), supported 5-10 cm (2-4 in.) above the ground.

The poles may be arranged as:

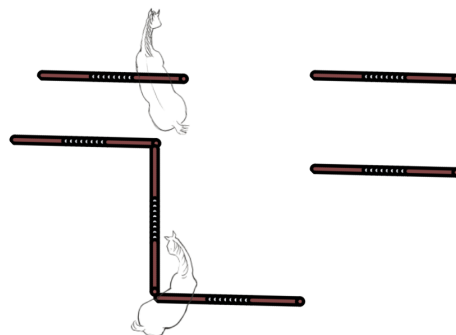
Single rail

Two rails in a line separated by at least 3m

Two parallel rails separated by at least 3m (10 ft) (4)

Two rails in an "L" configuration

Three rails in a zigzag ("Z") configuration; rails are set at 90 degrees. **Required:** Entry and exit markers are required



The team approaches the obstacle in the required gait and transitions to walk at the markers or on horse length from the rails, then turns laterally to side pass the poles. The horse's legs should cross in a lateral movement over the rail with the pole between the horse's front and hind legs throughout the obstacle. When there are 2 rails they must be ridden in different directions. For an "L" configuration, the horse must be positioned so that its head is to the inside of the "L".

Judging: Transition to walk. Application of aids and horse's obedience. Quality of half pass, legs crossing over. A bend in the direction of the movement will garner a higher score.

Water

Dimensions: Water obstacles should be a minimum of 1.5 m (5 ft.) in (length), and a minimum of 2.4 m (8 ft.) wide. A gradual depth of up to 10 cm (4 in) to 0.6 m (2 ft). It should be safe with appropriate footing. Course markers must be used to mark the entrance and exit. It may be framed with logs, so horses must step over and into/out of the water.



The horse should approach and maintain gait through the water naturally and without any hesitation. This obstacle is not used for Children and Introductory (L1) levels.

Judging: Straightness, willingness of horse to pass through the water. Effectiveness of rider aids to assist. Horse maintains a regular rhythm through the water. A lower mark will be given for hesitancy and deviation by the horse. A negative mark will be given if the horse steps backward before riding through the obstacle or jumps the obstacle without going through the water.

Bank

Dimensions: A natural embankment of the direction of travel not more than 30 to 60 cm (1 to 2 ft.) above ground level. It must have a plateau on the top and be level for takeoff and if done in reverse landing at the bottom of the embankment; the plateau must be at least 2-m (6.5-ft) long in the direction of travel.



The team should approach and maintain the chosen gait through the obstacle naturally and without any hesitation. Both an up-bank and a down-bank may be incorporated and scored as one obstacle.

Judging: The straightness of approach. Energy and impulsion through the obstacle. Calmness and bascule over the bank. Lower marks are awarded for hesitancy or deviations. A horse that steps backward before going over the bank will receive a negative mark.

Triangle / Barrels

Dimensions. The Triangle barrels form an Equilateral triangle 3 or 4 m (10 or 13 ft) measured from the center of the barrels Closer together or Children - L4

The horse enters at the appropriate gait for the level and turns a right circle on the first barrel. After a full turn the horse changes bend directly between barrel 1 and 2 and starts a $\frac{3}{4}$ circle around barrel 2. There is a change of bend/lead between barrel 2 and the horse makes a full circle to the right around barrel 3 and exits at the same point from which the exercise began.

*The obstacle may be executed to the left first only if designated on the course map and approved by the Judge.

Judging: Quality of gait, rhythm, and bend. Accuracy and consistency of the geometry. Children -L4 circles should not be smaller than a 4m Volte (L6 or L7 ~ 3m). A lower score will be given for incorrect placement of change of lead and/or change of bend. A negative mark will be given for failure to perform a change of lead and/or change of bend.

