

ONTARIO SOCIETY FOR WORKING EQUITATION EASE OF HANDLING RULES 2022

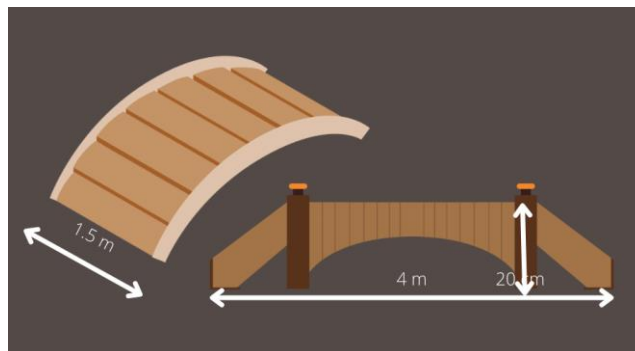


Bridge

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.



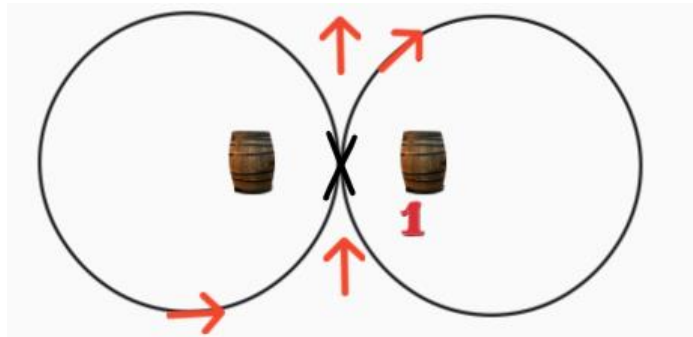
Judging the Bridge: The Judge will evaluate the transition to the walk, the Straightness of the entry. Quality and regularity of the walk over the bridge. Confidence of the team when navigating this obstacle is observed. Points will be deducted if a horse shows any awkwardness, hesitation, or irregularity.

Course error: Stepping off the bridge.

Figure 8

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.



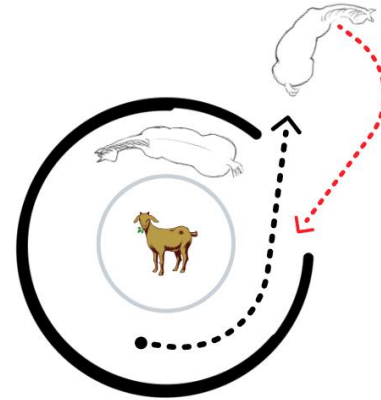
Judging: The straightness entering the obstacle. Precision of geometry on the circles. Rhythm and quality of gait. A lower score will be given if the change of lead and/or change of bend are not centered between the drums. In canter, a negative mark will be given if the rider fails to perform a change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

The team approaches the table on the numbered side, in the prescribed gait, halts anywhere around the platform. Rider raises the jug above his/her head and replaces the jug on the table. If the jug is dropped, a member of the ground crew will hand the jug to the riders (Children, L1). If dropped L2-L3 must dismount-retrieve-remount -replace the jug OR ask for a pass (0 score). (L4) through Masters (L7) riders must dismount, retrieve the jug, remount, and replace the jug; failure to do so will result in disqualification.



Judging: The approach should be calm regular and confident. The halt must be immobile. The jug, 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.

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 barrel in the required gait and remove the pole without breaking gait. The rider may circle the drum once before picking up the pole, though this is considered less difficult than a straight approach.



If the pole is dropped, a member of the ground crew will hand the pole to the riders competing at Children and Introductory (L1) levels. 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) through(L7) riders must dismount, retrieve the pole, and remount with the pole in hand. Failure to do so will result in disqualification.

This obstacle must be used in conjunction with Replace Pole (#7). The Spear Ring (#6) obstacle is not required but may be included in the sequence. When used in sequence with Remove/Place Pole, they are considered and scored as a single obstacle. If other obstacles are encountered between them, they are scored separately (e.g., if the Remove Pole and Spear Ring obstacles are performed in sequence and another obstacle is performed before Replace Pole is encountered, then Remove Pole and Spear Ring are considered a single obstacle, and Replace Pole is considered a separate obstacle).

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 pole 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.

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 replacing the pole, A straight approach is considered more difficult and is awarded a higher score.

If the pole bounces or is dropped outside the barrel, a member of the ground crew will hand the pole to the riders competing at Children -L1. 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) through Masters (L7) riders must dismount, retrieve the pole, and remount with the pole in hand or receive DQ. If Remove and Replace are executed together in sequence, they are scored as one obstacle.

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 pole. 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 Spear Ring is used in conjunction with Remove/Replace Pole and may be placed between these obstacles in the course but may have additional obstacles in between.



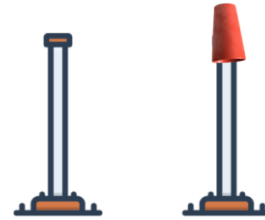
The competitor must skewer the ring(s) with the tip of the pole. If the pole is dropped, a member of the ground crew will hand the pole to the riders competing at Children and Introductory (L1) levels. Novice (L2/L3) level riders must dismount, retrieve the pole, and remount with the pole in hand or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

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.



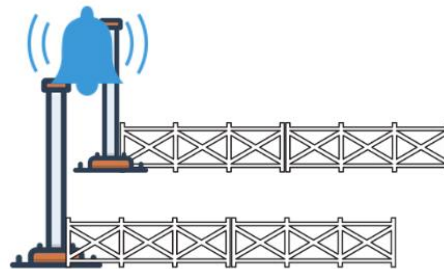
The horse and rider approach the obstacle at the prescribed gait and halt. The rider removes the cup from the pole with one hand and places it on the other pole. The exit is forward. From the halt the team proceeds into the required gait.

If the cup is dropped, or if a pole is knocked down: Children and Introductory (L1) a member of the ground crew will retrieve cup and replace pole. Level ~ 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

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 corridor 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 corridor. The obstacle is completed when the front of the horse clears the obstacle and course markers (if present).

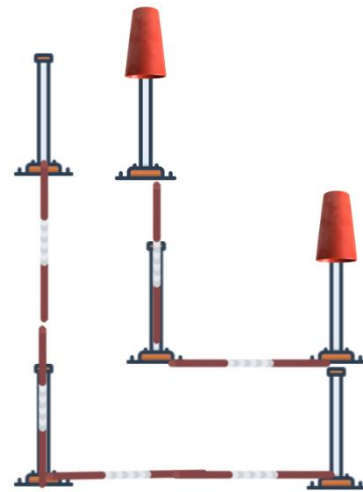
Judging: The straightness of entry. The calmness of the horse. Immobility at halt. Application and effectiveness of aids. Position of horse so not to reach for the bell. Quality of rein back with clear active diagonal pairs. A lower score to a horse that drags its feet during the rein-back. if a horse 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 corridor 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 supports are not 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.

Two possible presentations of this obstacle: (1) A bell is placed at the end of the corridor (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 corridor. Depending on the configuration, the rider either: (1) Rings the bell and backs down the "L" corridor to exit the obstacle, or (2) Removes the cup and backs down the "L" corridor. Upon exiting, the rider halts and places the cup on the pole at the entrance corresponding with the side from which the cup was removed. Penalties follow the same as the Bell and Switch Cup.



Judging: The quality of the halt transition. The quality and straightness of the rein back. 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.

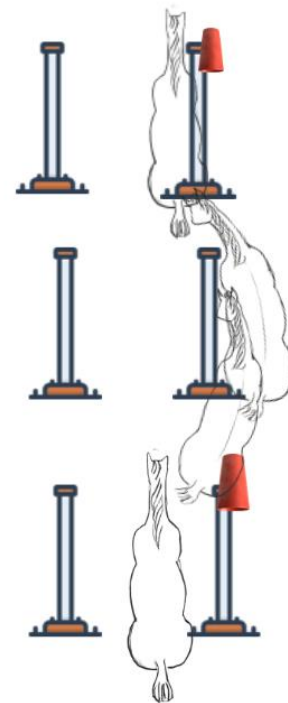
Rounding Posts

Dimensions: With posts positioned in two parallel lines of three posts each create a 1.5-m (5-ft wide) corridor. 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 line. A cup is placed upside down on the tip of each of the last posts in the corridor.

The team rides through the corridor and halts at the end to pick up a cup. The team reins back around the middle post on one side of the corridor from which he/she removed the cup and halts. The cup is replaced on the corresponding post at the entry. The rider must keep the cup in his/her hand throughout the execution of the obstacle, but the obstacle can be completed with two hands on the reins if the rider is performing two-handed.

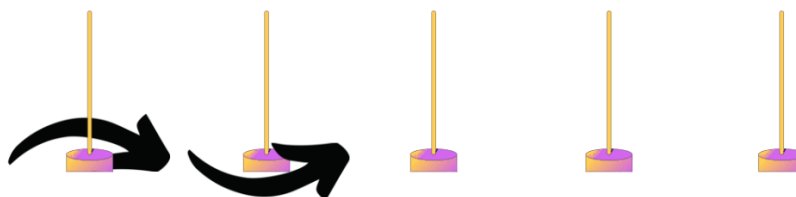
Judging: The horse must halt in a good position, between the posts, showing immobility when the rider picks up the cup from the post and places the cup upside down on the top of the first post. The horse must exit the obstacle with all four hooves before resuming gait.

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

Dimensions: An odd number of posts 5-7 or similarly shaped objects roughly 2m or 6ft in height are positioned 7m or 23 feet apart in a straight line with bases not secured to the ground.



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

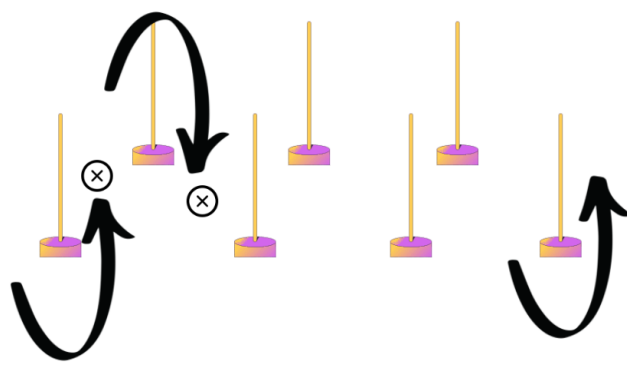
when the rider's shoulder passes the final post in finishing the half circle on the last post. The team should ride this as straight as possible with bend or lead changes at exactly midway between the posts.

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: An odd number of 5-7 upright posts. Posts have the same requirements as Single Slalom. The posts are arranged in two staggered parallel lines.

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 of consistent size

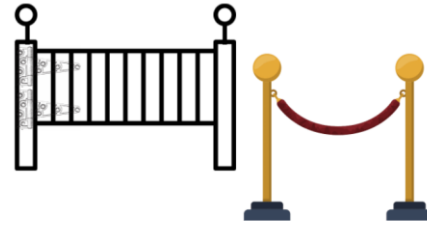


around the posts and travel a straight line in between. Changes of lead/bend are performed halfway between the posts and on the line between posts. The horse's lead and bend should conform to the direction of the turn. If exit markers are not used, the rider must finish the last post with a semi-circle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

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: A single jump suitable in height for each level. 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: Jump consists of a pair of 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: Should be a 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. Knocking over any part of the obstacle will result in a negative score.

Sidepass 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:

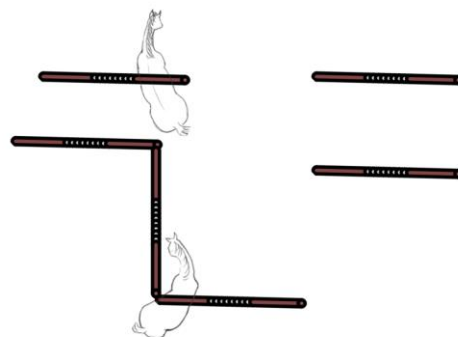
Single rail

Two rails in a line separated by at least 3 m

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

Two rails in an "L" configuration

Three rails in a zigzag ("Z") configuration; rails are set at 90 degrees.



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 and not boggy. 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.



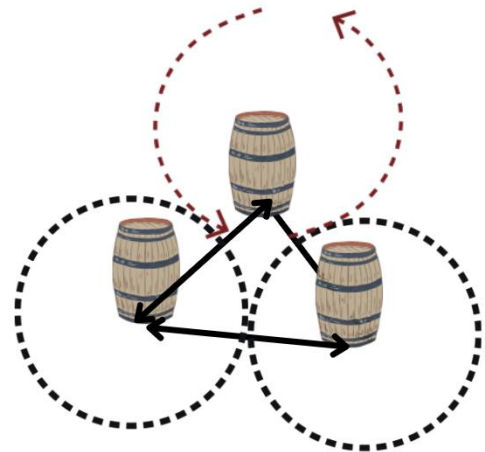
The team should approach and maintain the chosen gait through the obstacle naturally and without any hesitation. Both an up-bank and a down-bank may be incorporated and scored as one obstacle.

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.

Other Obstacles may be included

Drag Item

Description: The obstacle consists of:

- (1) An item to drag, which should resemble objects found in the field such as a log, a weighted skid, or a weighted sack.
- (2) One or two tables, drums, or upright structures at least 1.2-m (4-ft) high.
- (3) A standard lariat (lasso, reata, rope), a minimum of 6-m (20-ft) long. The coiled free end is positioned on the first table. The loop end is securely attached to the drag item. The drag may be in a straight line from table 1 to table 2, a "U" from table 1 around a specified object and back to table 1, a circle around table 1, a serpentine through cones, or another pattern as designated.

Execution: Rider will halt at the first table, pick up the rope, and drag the item in the designated pattern. Rider will then coil the rope and place it on the designated table. Riders using saddles with horns may dally the rope. If the rider drops the rope, Novice (L2/L3) riders must dismount, retrieve the rope, and remount with the rope. Failure to dismount, retrieve the rope, and remount with the rope will result in a 0 for the obstacle. Intermediate (L4/L5) riders must dismount, retrieve the rope, and remount with the rope. Failure to do so will result in a disqualification.

Judging: The Judge will evaluate the manner in which the horse approaches the obstacle, its reaction to the movement of the dragged item, and its response to the aids to enable the route to be performed with maximum smoothness. Dropping the rope will result in a negative score. This obstacle may not be used at the Introductory (L1)

Varied Footing

Description. Any variety of safe, uneven, or textured footing may be used. Sample footings include shavings, sand, bark, wet sand/soil, grass, straw, light brush, gravel, rubber mats, or wood sheeting. The obstacle should be a minimum of 1.2 m x 2.4 m (4 x 8 ft). Safety of the footing should be considered.

Execution: The rider will enter the obstacle at a walk, cross at a walk, and proceed at the prescribed gait upon exiting.

Judging: The Judge will evaluate the transition to the walk, the quality and regularity of the walk, the straightness of the horse while navigating the obstacle, and the confidence of the horse and rider while navigating this obstacle. Points will be deducted if a horse shows any awkwardness, hesitation, or irregularity.