



AUSTRALIAN NATIONAL WORKING EQUITATION

OFFICIAL RULE BOOK

2024

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Related Documents

Title	Location
ANWEL Dressage Tests	https://anwe.org.au/
ANWEL Dressage Maps	
ANWEL Constitution	
ANWEL Club Pack	
ANWEL Policies	
EA Rules	https://www.equestrian.org.au/
EA Hot Weather Policy	

PREFACE

Australian National Working Equitation Limited (ANWEL) as the sole official accredited agent for the World Association Working Equitation (WAWA) is the national governing body for the promotion and the administration of the sport of working equitation in Australia.

ANWEL places an emphasis on harmony between horse and rider and the quality of training and riding. ANWEL demands humane, correct, and progressive training and the conditioning of the horse resulting in physical and mental soundness.

The rules in the ANWEL Official Rulebook provide a foundation for working equitation riders to be competitive both nationally and internationally.

The ANWEL Rule Book is an evolving document and will be updated and amended as required.

TRAINING LEVEL

The Official Rule Book must be used for all ANWEL events where a Training Level horse and rider combination is participating.

Training level is for the developing working equitation horse and rider who are capable of training and executing the requirements for Introductory Level and Preparatory Level.

At a competition, a team may not be a mix of both Competitor and Training level horse and rider combinations. Training levels may only be made up of Training level horse and rider combinations.

COMPETITOR LEVEL

The Official Rule Book must be used for all ANWEL events where a competitor is participating.

Competitor Level is for the more experienced working equitation horse and rider who are capable of training and executing the training and competition requirements for Preliminary Level to Master's Level.

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GLOSSARY

Word/s	Meaning
ANWEL	Abbreviation for Australian National Working Equitation Limited.
Cattle Phase	This phase is part of team championships and does not contribute to individual championship placings.
Competitive levels	Competitive levels include Level 3 to Level 8 as follows: 3 - Preliminary 4 - Debutante W 5 - Debutante F 6 - Consagrados 2 7 - Consagrados 1 8 - Masters
Criteria	How obstacle is to be performed by rider.
Dead obstacle	An obstacle which has been completed by the rider and is not required to be re-performed during the course.
Directional markers	See 'Flags'
Directives	Instructions included on course map legend specifying gait/s that riders are to perform an obstacle.
Division	Division is the grouping above Level. There are four divisions: Open, Youth, Junior and child.
Dressage	Is the first phase of competition. Note for Level 1 only, dressage may be ridden second at organiser's discretion.
Ease of Handling	Abbreviated as EOH, it is the second phase of competition. EOH may also be referred to as Maneability or Style in past rulebooks and in Working Equitation communities.
EOH	Abbreviation for Ease of Handling.
Evaluation	Guide of how the performance is judged.
Flags	These are either red or white markers/discs/cones/flags etc on course which dictate required path. They are not necessarily in pairs. Where a red flag appears, the horse must pass such that the red flag is on its right. Where a white flag appears, the horse must pass such that the flag is on its left. Where both flags appear, the horse must move between them.
Ground jury	Prenominated and published group of minimum 3 people who are responsible for making official and final judgements at a competition should a dispute arise.
HC	Abbreviation for 'Hors Concours'. A rider nominated as HC will participate however their scores will not be considered when calculating competition placings.
Level	Level refers to a horse's competition status. There are two level groupings: training, and competitive. There are 8 levels, see 'Competitive levels' and 'Training levels' for details.
Live obstacle	An obstacle which has not yet been commenced, or recommenced where an obstacle is to be performed twice.
May	The rider has the choice without penalty.

Mounting Block	Commercial block or sturdy purpose-built block, minimum height 40cm, minimum base 60cm and minimum 2 steps.
Must	A requirement of a rider that if not performed will result in elimination. A requirement of an organising committee that if not adhered to may result in referral to the ANWEL Governance Committee.
Obstacle	A set of equipment used in EOH and speed phases. An obstacle includes any associated: transition markers, obstacle number or flags.
Organising Committee	Abbreviated as OC, this refers to competition organisers including event coordinator, event secretary, course designers/builders, and other nominated officials responsible for planning and execution of a competition.
Performance obstacle	An obstacle which has been commenced by the rider and not yet completed. An obstacle is completed when the following obstacle is commenced, or finish line is crossed.
Proceed	Move on or continue the course or task. Unless specified, this term does not dictate direction.
Progressive transition	An upwards walk to canter transition including trot steps, ie walk-trot-canter and likewise a downwards canter to walk transition including trot steps ie canter-trot-walk
Red Flag	See 'Flags'
Should	A lower mark will be given if the instruction is not followed.
Specifications	Specifications of obstacles and instructions for OC, course builders and judges for requirements and directives.
Speed	Third phase of competition. Introductory riders do not ride this phase.
Training levels	Training levels are Level 1 and Level 2 as follows: 1 - Introductory 2 - Preparatory
Transition marker	A pair of yellow markers/discs/cones etc on an obstacle course. Transition markers mean a change of gait is required as the horse's nose crosses the logical line between them.
Tail Turn	Whilst working the allocated beast the horse is turned around such that the horse's tail faces the allocated beast. Only applicable in the cattle phase. A horse must only ever be turned with its head towards the allocated beast.
White Flag	See 'Flags'

1 INTRODUCTION

The discipline of Working Equitation was created with the objective of promoting the different types of equitation techniques developed in countries that use the horse to work on the farm. The aim is to preserve and perpetuate not only this type of equitation but also the cultural traditions of each country and their horses.

The four founding countries of Working Equitation are Portugal, Spain, France, and Italy. This discipline is now practised in many countries like Sweden, Germany, United Kingdom, Brazil, USA, and Australia. Each country has its own rules but the rules for International competitions are the same for all countries.

This Rule Book has been created with our country's riders and working traditions in mind and is based on the rules of the WAVE to provide a foundation for our riders to be competitive on the international stage.

2 GENERAL CONDITIONS

Each competition may be comprised of four phases. The phases are Dressage, Ease of Handling (EOH), Speed and Cattle. Compulsory phases are Dressage, Ease of Handling (EOH) and Speed.

The first phase will be the Dressage Phase, followed by Ease of Handling (EOH) Phase. The Speed phase will be the third phase of the competition. The Cattle Phase (if included) will be held as the fourth phase, this phase may be run out of sequence depending on availability of cattle.

Introductory Level does not have a speed or cattle phase. The Organising Committee may run Introductory Level out of sequence to meet any time constraints.

- 2.1 Stallions must wear nationally recognised green badges on both sides, as per Equestrian Australia (EA) Rules. Riders and/or handlers of colts or stallions must be over the age of 18 years.
- 2.2 No outside assistance is allowed in any phase of a working equitation competition with the exception specified in 10.1.5. Violation will mean elimination. Outside assistance includes but is not limited to; verbal or non-verbal signals from anyone that would unfairly help a competitor while the competitor is being judged. Callers are allowed for the Dressage, Ease of Handling (EOH) and Speed phases but will incur a penalty. Tests must be read in English unless permission is granted by the Jury or the Organising Committee before the competition for another language to be used.
- 2.3 One horse, one rider at an event. A horse may only compete and/or participate at one level at an event with one nominated rider.
- 2.4 A rider may ride more than one horse at the same competition, at the discretion of the Organising Committee.

- 2.5 **Horse welfare** is paramount and the responsibility of all present. The Organising Committee is to be informed immediately of any suspected horse welfare issues. The issue will be investigated, assessed, and monitored to ensure the welfare of the horse is upheld at all times.

3 ORGANISERS

The Organising Committee must ensure adequate facilities for competition for the safety of both horse and rider.

- 3.1 It is the responsibility of all Judges, officials, competitors, stewards, event secretaries etc. involved in a competition to understand and abide by these rules. It is the responsibility of the Organising Committee and any officials, to enforce the rules and manage risk before, during and after any competition.
- 3.2 The Organising Committee should designate a general warm up area. The warmup area must be restricted to a safe number of riders and only those who are in line to compete. The warmup arena should preferably contain some obstacles for practice. Please refer to Appendix I “Etiquette for the warmup arena”. **The lunging area must be separate from the riding warm-up area.**
- 3.3 A timer is required for the Speed and Cattle phases. The timer starts when the horse’s nose crosses the start line and ends when the horse’s nose crosses the finish line. The rider must leave the arena at a walk. A rider’s individual times will be noted on that rider’s score sheet (also refer rule 16.1.3 and 17.10.4)
- 3.4 Dressage start times are set prior to the competition. Ease of Handling (EOH) starting order is determined by the dressage scores. Competitors will ride in reverse order of their dressage scores from lowest to highest. The Speed phase is also ridden in reverse order determined by the lowest combined score from both Dressage and Ease of Handling (EOH) scores. While this is ideal, the Organising Committee may, at its discretion alter the start times if necessary.
- 3.5 There may be more than one Judge per phase. Riders must salute the Chief Judge.
- 3.6 First Aid Officers must possess a current First Aid Certificate and be easily identifiable (e.g., fluorescent vest).
- 3.7 **It is the responsibility of the competitor to present in the correct attire and gear.** Gear Check must be mounted. The appropriateness (legality and safety) of both tack and attire will be checked prior to the competitor’s entry into the competition arena by an official appointed by the Organising Committee. A rider competing in the incorrect tack will face elimination.

- 3.8 In the event that a situation arises that is not covered in this Rule Book, the Organising Committee along with the Ground Jury will make a ruling on the day, after referring to the WAVE rules and then EA rules.

This ruling is final for the day and will be made in the best interest of the sport. The Organising Committee must send a full written description (within 14 days) of the situation to the ANWEL Board, so that a rule may be considered for the next Rule Book change.

- 3.9 Riders must not enter or compete in any working equitation training day, competition or other event organised by ANWEL, an affiliate State Association or Club, without a current and financially valid levy number.

Rider ANWEL levy numbers must be up to date as at the date of entry and the date of the relevant event. A rider's levy number must be quoted to the Organising Committee of the training day, competition, or other event.

The Organising Committee of an event must not accept an entry from a competitor or participant that has not been issued with a rider levy number.

Riders must be a financial member of an affiliated ANWEL club prior to renewing or receiving a levy number.

- 3.10 Organisers must abide by the EA Hot Weather Policy including the Wet Bulb Globe Temperature (WBGT) Index temperature directives regarding the welfare safety of riders, horses and cattle when conducting competitions in extreme weather temperature conditions. See attached link:

https://www.equestrian.org.au/sites/default/files/EA_Hot_Weather%20Policy_26092017.pdf

- 3.11 A mounting block must be available at all obstacle courses for use by riders.

- 3.12 Recommended time between phases for individual horse/rider combinations is to be a minimum of 45 minutes - where possible.

- 3.13 In the 4-phase competition the Organising Committee must appoint a designated Livestock Supervisor who assumes responsibility for the cattle (if not being sourced from a Stock Contractor).

The Livestock Supervisor must have a suitable level of knowledge and experience as they will undertake all the duties regarding the selection of suitable cattle for working equitation competition, including their transport, handling, safety, and welfare.

- 3.14 The Organising Committee must ensure that the Cattle judge in the 4 Phase competition is responsible for the animals in the competition and has a thorough knowledge of animal welfare and the ANWEL Rule Book.

4 JUDGES

The spirit behind the discipline of Working Equitation is training for horses that work in the field, however this does not mean a lack of correctness. The Judge has a significant role in the development of the sport and the future of working equitation. Correct judging enhances the image and reputation of the sport through thorough technical knowledge of the discipline. Current accredited ANWEL or WAVE Judges must be used for the Ease of Handling (EOH) and Speed phases at all competitions organised by ANWEL or its affiliated States and Clubs.

- 4.1 The task of judging involves:
 - communicating effectively
 - managing time constraints
 - resolving problems quickly
 - maintaining an image of concentration, determination, and respect
 - upholding the integrity of the sport.
- 4.2 Judges (who should be suitably attired) or a member of the OC should be available for the course walk and questions relating to the course.
- 4.3 To prevent any distraction or undue influence whilst judging is in progress, spectators and other competitors must refrain from interaction with the Judges and must maintain a respectful distance at all times.
- 4.4 Every Judge must have an assistant/penciller.
- 4.5 The Ground Jury is comprised of the Chief Judge, who is the President of the Ground Jury, together with a club committee member, preferably the club President organising the event and a Rider. The Ground Jury is to be displayed in the draw.
- 4.6 During the obstacle phases the judge must have a clear view of all obstacles and may be on course.
- 4.7 All changes or amendments made to the scoring sheet by the Judge must be initialled by the Judge for verification purposes.
- 4.8 The Judge has the right to ask the competitor to drop the bit out of the horse's mouth for a bit check at the conclusion of their test. The competitor has the right to ask that a groom with a halter and lead be present for the bit check.
- 4.9 The judge may eliminate a rider they feel is a danger to themselves or others.
- 4.10 The Judge should ring the bell/signal, immediately a horse/rider combination is eliminated. The rider should be notified before leaving the arena. The Ground Jury will recall the rider to clarify if the rider has left the arena before being notified.

- 4.11 The Judge may not refer to any video to make a decision on the day.
- 4.12 The Judge has a major responsibility for animals in the competition and should have a sound knowledge of animal welfare.

5 EVENT SECRETARY

- 5.1 The Event Secretary is responsible for the entry order, the required releases, entries, and the information package for the Judge(s) as well as the competitors.
- 5.2 The Event Secretary will process the Judge's marks, arrange, and display the entry order for Ease of Handling (EOH) & Speed phases of the competition and give competitors their final placings based on their scores and times.
- 5.3 It is the responsibility of the Event Secretary to post results and handle appeals. Score sheets will be made available to the competitors after all scoring and placings have been posted.
- 5.4 Entry order in all phases is the responsibility of the Event Secretary.
- 5.5 Working Equitation competitions can be held over one, two, three, or four days.
- 5.6 The entry order should be posted as soon as possible prior to the start of Ease of Handling (EOH), Speed or the Cattle phases.
- 5.7 The entry order for the Dressage phase must (where practicable) be posted and available at least three days prior to the date of competition.
- 5.8 If the competition is held on a single day, the entry order may remain unchanged. However, in the interest of fairness, it is recommended that the same combination does not present first in all phases.
- 5.9 In the event of a tied score (in Dressage and Ease of Handling (EOH)) it is the discretion of the Event Secretary to determine the entry order for the riders.
- 5.10 Organisers are encouraged to allow ample time between all phases.
- 5.11 The Event Secretary is encouraged to have the Gear Check station in an obvious position.

6 RIDERS

- 6.1 All riders under the age of 18 must be accompanied by a responsible adult as indicated on their entry form.
- 6.2 All riders under 18 are required to wear an Australian certified helmet, which must be securely fastened when mounted. Protective headgear must conform with one of the current approved safety standards outlined below.

It is the responsibility of the rider to ensure they are using a current standard safety helmet. Helmets must conform to:

- a) current Australian standard AS/NZS 3838 (2006 onwards) provided they are SAI Global marked
- b) new Australian standard ARB HS 2012 provided they are SAI Global marked
- c) current American standards ASTM F1163 (2004a or 04a onwards) provided they are SEI marked, or SNELL E2001
- d) current British standard PAS 015 (1998 or 2011) provided they are BSI Kitemarked
- e) interim European Standard VG1 (01.040: 2014-12) with or without BSI Kitemark.

Wearing a non-certified helmet is cause for immediate elimination.

- 6.3 All riders must complete the entry form in full as well as any releases, waivers, etc., and all monies paid to the Organising Committee prior to mounting their horse.
- 6.4 Riders are to declare on the entry form if they are riding right-handed, i.e., with the reins in your right hand. It is at the discretion of the Organising Committee to adjust the course to accommodate left and right-handed riders.
- 6.5 Riders with restricted movement, preventing correct execution of an obstacle must provide a medical certificate to the Organising Committee at the time of entry. It is the rider's responsibility to present their certificate to the relevant Judge.
- 6.6 Riders must declare their intention to ride non-competitively (HC/NC) on the entry form. Riders cannot declare on the day of competition to ride non-competitively.
- 6.7 There is no age limit for riders at any level.
- 6.8 ANWEL welcomes para equestrians.
- 6.9 A horse may only be ridden by its nominated rider on the competition grounds.

6.10 Riders must salute the Chief Judge at the **beginning and immediately at the end** of each phase.

a) **Dressage phase salute**

At the first and final halt in the test the rider must hold the reins in one hand, drop the other hand to their side and nod their head to the chief Judge and then retake the reins.

b) **Ease of Handling (EOH), Speed and Cattle phases salute**

Following the Judge's signal (e.g., bell) to start the test the rider will have 60 seconds in Ease of Handling (EOH) and Speed phases and 30 seconds in the Cattle phase to salute the Judge and start the course.

The rider needs to present to the Judge and halt. The rider must take the reins in one hand only, (and make it clear that the reins are in one hand either by dropping your hand to the side or removing your hat) and acknowledge the Chief Judge with a nod of the head. The rider should then retake the reins to continue through the start flags. Once the phase is completed (including the finish flags) the rider needs to present to the Chief Judge, halt, and salute as above.

7 TACK AND ATTIRE

The appropriateness (legality and safety) of both tack and attire will be checked prior to the competitor's entry into the competition arena by an official appointed by the Organising Committee. No changes of tack or attire are allowed for the duration of the three compulsory phases with exceptions to those noted below.

Approved rider attire is National Working Equitation, State or Club attire. A rider must not mix and match attire with the exception of the Cattle Phase.

Same tack/attire must be worn in all compulsory phases, except jackets, spurs, whips, and horse boots. Saddles and bridles/bits may be changed for the Cattle phase (provided they are listed as approved gear). Team riders may also change attire to approved club uniform for the Cattle phase.

Riders participating in competitions or events of ANWEL, or its affiliated States and Clubs are strongly recommended to wear an approved safety helmet with the chin strap fastened. All safety helmets are to conform with Equestrian Australia standards (refer to Rule 6.2)

7.1 ATTIRE OPTIONS

It is the expectation that all riders in ANWEL competition wear a uniform. A uniform demonstrates a commitment to present the sport of working equitation in the best possible manner. The wearing of a uniform also demonstrates respect for Judges and fellow riders.

7.1.1 **National Working Equitation Attire -**

- a) Navy safety helmet
- b) cream/champagne moleskins, breeches, or jodhpurs
- c) navy jacket or vest
- d) white shirt
- e) navy, white & red striped tie, or white stock
- f) long black or brown boots
- g) short black or brown boots (these can be worn with matching leather gaiters)
- h) navy saddle cloth with red binding with white piping.

7.1.2 **State Working Equitation Attire** – MUST be approved in the relevant affiliated State Association minutes.

7.1.3 **Working Equitation Club Attire** – MUST be approved in the relevant ANWEL affiliated Club's minutes and only include one or more of the following:

- a) traditional English (showing, dressage, side-saddle, or eventing)
- b) traditional Western (see bits allowed)
- c) breed attire (see bits allowed)
- d) working equitation approved Club Attire.

7.2 TACK OPTIONS

Any style of bridle or saddle (with approved National or Club saddle cloth) is permitted. All tack must be well fitting so as not to cause pain or distress to the horse.

Unless otherwise specified in the ANWEL Official Rule Book 2024, all tack and bits are as per Equestrian Australia National Dressage Rules.

NOTE: Double Bridles are not permitted in Training Levels.

7.2.1 Spurs are to be blunt competition spurs. Blunt rowels are acceptable.

7.2.2 Whips - dressage as per EA Rules (<http://www.equestrian.org.au/dressage>). Whips may be used in the normal way for all levels with the exception of Consagrados 1 and Masters. Permissible maximum length for whips is 1.2 metres and 1 metre for ponies. The tassel is included when measuring the whip.

The whip must not be secured to the horse or tack, it must be held by hand. Only one whip is permitted at all times when riding at the venue.

7.2.3 Bits as per Equestrian Australia for dressage competitions
(<http://www.equestrian.org.au/dressage>)

7.2.4 Additional Bits

- a) Portuguese curb (shank less than 10cm), consistent with this picture and must meet the measurements on the diagram of a curb bit.



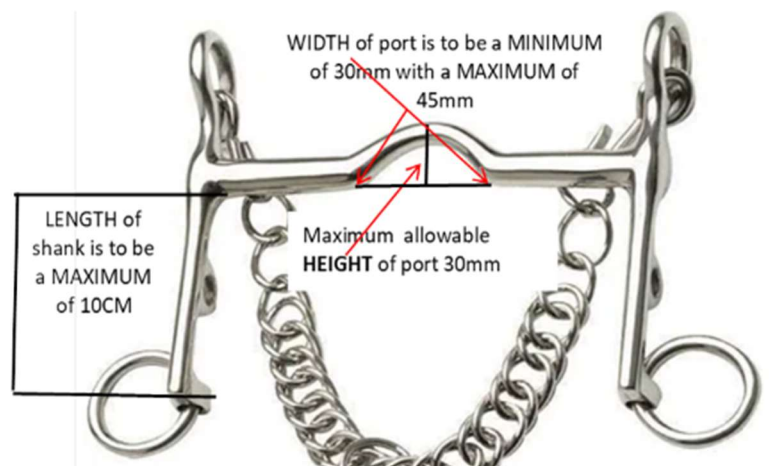
- b) Kimblewick straight (with or without port) jointed or halfmoon.



- c) English Pelham straight (with or without port) jointed or halfmoon (shank less than 10cm).



- d) The above bits must comply with the measurements below where applicable.



- e) The fitting of the curb and chain for the Portuguese, Kimblewick, English Pelham and the Bit & Bradoon is as follows:

The curb strap or chain should be done up so that when the reins activate the chain or strap, the shanks of the bit do not rotate beyond 45 degrees and the width of two fingers (3cm) exists between the horse's chin groove and the strap or chain to estimate the tightness of the chain when not activated.

- f) Rubber guards are allowed.

7.2.5 Additional Bridles

- a) Bitless bridle (must meet rule 7.2.8 and must not self-tighten)



- b) Micklem bridle with a bit and without clips. The noseband must fit with two fingers vertically under the chin. This allows the bridle to be correctly and functionally fitted.



- c) Bosal – Training levels (Introductory and Preparatory) minimum diameter 5/8 of an inch, for Competitor levels minimum of half an inch may be used. It shall be constructed of a flexible non-metal core, well fitted so as not to cause any rubbing or irritation to the horse and meet the rule 7.2.8 (refer Appendix IV - Bosal Fitting Guideline).



- 7.2.6 Horse leg protector boots are allowed at all levels except Dressage phase. No bandages are permitted.

- 7.2.7 Hoof boots are permitted in all phases.

- 7.2.8 Nosebands if used **MUST** be fitted to comfortably (**no indentation of the cheek**) allow at least **one** finger between the horse's cheek and the noseband.
For further information please refer to Equestrian Australia Equipment Annex - Version 22-04.04.2023



- 7.2.9 Nose nets are permitted to be used in competitions and warm-up on written approval by ANWEL. Permission will be given on a case-by-case basis.



- a) Applications with a supporting letter from a veterinarian specific to that horse are to be sent to the ANWEL Secretary.
- b) If approved, the rider of the horse with the nose net must send a copy of the ANWEL approval letter with entries.
- c) The nose net must be made of transparent material as per the example.
- d) The nose net must not cover the mouth or bit.

7.2.10 Ear Bonnets are permitted to be worn under the following conditions:

- a) The ear bonnet must not cover the horse's eyes.
- b) The ear bonnet must be clearly made from a material which does not provide any sound reduction.
- c) No materials may be used to plug the horse's ears
- d) Failure to present to the gear steward for ear bonnet inspection before and after each phase will incur elimination (refer rule 12.1.2).
- e) The Gear Steward will verify that no additional insulation from the manufactured state has been inserted and that ear plugs have not been inserted.

7.2.11 Monkey grips are permitted on saddles in all phases.

- 7.2.12 Fly masks are not permitted in the competition phases unless a clear directive from a veterinarian is provided for the use of the equipment. A fly mask may be allowed in the warmup arena.



- 7.2.13 Tack not permitted - riding in any of the tack listed below on the competition grounds on the day of competition will result in immediate elimination.

Running/standing martingales, running reins, chambon, de Gogue, tongue ties, blinkers, ear plugs (may be used for presentations) or ANY equipment that the Ground Jury for the relevant competition determines is against the intent and general principles of working equitation.

8 SCORING

- 8.1 The Scoring for the Dressage and Ease of Handling (EOH) phases will use the following numbered scoring system with the corresponding remarks:

10	Excellent
9	Very Good
8	Good
7	Reasonably Good
6	Satisfactory
5	Reasonable
4	Insufficient
3	Poor to Middling
2	Bad
1	Very Bad
0	Failure to perform the exercise – Elimination in EOH

8.2 In addition to the whole score marks given above, the Judge may also use half marks (e.g. 0.5, 1.5 etc.). All score marks must be two numbers e.g. 5.5 or 5.0.

8.3 The Dressage phase and Ease of Handling (EOH) phase will be scored as a percentage to 3 decimal places.

Where more than one Judge is scoring Dressage or Ease of Handling (EOH), results should be posted showing individual Judge scores as well as totals.

8.4 The Speed phase will be scored by the fastest time, noting that safety is always the highest priority. The Judge may stop any horse/rider they feel is unsafe or not under control. Faults incurred in this phase will be penalised in seconds, (i.e. adding 5 second penalty for each fault). For example, jump, slalom, or side pass pole brushing is no penalty, knocking over is a 5 second penalty.

Bonus points are accrued by securing the ring or knocking the ball with the tip of the garrocha only – 10 second deduction off the final time is made for each successful occurrence.

8.5 All changes or amendments made to the scoring sheet by the Judge must be initialled by the Judge for verification purposes.

8.6 INDIVIDUAL CHAMPION

To be considered for an Individual Champion, competitors must compete in all three compulsory phases. **Training level placings are included at the ANWE Club's discretion.**

8.7 Horses are awarded points for **each phase** as per the score chart (refer rule 8.11).

8.8 Competitors who have been eliminated/retire in any of the phases are not awarded any points for that phase but may participate in the other phases and earn championship points. Scratched horses are not eligible for Individual Champion/Team Champion.

8.9 The final Championship result is determined by totalling points allocated for the three compulsory phases. If there is an equality of points for Champion, the combination with the highest Dressage score will be the winner (as per WAVE 2022 Regulations).

8.10 CLUB/STATE/NATIONAL TEAM CHAMPIONS

- 8.10.1 Teams must consist of a minimum of three, and a maximum of four riders and all riders must compete in all four phases.
- 8.10.2 The best three scores in Dressage will count toward the Team Champion. As will the three best scores in Ease of Handling (EOH), Speed and Cattle.
- 8.10.3 In the event of a Team consisting of three horses all points awarded will be used for that team.
- 8.10.4 In the Cattle Phase, the Chef d' Equipe may request a blocker from another team. The blocker cannot help pen the beast. The three best rider scores from each team will then be added to determine the winning team for the competition.
- 8.10.5 If a team only achieves one or two scores in any phase the points awarded will count towards the team score. For example, only one rider pens a beast in the Cattle phase, points obtained by that horse will count towards the team score. Similarly, if two horses are eliminated in the Ease of Handling (EOH) phase the remaining two horses' points will count towards the team score.
- 8.10.6 Competitor teams may only be made up of Competitor Level riders and Training teams may only be made up of Training Level riders. At competition, a team may not be a mix of both Competitor and Training Level riders.

8.11 SCORE CHART

Horses are awarded points according to their placing as follows in each phase regardless of the number of competitors in each level:

1st	-	51 points
2nd	-	49 points
3rd	-	48 points
4th	-	47 points
5th	-	46 points
6-40th	-	45-0 points respectively

9 PROTESTS

- 9.1 All riders, owners, (in the case of under 18's – guardians) or a Chef d'Equipe (who has been previously declared) have the right to protest to the Ground Jury.

- 9.2 All protests must be presented in writing within 1 hour of the incident. A fee of \$50.00 must be paid at the time of the protest. It is permissible for protests to be supported by video if available. If the protest is upheld a full refund of the protest fee will be given. A protest form is available in Appendix V.
- 9.3 Spectators do NOT have the right to protest or lodge any complaint.

10 TRAINING AND COMPETITOR LEVELS

Levels 1 and 2 are Training levels; Levels 3 and above are Competitor levels.

Training Level has been developed to enable the correct training and progressive development of the horse and to build confidence and harmony with the rider. Training Level encourages newcomers and or novice riders the opportunity to compete while developing the required skills and experience before committing to Competitor Level competition. Training level horses may move between L1, Introductory and L2, Preparatory level.

Once the Training Level horse and rider are competent, it is expected they will move to the Competitor Division. After a horse moves to Competitor Level it cannot move back to Training Level without approval from the ANWEL Board.

10.1 INTRODUCTORY - LEVEL 1

The purpose in all phases is to introduce new riders/combinations to working equitation competition in an inviting and educational atmosphere.

- Introductory Level is to be ridden with two hands on the reins apart from where obstacle instructions specify otherwise, and in walk and trot (sitting/rising or combination of both).
- Progressive transitions are encouraged (transitions into and out of the halt may be made through the walk).
- While the horse does not have to be on the bit or round in the top line, the horse should show acceptance of the connection from the leg to the elastic hand without undue resistance.
- The walk and trot should be energetic and ground covering but without losing balance.

10.1.1 Any age rider may compete at this level.

10.1.2 The horse must be 3 years of age or over.

- 10.1.3 Double Bridles are not permitted in Introductory level.
- 10.1.4 The Dressage test is walk and trot.
- 10.1.5 Assisted riders – ANWEL encourages the development of beginner riders by allowing (at the discretion of the Event Organiser, and by prior approval) a support person in the arena to assist riders in Introductory Level. No assisted rider shall place above an unassisted rider.
- 10.1.6 Ease of Handling (EOH) is trot with walk transitions. Any canter strides will be penalised, and more than 3 complete consecutive canter strides will incur elimination.
- 10.1.7 There is no Speed phase for this Level. Clubs may at their discretion run a second Ease of Handling (EOH) phase.
- 10.1.8 There is no Cattle phase for this Level.
- 10.1.9 Organisers may elect for Introductory Level Ease of Handling (EOH) phase to precede the Dressage phase in the draw.

10.2 PREPARATORY – LEVEL 2

Purpose in all phases is to test the correct training of the Preparatory working equitation horse. Preparatory is a training level in anticipation of progress to Preliminary Competitive level. Riders who can canter a full course are encouraged to be in Preliminary level.

- This Level has been introduced for horses who are ready to execute some canter but are not ready to canter a full course.
- The Ease of Handling (EOH) phase is trot with some canter and must have clear directives for canter or walk. Course directives are to include some obstacles (or lines in between) in canter. Canter is not restricted to course directives and additional canter is permitted but only between obstacles. Additional canter will be marked in the collective marks, noting that poor quality canter may receive a lesser score. Canter in obstacles as per course directives will be judged as part of the obstacle. Progressive transitions are allowed.
- To be ridden with two hands on the reins apart from where obstacle instructions specify otherwise and in sitting or rising trot (may be a combination of both).
- Transitions up and down MAY be progressive (canter-trot-walk) or canter-walk transitions.
- The horse should be in acceptance of the connection from the leg to an elastic hand showing a round outline.
- The walk, trot and canter should be energetic and ground covering but without losing balance.
- In the Speed phase any and all gaits, transitions or changes are acceptable.

- 10.2.1 Horse must be 4 years of age or over.
- 10.2.2 Double Bridles are not permitted in Preparatory level.
- 10.2.3 Dressage is walk, trot and canter.
- 10.2.4 Ease of Handling (EOH) is trot with some canter and must have clear directives for canter or walk. Course directives are to include some obstacles (or lines in between) in canter. Canter is not restricted to course directives and additional canter is permitted but only between obstacles. Additional canter will be marked in the collective marks, noting that poor quality canter may receive a lesser score. Canter in obstacles as per course directives will be judged as part of the obstacle. Progressive transitions are allowed.

Competitor level is for the more experienced working equitation horse and rider who are capable of training and executing the training and competition requirements for Preliminary level to Master's Level.

10.3 PRELIMINARY - LEVEL 3

The purpose in all phases is to test the correct training of the Preliminary Level working equitation horse.

- To be ridden with two hands on the reins apart from where obstacle instructions specify otherwise and in sitting or rising trot.
- Transitions up and down MAY be progressive (through walk or trot) with the aim of the combination working towards walk- canter, canter-walk transitions in preparation for the next level, Debutante W.
- The horse should be in acceptance of the connection from the leg to an elastic hand showing a round outline.
- The walk, trot and canter should be energetic and ground covering but without losing balance.
- In the Speed phase any and all gaits, transitions or changes are acceptable.

10.3.1 Horse must be 4 years of age or over.

10.3.2 Dressage is walk, trot and canter.

10.3.3 Ease of Handling (EOH) phase is canter, with progressive or walk changes and transitions.

10.4 DEBUTANTE W - LEVEL 4

The purpose in all phases is to test the correct progression of the horse's training at Debutant W Level and to introduce lateral work, walk through changes and counter canter.

- To be ridden with two hands on the reins apart from where obstacle instructions specify otherwise and in sitting or rising trot.
- The horse should now be reliably in acceptance of the aids, with more engagement and with a rounded and more uphill balance in the working gaits than at Preliminary level.
- In the Speed phase any and all gaits, transitions or changes are acceptable.

10.4.1 Horses must be 4 years of age or older.

10.4.2 Dressage is walk, trot (sitting unless stated otherwise) and canter.

10.4.3 Ease of Handling (EOH) phase is canter with walk changes and transitions, any trot steps will be penalised.

10.5 DEBUTANTE F – LEVEL 5

The purpose in all phases is to test the correct progression of the training at Debutante F Level and to introduce flying changes.

- To be ridden with two hands on the reins apart from where obstacle instructions specify otherwise.
- The horse now accepts and responds readily to the aids of the rider.
- This level has greater levels of engagement and collection than at Debutante W Level.
- In the speed phase any and all gaits, transitions or changes are acceptable.

10.5.1 Horses must be 5 years of age or older.

10.5.2 Dressage is walk, sitting trot and canter.

10.5.3 Ease of Handling (EOH) phase is canter with flying changes and walk transitions, any trot steps will be penalised.

10.6 CONSAGRADOS 2 – LEVEL 6

Purpose in all phases is to test the correct progression of training at Consagrados 2 Level.

- The horse now accepts and responds readily to the aids of the rider.
- To be ridden with two hands on the reins apart from where obstacle instructions specify otherwise.
- This level has greater degree of engagement and collection than at Debutant F.
- In the Speed phase any and all gaits, transitions or changes are acceptable.

10.6.1 Horses must be 6 years of age and older.

- 10.6.2 Dressage phase is walk, sitting trot and canter.
- 10.6.3 Ease of Handling (EOH) is canter with flying changes and walk transitions, any trot steps will be penalised.

10.7 CONSAGRADOS 1 – LEVEL 7 (WAVE International)

Purpose in all phases is to test the correct progression of training at Consagrados 1 Level and to test the consistency and balance of the Consagrados 1 Level horse.

- The horse now accepts and responds readily to the aids of the rider, is in a consistent balance and is ridden with one hand.
- In the speed phase any and all gaits, transitions or changes are acceptable.

10.7.1 Horses must be 6 years of age and older.

10.7.2 Dressage phase is walk, sitting trot and canter.

10.7.3 Ease of Handling (EOH) phases is canter with flying changes and walk transitions, any trot steps will be penalised.

10.7.3 The reins will be held in **one hand** for the duration of the test, however momentary adjustment of the reins is permitted. Momentary adjustment may be made with the free hand behind the rein hand only.

10.7.4 Using two hands on the reins (apart from a momentary adjustment) will incur elimination.

10.7.5 The whip, if carried is NOT allowed to be used, and MUST be carried in an upright position. In the warmup arena the whip may be carried and used normally.

10.8 MASTERS – LEVEL 8 (Australian version)

The purpose in all phases is to test the correct training of the Masters Level horse, resulting in physical and mental soundness.

- The horse is now at the highest level and is showing the result of correct and progressive training and quality riding.
- The horse is on the aids and is in a consistent balance, showing softness and roundness. to be ridden with one hand.
- In the Speed phase any and all gaits, transitions or changes are acceptable.

10.8.1 Horses must be 6 years of age or older.

10.8.2 Dressage phase is walk, sitting trot and canter.

- 10.8.3 Ease of Handling (EOH) phase is canter with flying changes and walk transitions, any trot steps will be penalised.
- 10.8.3 The reins will be held in **one hand** for the duration of the test, however momentary adjustment of the reins is permitted. Momentary adjustment can be made with the free hand behind the rein hand only.
- 10.8.4 Using two hands on the reins (apart from a momentary adjustment) will incur elimination.
- 10.8.5 The whip, if carried is NOT allowed to be used, and MUST be carried in an upright position.

11 . DIVISIONS

- 11.1 Child - under 12 on the first day of competition (proof will be required).
- 11.2 Junior - 12 and under 16 on the first day of competition (proof will be required).
- 11.3 Youth - 16 years to under 21 years on the first day of competition (proof will be required).
- 11.4 Open.

12 GENERAL ELIMINATIONS

12.1 GENERAL ELIMINATIONS IN EACH PHASE

- 12.1.1 Failure to report for gear check for every phase.
- 12.1.2 Failure to report to the gear steward for ear bonnet inspection before and after each phase.
- 12.1.3 A rider competing in illegal tack or ill-fitting tack that causes the horse discomfort or distress (refer rule 7.2).
- 12.1.4 Any rider under the age of 18 without an approved helmet, securely fastened whilst mounted.
- 12.1.5 Entering the dressage arena or passing through the start pegs in EOH or Speed or crossing the containment line in the Cattle phase before signalled by the Chief Judge.
- 12.1.6 Failure to salute the Chief Judge correctly at the beginning and completion of each phase.

- 12.1.7 Taking more than 60 seconds to begin the phase after being signalled by the Chief Judge, except for the Cattle phase where it is 30 seconds.
- 12.1.8 A rider receiving any outside assistance during any phase of the competition with the exception in Level 1 as per 10.1.5.
- 12.1.9 Use of voice, three or more times in total, excluding the Cattle phase.
- 12.1.10 Stroking or touching the horse on the neck in front of the reins, three or more times in total.
- 12.1.11 The horse leaving the arena with all four feet.
- 12.1.12 More than three complete consecutive strides of canter in Introductory level.
- 12.1.13 If the Judge or Ground Jury has a reason to feel that a horse/rider combination may be a danger to themselves or others.
- 12.1.14 Using two hands on the reins at Consagrados 1/Masters Levels (apart from a momentary adjustment of the reins).
- 12.1.15 Consagrados 1/Masters Level riders must not touch the horse with the whip or use the whip to provide any form of assistance. However, the whip, if carried must be held in an upright position. Use or incorrect carriage of the whip will incur elimination.

12.2 ELIMINATIONS FROM SUBSEQUENT PHASES

- 12.2.1 Fall of horse or rider
If there is a fall of a horse or rider in any phase the horse and rider are eliminated from that phase and ALL subsequent phases. Results in the previous phases shall remain.
- 12.2.2 Evidence of lameness.
If the horse is found to be lame in any phase the horse and rider are eliminated from that phase and ALL subsequent phases. Results in the previous phases shall remain.

12.3 ELIMINATIONS FROM THE ENTIRE COMPETITION

- 12.3.1 Traces of fresh blood anywhere on the horse.
- 12.3.2 Excessive use of force or inhumane treatment of the horse, including but not limited to, excessive use of the whip or spurs.
- 12.3.3 Falsification or misrepresentation of entry.
- 12.3.4 A horse ridden by another rider on the competition grounds at any stage immediately prior to or during the event.

- 12.3.5 Doping and medication of the horse – Abuse of medication and doping is a serious welfare issue and will not be tolerated. After any veterinary treatment, sufficient time MUST be permitted for the horse's recovery before competition. Should a horse be tested and found with a prohibited substance in its system, the horse will be eliminated from the competition.

13 THE DRESSAGE PHASE

Dressage is the first phase of the working equitation competition.

Dressage encourages harmony between horse and rider through their understanding of the language of the aids. Humane and correct training of the horse is encouraged and promoted.

Dressage promotes physical soundness and mental well-being through relaxation, lateral suppleness (bending), longitudinal suppleness (roundness) and progressive conditioning.

ANWEL official dressage tests must be used at all ANWEL events, for relevant dressage tests please refer to www.anwe.org.au.

13.1 REQUIREMENTS

- 13.1.1 The Dressage arena must be a 20 x 40 metre area clearly marked as the competition arena.
Consagrados 2, Consagrados 1 and Masters Levels do NOT have dressage marker letters.
- 13.1.2 It is not required to close the entrance to the dressage arena. If closed it must be closed for all riders in that class/test.
- 13.1.3 Spectators must be at least 5 metres from the competition arena.
- 13.1.4 The rider will enter the arena when signalled by either a bell, car horn or whistle.
- 13.1.5 Riders are not required to start their Dressage test before their scheduled time.
- 13.1.6 A caller is allowed with a five-point penalty.

13.2 ELIMINATIONS FOR DRESSAGE (refer also General Eliminations, Eliminations from subsequent phases and Eliminations from entire competition)

- 13.2.1 Resistance of more than 10 seconds.
- 13.2.2 Three errors of course (EOC).

13.3 ERRORS OF COURSE/TEST FOR DRESSAGE (refer also General Errors)

An error or failure to perform an element of the Dressage test does not immediately eliminate the competitor. It is not always necessary to ring the bell for an EOC/test. The Chief Judge will decide whether to ring the bell. In deciding not to ring the bell the Chief Judge must be aware of the effect of one movement on the next and where mirrored movements occur and should be prompt in notifying the competitor.

The Chief Judge makes the final decision on how many errors occurred. If the Judge(s) have not noted an error, the competitor has the benefit of doubt.

First error of course	=	5-point deduction.
Second error of course	=	5-point deduction
Total	=	10 points.
Third error of course	=	Elimination.

14 EASE OF HANDLING (EOH) PHASE

The objective of this phase is to demonstrate a rider's and horse's capacity to calmly, precisely, stylishly, and regularly deal with any obstacles designed to simulate difficulties which could be encountered by a working horse.

14.1 The attributes of the correct working horse include:

- a) rhythm, relaxation, regularity
- b) obedience and confidence
- c) acceptance of and response to the aids
- d) suppleness of the bend and roundness
- e) impulsion
- f) straightness
- g) collection and balance

14.2 This phase also tests the attributes of a correct working rider. These attributes include:

- a) balance and relaxation
- b) flexibility
- c) core strength
- d) coordination
- e) feel

14.3 There are no minimum dimensions for the arena in this phase although the ideal, recommended dimensions are 70m x 30m. It should be flat, level, and free from any stones or objects which could endanger competitors and their horses and consequently prejudice their evaluation by the Judge. It is strongly recommended that a sandy surface be used. Grass may be suitable provided it is not too hard or slippery.

14.4 All obstacles are numbered in order of completion.

The number is placed on the right-hand side of the entrance to the obstacle. Markers may also indicate the start and finish of the obstacle zone as well as the direction with the red marker being on the rider's right, and white on the left. The course may require a horse and rider to perform an obstacle more than once, in the opposite direction.

14.5 If any part of the obstacle is knocked down during the execution of that obstacle which needs to be executed again later in the course, then the combination will incur elimination.

14.6 If one pair of start/finish markers is used then the finish is to be executed in the opposite direction to the start. If separate start and finish markers are used, they must be flagged red and white to show direction.

14.7 A live obstacle is an obstacle that is not yet performed, executed, or ridden.

14.8 Prior to the rider commencing the course by passing through the start flags, the obstacles are considered dead and can be ridden past and through while waiting for the Judge's signal to start. The rider must not allow their horse to show or face up to any obstacle as this would mean elimination.

14.9 Any obstacle already ridden is considered "dead" (unless it needs to be executed again later in the course) and may be ridden through in any direction without penalty, noting that the knocking down of any part of an obstacle (even a dead one) will be reflected in the marks. That is the:

- a) knocking down any part of an obstacle during the execution of that obstacle will incur a low mark.
- b) knocking down any part of a dead obstacle will be reflected in the navigation and/or submission mark.

This only applies to obstacles relevant to the rider's level (in case multiple courses are set up in the same arena).

14.10 In multiple level courses obstacles must be clearly marked for each level e.g., different colours for each level on the number markers - pink for Preliminary, white for Debutante W etc.

14.11 Course designers should have clear lines between obstacles for each level so as not to confuse riders. There should be **at least 10 metres between consecutive obstacles.**

14.12 An obstacle is defined as all components, including entrance/exit markers, numbers, and transition markers.

14.13 Callers are allowed in the Ease of Handling (EOH) phase with a 5-point deduction.

14.14 WALKING THE COURSE

14.14.1 Competitors at all levels may walk the course.

14.14.2 Competitors are only permitted to walk the course unmounted and in full competition attire, unless otherwise directed by the Organising Committee on the day, with consideration to weather conditions.

14.14.3 Judges, Course Builders and/or members of the OC will walk the course with the competitors to answer any questions.

14.14.4 Trainers/Chef d'Equipe may accompany riders on the walk through.

14.15 PRIOR TO RIDING THE COURSE

It is the rider's responsibility to check all equipment is in the correct positions to start the obstacle phases.

14.16 ELIMINATIONS FOR EASE OF HANDLING (EOH) PHASE (refer also General Eliminations, Eliminations from subsequent phases and Eliminations from entire competition)

14.16.1 Not completing an obstacle.

14.16.2 Failure to start and finish at the designated start and finish lines. If the start/finish line is through one set of markers, competitors **MUST** only cross the line once to start and once to finish. If the start and finish lines are separate, then the competitor must only cross each line once.

14.16.3 Failure to complete the obstacles in the assigned order.

14.16.4 Failure to move forward for a period of 15 seconds.

14.16.5 Showing or facing up to a live obstacle, prior to or during the test.

- 14.16.6 After proceeding across the start line, crossing an obstacle that has not yet been performed (live obstacle).
- 14.16.7 Three refusals on any **one** obstacle (a horse may have **two** refusals on all obstacles on course).
- 14.16.8 Starting an obstacle out of order.
- 14.16.9 Knocking down a live obstacle or any part of a live obstacle.
- 14.16.10 If any part of the obstacle is knocked down during the execution of that obstacle which needs to be executed again later in the course, then the combination will incur elimination.
- 14.16.11 Uncorrected obstacle pattern.
- 14.16.12 When riding the course, the rider **MUST** use the same hand to perform all obstacles. Changing hands is not permitted.
- 14.16.13 Passing through the start pegs before being signalled.
- 14.16.14 Not replacing the garrocha and ring in the drum if it bounces out. If it bounces out the rider must dismount and correct (refer rule 15.7).
- 14.16.15 Not replacing the cup on the post if the post is knocked over. The rider must dismount and stand the post up to complete the obstacle. If any other post is knocked over the rider must dismount and stand the post/s up to complete the obstacle.
- 14.16.16 Not clearly attempting the ring or ball.

14.17. REFUSING AN OBSTACLE

For example, the horse stops and takes a backwards step, or circles before entering the obstacle.

- 14.17.1 The rider may have a second attempt. The third refusal on that obstacle will result in elimination.
- 14.17.2 Although a horse **MAY** theoretically refuse every obstacle on the course twice – the obstacle **MUST** be completed, that is, a competitor **CANNOT** refuse twice and go on to the next obstacle. This will incur elimination (refer rule 14.16.1).
- 14.17.3 A **15 second resistance** will incur elimination.

14.18 ERRORS

Errors in the pattern or order of movements can be corrected. For instance, if an incorrect pattern is performed on the 3 barrels, the rider

may go back and correct the pattern (and will incur a lower score). However, if the competitor commences the next obstacle before the correction is made, they will be eliminated.

15 OBSTACLES

Obstacles are encountered in the Ease of Handling (EOH) and Speed phase. The following are descriptions of each obstacle, its dimensions and the rules governing its use in order to establish an even playing field and a safe environment for all competitors at all levels.

Where entry and/or exit transition markers are used on an obstacle to indicate a change of gait, they should be placed approximately 1 metre out from the obstacle.

Entry transition markers for the bridge must be placed 2 metres from the obstacle. Exit transition markers for the bridge must be placed 4 metres from the obstacle. Where the bridge is used twice the entry and exit markers must be 4 metres from either end of the bridge.

Where transition markers are used in the EOH phase, they are to be YELLOW in colour. Transition markers are not to be used in the Speed phase.

The transition should occur as the nose of the horse is in line with the transition marker. Transitions are a reliable way for Judges to ascertain the correct training of a working equitation horse. Note, all transitions form part of the mark awarded by Judges for the obstacle. For example, if the horse performs a very good walk over the bridge, however the horse does not canter between obstacles and therefore does not show the required transition entering or departing the obstacle, a score no higher than 5 can be awarded.

Disobedience between obstacles is marked as part of the collective marks under submission.

All obstacles should be placed to encourage flow especially the stockpen entrance.

Recommended number of obstacles for the various levels.

- Introductory 8-10 obstacles
- Preparatory 10-12 obstacles
- Preliminary 10-12 obstacles
- Debutante 12-14 obstacles
- Consagrados and Masters 14-16 obstacles.

GAITS REQUIRED

Unless otherwise specified in an obstacle's sub-paragraph, the following applies to all obstacles for the EOH phase.

Level 1 - Introductory	Trot with walk transitions. More than 3 complete consecutive canter strides is elimination.
Level 2 – Preparatory	Trot with some canter and must have clear directives for canter or walk. Course directives are to include some obstacles (or lines in between) in canter. Canter is not restricted to course directives and additional canter is permitted but <u>only between obstacles</u> . Additional canter will be marked in the collective marks, noting that poor quality canter may receive a lesser score. Canter in obstacles as per course directives will be judged as part of the obstacle. Progressive transitions are allowed.
Level 3 - Preliminary	Canter with walk or trot changes. Progressive transitions are allowed.
Level 4 - Debutante W	Canter with walk changes. *
Level 5 - Debutante F	Canter with flying changes. *
Level 6 - Consagrados 2	Canter with flying changes. *
Level 7 - Consagrados 1	Canter with flying changes, ridden with one hand. *
Level 8 - Masters	Canter with flying changes, ridden with one hand. *
* Levels 4 to 8:	Canter-walk/walk-canter transitions only. Any trot steps will incur a mark no higher than insufficient (4) for that obstacle.

All levels: Where an obstacle is executed in a gait lower than specified above, a score no higher than reasonable (5) can be awarded unless a lower gait is specified on the course directives by the Organising Committee.

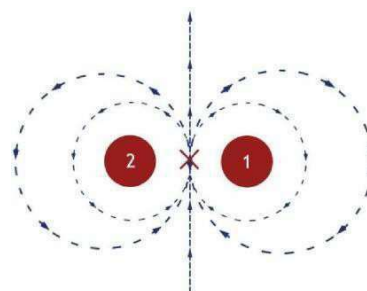
15.1 BARRELS – TWO BARRELS

Specifications:

Two barrels are placed approximately 3m apart measured from the centre of one barrel to the centre of the other barrel

Criteria:

The horse is ridden mid-way between the barrels and performs a circle around the right-hand barrel first. Upon completing the circle and passing halfway between the



barrels, the rider will change direction and begin the circle on the left-hand side around the left-hand barrel.

Upon completing the circle on the left-hand side, the competitor will pass halfway between the barrels to exit the obstacle.

- **L1, Introductory Level** – For example may trot both circles or trot the first circle, walk the second, however the OC must give clear directives on course maps for where trot and walk should be executed.
- **L2, Preparatory Level** – for example may trot one or both circles or canter one or both circles, however the OC must give clear directives on course maps for where trot and canter should be executed.
- **All other levels** as per standard level requirements see section 15.
- **Level 6, 7 & 8, - Consagrados and above**, this obstacle may be performed in rein back starting with the right barrel first.

Evaluation:

The obstacle is judged on the balance, regularity, change of bend, quality, and placement of changes of lead, the shape and symmetry of the circles and horse's reaction to the aids.

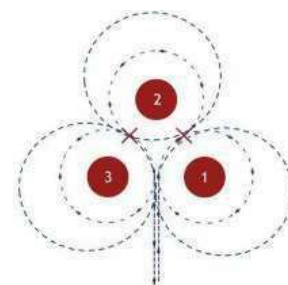
15.2 BARRELS - THREE BARRELS

Specifications:

This obstacle consists of three barrels positioned in an equilateral triangle with the distance between the barrels approximately 3 metres. The distance from barrel to barrel is measured from the centre of one barrel to the centre of the next barrel, and all barrels to be the same distance from one another.

Criteria:

The horse canters a route through the barrels. The rider circles around the first barrel on the right or left. Then proceeds to the next barrel, performing a change of lead over a line midway between the 1st and 2nd barrels. The rider then half circles around the 2nd barrel, performs another change of lead over a line midway between the 2nd and 3rd barrels, and makes a full circle around the 3rd barrel before exiting from the same point as the point of entry.



- **L1, Introductory Level** - For example may trot three circles or trot the first circle, walk the second, and trot the third. However, the OC must give clear directives on course maps for where trot and walk should be executed.

- **L2, Preparatory Level** – For example may trot two circles and canter one circle, or trot one circle and canter two circles. However, the OC must give clear directives on course maps for where trot and canter should be executed.

Evaluation: The obstacle should be judged on the horse's attitude, the rider's use of aids, changes of bend, balance, rhythm, fluidity of performance, correctness, and placement of changes of lead and the shape and symmetry of the circles.

Speed:

This obstacle is not to be used in speed for Levels 2 – 4, Preparatory to Debutante W inclusive.

It may be used in speed for Levels 5 – 8 Debutante F to Masters.

15.3 BELL CORRIDOR

Specifications:

The obstacle consists of 2 small fences (at least 50cm high) or hay bales, placed parallel to each other forming a corridor 1.5m wide. The recommended length of the corridor should be between 3m and 4m.

A bell is located on the side at the end of the corridor at a height of approximately 2m.

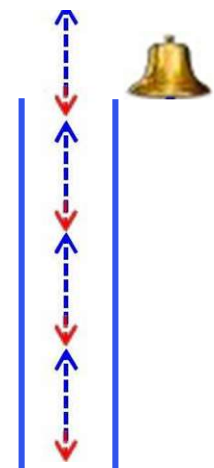
Level 4 – 8 (Debutante and above) the corridor may be 'L' shaped, and all components must be joined.

Transition markers to walk must be used for levels 1 to 3 and may be used for levels Debutante W level 4 and above.

Where an 'L' corridor is used transition markers must be used for levels 4 and 5, Debutante W and F.

Criteria:

- **L1, Introductory Level** - will have no rein back. Corridor poles may be on the ground and should walk at transition markers, The rider then halts, rings the bell and proceeds forward.
- **L2, Preparatory Level** - Canter or trot, walk at transition markers, halt, ring the bell, rein-back 3 -4 steps then proceed forward.
- **L3 – 8, Preliminary level and above** - the horse approaches the corridor at canter, enters and moves forwards towards the end. The rider then halts, rings the bell, and performs a rein back and continues to the next obstacle.
- **L4 and above, Debutante W and above** where no transition markers are in place, the horse canters into the corridor.



Evaluation:

This obstacle is judged on the horse's attitude and straightness, the rider's use of aids, regularity, balance, continuity, and quality of the performance.

An insufficient score should be given if the horse displaces either side of the corridor.

Speed: This obstacle not to be used in Speed phase at L2, Preparatory level.

Halt is not required.

15.4 THE BRIDGE

Specifications:

The obstacle consists of a bridge measuring at least 4m long x 1.5m wide and at least 20cm (8 inches) above the ground at its centre. Within these dimensions is a sloping 1m ramp at both ends. The bridge may or may not have side rails, if side rails are used, they should be removable i.e. not fixed. The surface of the Bridge must provide traction and not be slick. The Bridge should be made from solid material and should not endanger either horse or rider.

Transition markers must be used in the Ease of Handling (EOH) phase (2 metres on approach and 4 metres on depart). If the bridge is to be used a second time on the same course, transition markers must be placed 4m from each end.

Criteria:

Ease of Handling (EOH) phase – all levels the horse should walk the bridge. An insufficient mark or lower will be given for any trot or canter steps on the bridge.

If a horse steps off the side of the bridge with any foot, the competitor must leave the bridge in a safe manner and re-present through the bridge entry markers. This will be classed as a refusal and judged accordingly.

Evaluation:

The Judge will evaluate the transition to walk at the marked, quality, regularity, straightness, and the transition at the marker upon leaving the bridge. Marks will be deducted if a horse shows any awkwardness, hesitation, or irregularity.

EOH Phase - An insufficient mark or lower will be given for any trot or canter steps on the bridge.

Speed:

Transition markers must be removed. See speed section 16.1.7.

L4 and below, Debutante W and below anything other than clear walk steps means elimination.

L5 and above, Debutante F and above may trot or canter over the bridge.

15.5 GARROCHA – PICK UP

Specifications:

This obstacle consists of a barrel and a Garrocha. The Garrocha should be bamboo, aluminium, poly, or timber or cardboard. Timber garrochas must measure a minimum of 28mm in diameter at the thickest end. Garrocha lengths must be:

- a) Child division riders – 1.8 m
- b) Level 1 (Introductory) riders – have an option of 1.8 m or 3-4 m
- c) Level 2 (Preparatory) riders – have an option of 1.8 m or 3-4 m
- d) Levels 3 to 7 (Preliminary and above) riders 3-4 m

The Organising Committee should allow riders (via the Obstacle Steward) to place the garrocha where required prior to presenting to the Judge.

Criteria:

The rider approaches the barrel and removes the garrocha without the horse reacting in any way. The rider should pick up the garrocha with their thumb facing up.

The horse should always move forward at a steady gait, and should not react to, or unduly notice, the appearance of the barrel or the removal of the garrocha.

L1 – L5 Introductory to Debutante F inc. -If the rider drops the garrocha in Ease of Handling (EOH) they must dismount, pick up the garrocha, deposit the garrocha back in the Pick-up Barrel, remount and continue (judging will re - commence where the rider dropped the garrocha).

L6 – L8 Consagrados 2 to Master's Dropping the Garrocha

If the rider drops the garrocha, they must dismount, pick up the garrocha then remount with garrocha, place the garrocha in the pickup barrel whilst mounted, represent to pick up the garrocha. Judging commences from where the garrocha drop occurred.

Failure to replace the garrocha will incur elimination.

Evaluation:

The obstacle is judged on the manner in which the horse approaches the obstacle, its reaction to the movement of the garrocha and the relaxed manner in which the rider picks up the garrocha. Any slowing down or change of gait by the horse will be penalised.

Knocking over the pick-up barrel in Ease of Handling (EOH) will result in an insufficient or lower mark.

A higher mark will be achieved if the canter lead at the time of executing matches the side the garrocha is held.

Speed: Knocking over the pick-up barrel will incur a 5 second penalty.

15.6 GARROCHA – COLLECT BULL RING(S) AND OR KNOCK BALL(S)

15.6.1 Knock Down a Ball

Specifications:

The garrocha is the same as measurements listed in 15.5.

The ball is located on the top of a base approximately 1.6m in height.

Balls of a larger size should be used for Introductory, Preparatory and Preliminary (Level 1-3) while balls of a smaller size but no smaller than 15cm are appropriate for Debutante (Level 4/5) to Masters (Level 8). Balls should be constructed or filled in a way that prevents the ball from bouncing and/or rolling.

15.6.2 Spearing a Ring

Specifications:

The ring should be 15cm - outside diameter. Rings may be located on a bull or several bases at various heights ranging from 1.2m to 1.6m as indicated on the course map.

15.6.1 & 2. Criteria:

Knock Ball and Spearing the Ring

The competitor, at the required gait, knocks down a ball with the tip of the garrocha or collects the ring from any location. The ring or ball **must be clearly attempted**.

Dropping the Ring - A ring dropped off the garrocha does not need to be picked up.

L1 – L5 Introductory to Debutante F inc. Dropping Garrocha without the ring - If the rider drops the garrocha without the ring, they must dismount, pick up the garrocha, deposit the garrocha back in the Pick-up Barrel and then remount. After remounting, the rider then picks the garrocha back up and judging continues from where the garrocha drop occurred.

L1 – L5 Introductory to Debutante F inc. Dropping Garrocha with the ring - If the rider drops the garrocha with the ring, they must dismount, pick up the garrocha and the ring, deposit both back in the Pick-up Barrel and then remount. After remounting, the rider then picks up the garrocha only and judging continues from where the garrocha drop occurred.

L6 – L8 Consagrados 2 to Master's Dropping the Garrocha with or without the Ring.

If the rider drops the garrocha with the ring, they must dismount, pick up the garrocha and the ring, deposit the ring **only** back in the Pickup barrel. Remount with the garrocha, place the garrocha in the pickup barrel whilst mounted, represent to the pickup barrel. Judging commences from where the garrocha drop occurred. If the garrocha is dropped without the ring the above applies without the ring.

Failure to clearly attempt the ring or ball is elimination.

15.6.1 & 2. Evaluation:

This obstacle is judged on the horse maintaining regularity, straightness, balance, and the fluency with which the rider skewers the ring with the garrocha or knocks down of the ball.

Striking the base holding the ring or the ball will incur a lower mark.

Dropping the ring after collecting will incur a lower mark.

A higher mark will be achieved if the canter lead, at time of executing spearing the ring or knock down the ball, matches the side the garrocha is held.

Speed: Bonus points are accrued by securing the ring or knocking the ball (with the tip of the garrocha) – 10 second deduction per obstacle off final time. The garrocha and rings must be securely deposited in the barrel to accrue the 10 second deduction.

15.7 GARROCHA – DEPOSIT

Criteria:

The rider approaches the barrel and deposits the garrocha in the barrel with their thumb facing up.

L1 – L5 Introductory to Debutante F inc. Dropping Garrocha without the ring - If the rider drops the garrocha without the ring, they must dismount, pick up the garrocha, deposit the garrocha back in the Pick-up Barrel and then remount. After remounting, the rider then picks the garrocha back up and judging continues from where the garrocha drop occurred.

L1 – L5 Introductory to Debutante F inc. Dropping Garrocha with the ring - If the rider drops the garrocha with the ring, they must dismount, pick up the garrocha and the ring, deposit both back in the Pick-up Barrel and then remount. After remounting, the rider then picks up the garrocha only and judging continues from where the garrocha drop occurred.

L1 – L5, Introductory to Debutante F, Barrel knocked over or Garrocha bouncing out – if the deposit barrel is knocked over when depositing the garrocha or if the garrocha bounces out of the deposit barrel, the rider is to dismount and replace the garrocha back into the deposit barrel.
Failure to do so will incur elimination.

L6 - L8 – Consagrados 2 to Master’s level, Barrel knocked over or bounced Garrocha - if the deposit barrel is knocked over when depositing the garrocha, or the garrocha bounces out of the deposit barrel, the rider must dismount and replace the garrocha into the deposit barrel whilst mounted.
Failure to do so will incur elimination.

All levels - The obstacle is only considered successfully completed if the garrocha and ring (if collected cleanly) stays in the barrel which is in an upright position.

Evaluation:

This obstacle is judged on the way in which the horse approaches, its reaction to the movement of the garrocha and the calm manner in which the rider deposits the garrocha.

A higher mark will be achieved if the canter lead matches the side the garrocha is held.

15.8 THE GATE

Specifications:

The gate should be constructed from a wooden or metal frame supported by two uprights without sharp edges. The gate opening should be at least 2m wide with the top set at a height of at least 1.3m. A latch easily operated from horseback constructed of metal hoop or rope loop should be used. The gate should swing freely to open and close forward or backwards to the left or right in conformity with the course. A rope between two posts can be used instead of a solid gate, preferably in speed phase.

The Rope gate should be constructed from sturdy wooden or metal uprights with no sharp edges or unnecessary exposed hooks. Gate opening should be at least 2m wide with rope ends attached at least 1.3m from ground level. The rope must be minimum 16mm rope in thickness and end loop must not be big enough for a hoof to reasonably fit in.

Criteria:

All levels Approach the gate with final pace at walk.

L4 - L8 Debutante W and above may have a reverse gate.

All Training Levels (L1 & L2) should approach the gate in a calm relaxed manner and perform a balanced obedient halt. This concession assists trainers/riders to develop calmness with the gate.

Approach criteria:

- **L1, Introductory:** The approach may be parallel (from the side). Then halt to open the gate, push the gate open, halt in centre of the gate opening for 5 seconds, then proceed forward to next obstacle **without closing** the gate. When dropping a rope loop, ensure it is safely away from horse's legs.
- **L2, Preparatory Levels:** Should approach head on and perform a balanced obedient halt to open the gate.
- **L3-8 All Competitive levels** cantering to approach the gate head on, makes its transition and final approach at a walk. The horse positions itself at halt at the side of the gate (to the left or right depending on the direction in which it opens).

After approach:

- **L2-L8 All Levels above Introductory:** after approach criteria above, the rider should then move the quarters parallel then open the gate. The horse should then walk through the entrance and when exited to the other side, back up one -two steps to close the gate. With the horse halted squarely the rider should close the latch to complete the obstacle. The rider preferably keeps hold of the gate/latch during the course of performing this obstacle.
Failure to latch the gate will result in elimination as the obstacle is incomplete.

Evaluation:

The judge will score the transitions and the horse's action which should be fluid and without hesitation or tension. The horse should pay attention to and participate in the opening and closing movements without signs of insecurity or disobedience. The rider's action should be easy, precise, and free from hesitation.

Debutante W and Above Levels: - not keeping hold of the gate/latch is an insufficient mark.

Speed:

No halts required, failure to latch is elimination. When using a rope gate, passing the rope over the head of the rider is never allowed (elimination).

15.9 THE JUG

Specifications:

This obstacle consists of a table at least 1.2 metres high, on which a jug is placed. A bottle of fluid or sand may be used instead of the jug.

Organisers should take care to make sure that equipment is stable in all weather conditions.

Criteria:

The competitor approaches the table and halts. The horse should stand immobile while the rider lifts the jug above their head and replaces the jug on the table before moving off at the appropriate gait.

- **L1, Introductory Levels** - should be straight and relaxed into halt and immobile.
- **L2, Preparatory Level** - and above should be straight, balanced, immobile and square in front

The jug, when replaced on the table, shall remain upright. If the jug falls after it is placed on the table the rider must dismount and replace the jug unmounted, otherwise it is an elimination.

Evaluation:

The obstacle is judged by the manner in which the horse approaches and remains at a halt next to the table, without showing any signs of fear and trusting the riders use of the aids. The rider will be penalised if the horse touches the table. The Judge will also take into consideration the severity or mildness of each disobedience.

Speed: This obstacle is not used in speed.

15.10 THE JUMP

Specifications:

The obstacle consists of a jump of various heights, depending on the level. The jump will consist of crossed rails or straight rails or hay bales with a rail on top dependent on the level of competitor as set out in gait required below. The bales of straw may be replaced by a natural substance provided that it does not exceed the bale's height.

Criteria:

The horse should approach and jump naturally and with assurance.

L1,	Introductory	Trot pole on the ground.
L2,	Preparatory	Canter or trot a cross rail, total height 20 cm at the centre.
L3	Preliminary	Canter a cross rail total height between 20 - 30 cm at the centre, preferably off a hay bale on either side.
L4	Debutante W	Canter a raised pole total height 40cm. This jump should include a ground rail.
L5	Debutante F	Canter a hay bale broad side down with one rail on top (resting in jump cups) total height 50 cm. This jump can include a ground rail.
L6 & 7	Consagrados 2 & 1	Canter a hay bale broad side down with one rail on top (resting in jump cups) total height 50 cm. This jump can include a ground rail
L8	Masters	Canter a hay bale broad side down with one rail on top (resting in jump cups) total height 50 cm. This jump can include a ground rail

Evaluation:

The obstacle is judged on the bascule (except for Introductory) of the horse and the horse and rider's confidence and the correct use of aids to perform the obstacle.

Touching any part of the obstacle will result in a lower score for Ease of Handling (EOH) however will not incur a penalty in the Speed phase.

Displacing the rails or hay bales will result in an insufficient or lower score for Ease of Handling (EOH)

Speed: Displacing rails or hay bales will incur a 5 second penalty. Brushing rails/hay bales, no penalty.

15.11 THE REIN BACK OBSTACLE WITH CUP

Specifications:

Corridor - Rein back corridors should comprise 2 small fences at least 50cm high, made in such a way that it is safe for the horse if the corridor is stepped on or over. At the end there is a post with a height of between 1.6m & 2m on the right-hand side upon which a cup is placed. At the exit there will be another post on the right-hand side of the same measurements.

Each side of both straight or "L" shaped corridor should measure between 3m and 4m with a width of 1.5m.

Transition markers to walk **must** be used for L2 & L3, Preparatory and Preliminary Levels.

Transition markers to walk **may** be used for Levels 4 and above, Debutante W and above. Where an L shaped corridor is used transition markers **must** be used for L4 and L5, Debutante Levels.

Criteria:

This obstacle is not to be used for L1, Introductory level.

Competitor enters the corridor, halts, removes the cup and reins back either in a straight line or an "L". At the exit there will be another post on the right-hand side - the rider will halt and place the cup on this post.

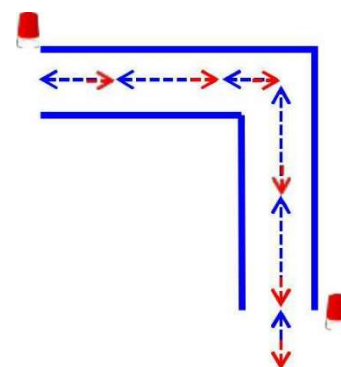
The horse should remain immobile while collecting and depositing the cup.

- **L2, Preparatory Level** - may rein back till rider is level with middle of corridor and then walk forward. OC must give clear directives on course maps for where trot and walk should be executed.
- **L3 – L8, Preliminary and Above** must rein back the whole corridor.
- **L4 - L8, Deb W and Above** may have an "L" shaped corridor.

This obstacle has the following variations:

15.11.1 Straight Rein Back with Cup (L3 and Above) - The horse and rider backs through a straight corridor.

15.11.2 Rein Back in "L" with cup (L4, Deb W and above) comprised of a corridor shaped like an "L". Competitor enters the corridor, rides to the end, halts, and then a rein back is executed back through the "L" shaped corridor to deposit the cup on the exit post.



Evaluation:

The obstacle is judged on the horse's attitude, straightness, fluidity, balance, the correctness of the halts, the fluency and balance of the rein back, the rider's use of aids, continuity, and quality of the performance.

An insufficient score should be given if the horse displaces either of the sides of the corridor.

15.11.3 Parallel Post Rein Back with Cup.

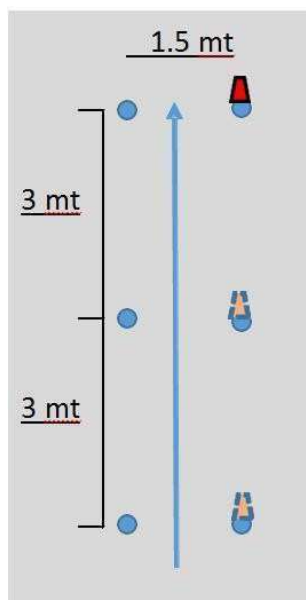
Specifications: Two parallel lines of 3 posts, with a height of between 1.6m & 2m, forming a corridor where the posts are separated by a minimum of 2.5 metres and a maximum of 3 metres from each other, and each line is separated by 1.5 m

Criteria: The competitor moves between the lines of posts up to the last post where the rider removes the cup and performs a rein back

The horse should remain immobile while collecting and depositing the cup in Ease of Handling (EOH) phase. To complete this obstacle the horse must fully exit (i.e., with its four legs) in rein back from the obstacle.

In case the horse knocks down any of the posts the rider must dismount and put it back in place. The rider must be mounted to replace the cup. This obstacle is not considered completed unless all posts and cup are in place.

Failure to re-erect any knocked down post will incur elimination (rule 14.16.1)



15.11.4 Slalom Rein Back with Cup (only Deb W and above).

Specifications:-

Two parallel lines of 3 posts forming a corridor where posts are separated by a minimum of 2.5m and a maximum 3m and each line is separated by 1.5m.

Criteria:

The horse/rider moves between the lines of posts up to the last post where the rider removes the cup and performs a rein back slalom between the posts.

The horse should remain immobile while collecting and depositing the cup in Ease of Handling (EOH) phase.

To complete this exercise the horse must fully exit (i.e., with its four legs) in rein back from the obstacle

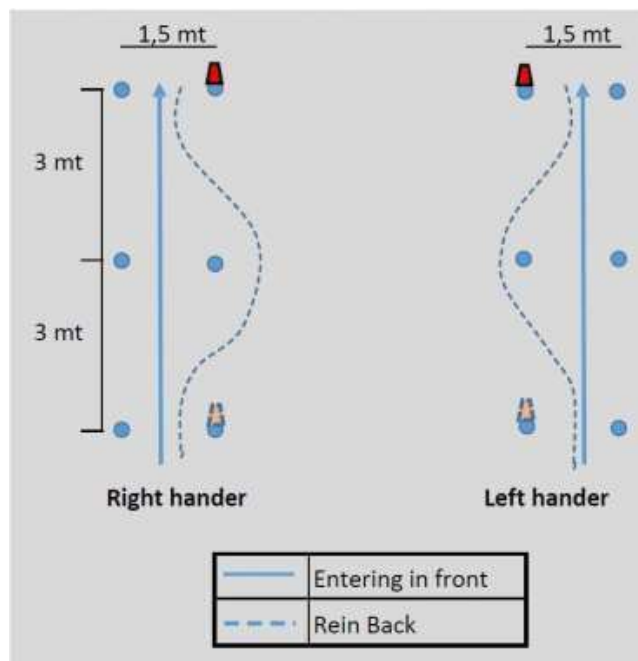
If the rider uses the left hand to ride the horse and the right hand to manipulate the obstacles, they should remove the cup placed on the post to the right and replace it on the middle or last post to their right, according to the course directives. When executing the slalom in this obstacle, the rider will slalom back through the posts on their right.

The obstacle is executed on the opposite side for riders who use the right hand to ride the horse.

In case the horse knocks down any of the posts the rider must dismount and put it back in place. The rider must be mounted to replace the cup. This obstacle is not considered completed unless all posts and cup are in place.

Evaluation:

This obstacle is judged on the horse's attitude, straightness, fluidity, balance, correctness of the halts, the fluidity and balance of the rein back and the rider's use of the aids. If the horse knocks down any posts the score must be insufficient or below. Failure to re-erect any knocked down post will incur elimination (rule 14.16.1).



15.12 SWITCH CUP

Specifications:

This obstacle consists of a down-turned drinking cup on a post with a height of between 1.6m & 2m. The distance apart is approximately 1.2m (less for juniors).

Criteria:

The rider halts by the post and picks up the cup from the top of one post and places it on the top of another post according to course directives. The horse should be immobile whilst picking up or replacing the cup, in Ease of Handling (EOH) phase, and then proceed forward immediately after replacing the cup.

This obstacle can have the following variations:

15.12.1 Standing Cup Post

The rider halts between two posts as per specifications, picks up the cup from one post and places it on top of the adjacent post.

15.12.2 Moving Cup Post in Motion

The competitor rides up to the pick-up post in the required gait, picks up the cup, carries it to the deposit post, showing no change in gait. The task is to be completed in a continuous forward motion, without hesitation or deviation.

Organising Committee must give clear directives on the course map of paces required for collection and deposit.

If any post including the post on which the cup is to be placed is knocked over, the rider is to dismount, erect the post, remount, place the cup on the post and continue.

Both obstacles are not considered complete unless all posts and cup are in place.

Evaluation:

This obstacle is judged on the manner in which the horse approaches and remains immobile, without showing any fear and trusting the rider's use of aids.

15.13 SIDE PASS POLE

Specifications:

This obstacle consists of a pole at least 2.4 m long and a maximum of 4 m long.

Level 1	Introductory	The pole or half pole is on the ground
Level 2	Preparatory	The pole is on the ground
Level 3	Preliminary	The pole is raised 5 – 10 cm above the ground
Level 4 and above	Deb W and above	The pole/s are raised 5 – 10cm above the ground. An "L" shape may be used.

Criteria:

The horse moves sideways, with the pole always positioned under the barrel of the horse with the forelegs in front of the pole and the hind legs behind the pole.

L1, Introductory Level should stand over the middle of the pole for 5 secs and then proceed forward.

L2, Preparatory Level should execute progressive transitions to the centre of the pole, side pass half of the pole or side pass the whole pole according to course directives.

L3 – 8, Preliminary Level and Above must side pass the whole pole.

This encourages riders to begin in either straight or approach at an angle with shoulders leading, encouraging bend in the direction of movement.

Evaluation:

The obstacle is judged on the horse's capacity to move laterally without touching the pole. Also, the horse's calmness, continuity of action and crossing of the legs with rhythm are judged.

A bend in the direction of movement, shoulder slightly ahead, will gain a higher score than if the horse is bent away from the movement. The horse will be severely penalised if it touches or knocks the pole.

15.14 SINGLE SLALOM

Specifications:

The obstacle comprises at least 5 Posts (approximately 2 metres high) set out in a straight line approximately (6–10 metres apart).

- L1 - L3 Introductory, Preparatory and Preliminary - 10m
- L4 - L5 Debutante W and Debutante F - 8m
- L6 - L8 Consagrados 2, Consagrados 1 and Masters- 6m

The distances should be changed accordingly for each level.

Criteria:

Course directives will determine if the course is to be ridden from the left or the right. The horse is ridden around the slalom posts performing a clear change of bend with each change of direction. When required the change of lead or flying changes should always be performed at the halfway point between the posts.

Unless there is a flag to direct otherwise, the slalom is finished when the rider passes through the last two poles.

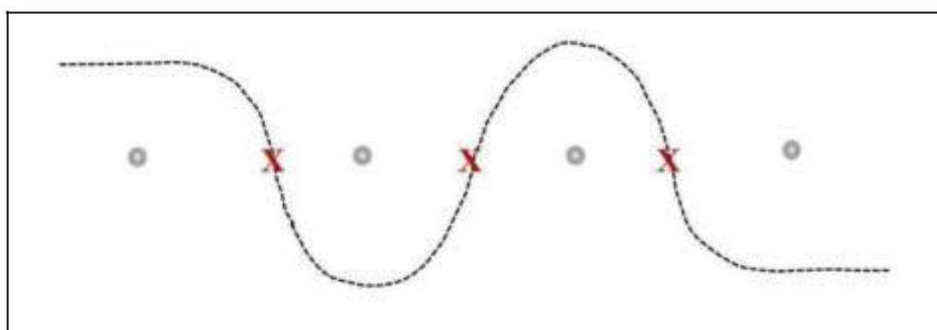
L2 - Preparatory Level may be directed the following gaits or variations thereof for the slalom:

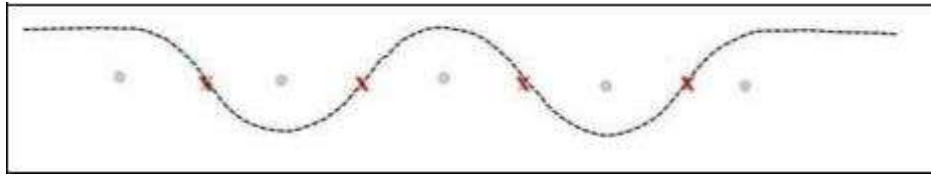
- Trot the entire slalom
- Canter with changes of lead through trot or walk
- Alternate each change of rein between canter, trot and walk (e.g., Canter in, walk the second, trot the third, walk the fourth, canter the fifth.)

Evaluation:

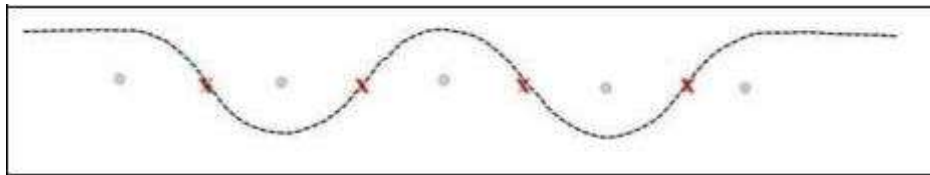
The obstacle is judged on the harmony, precision, regularity and balance of the horse's movements and the rider's use of aids, showing clear changes of bend and the quality and placement of changes.

Acceptable lines for Debutante F and below





Compulsory lines for Consagrados 2 and above



15.15 DOUBLE SLALOM

Specifications:

The obstacle consists of 5 or 7 posts a minimum of 2m high. The posts are laid out in 2 parallel lines 6-10 m apart. Distance between the two parallel lines of posts must equal the distance between the individual posts in those parallel lines.

- L1 - L3 Introductory, Preparatory and Preliminary - 10m
- L4 - L5 Debutante W and Debutante F - 8m
- L6 - L8 Consagrados 2, Consagrados 1 and Masters- 6m

The distances should be changed accordingly for each level.

Criteria:

Course directives, the placement of the number and placement of red and white markers/flags will determine if the course is to be ridden from the left or the right. The horse takes a slalom course around the posts with changes of lead and bend performed on the half-way line between the posts.

Unless there is a flag to direct otherwise, the slalom is finished when the rider passes through the last two poles.

L2 - Preparatory Level may be directed the following gaits or variations thereof for the slalom:

- Trot the entire slalom
- Canter with changes of lead through trot or walk
- Alternate each change of rein between canter, trot and walk (e.g., Canter in, walk the second, trot the third, walk the fourth, canter the fifth.)

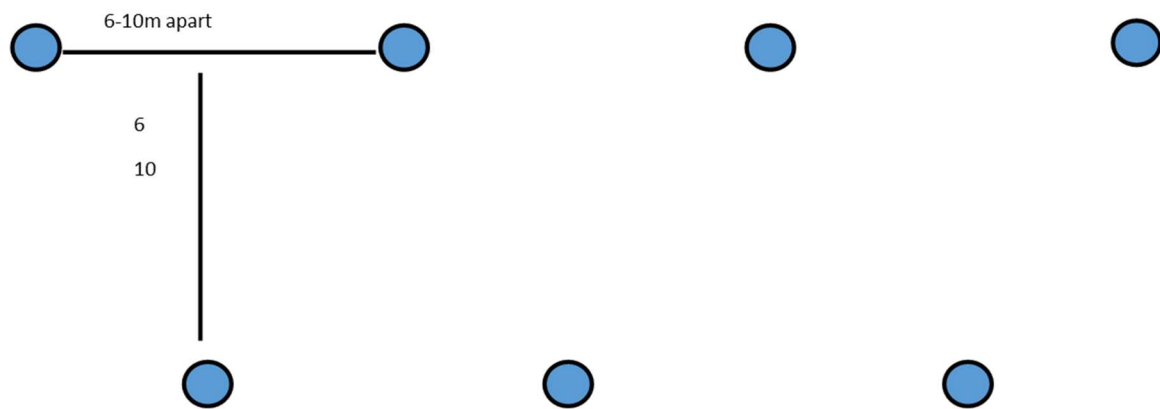
Evaluation:

The obstacle is judged on the harmony, precision, regularity and balance of the horse's movements and the rider's use of aids, showing clear changes of bend and the quality and placement of changes.

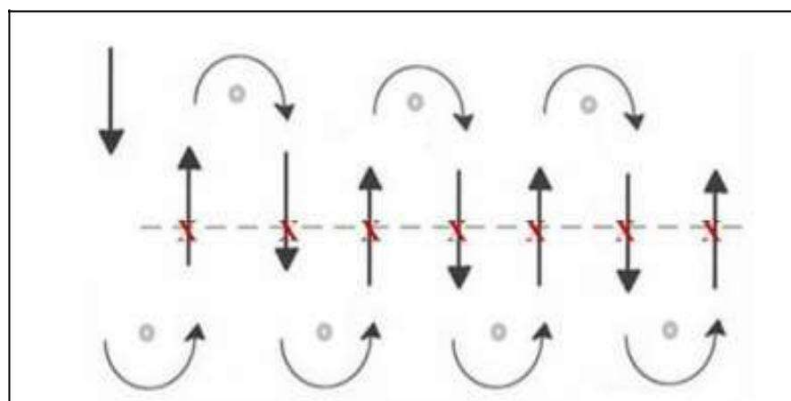
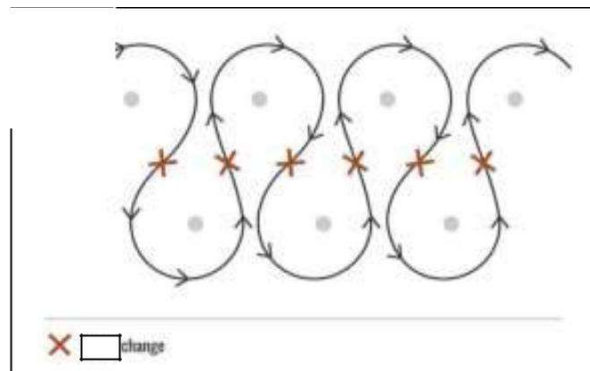
Speed:

This obstacle is not to be used in the speed phase for L2 – L4, Preparatory to Debutante W level. This may be used for L5-8, Debutante F to Master's level.

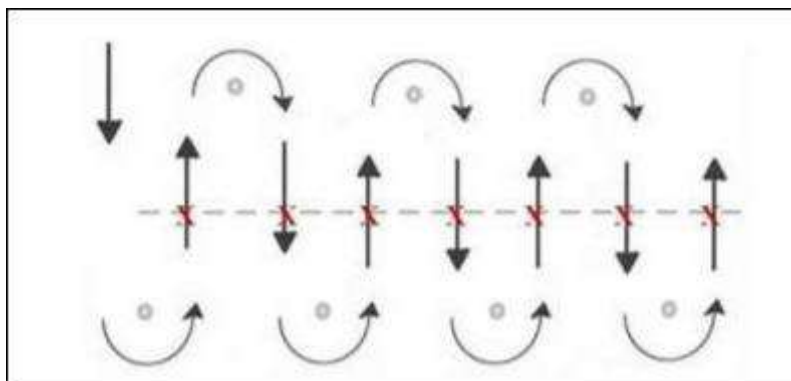
Double Slalom layout



Acceptable lines for Debutante F and below



Compulsory lines for Consagrados 2 and above



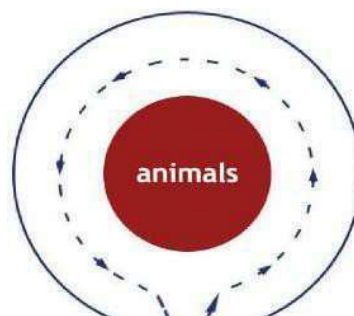
15.16 STOCK PEN

Specifications:

The obstacle consists of a 3m diameter internal pen.

The outside diameter should be approximately:

- L1 to 3 Introductory, Preparatory and Preliminary - 10m diameter
- Level 4 and 5 Debutante W and Debutante F - 8m diameter
- Level 6 to 8 Consagrados 2, Consagrados 1 and Masters - 6m
- Rope must **not** be used.
- Gate opening to be between 1.5 and 2 metres.
- The Stock Pen diameter should be changed to the diameter for each level.



Criteria:

The horse enters from the direction given on the course map (if no directions are given the rider may enter from either direction) in the gait required for the level. The horse performs a full circle around the inner enclosure, comes out and performs a half circle/pirouette and re-enters.

- L1, Introductory level should trot inside the pen, then walk a half circle/turn on the haunches or turn on the forehand, then re-enter in trot.
- L2, Preparatory level should trot or canter as per directives inside the pen, then walk a half circle/turn on the haunches then re- enter in trot or canter.
- L3-L5, Preliminary to Debutante F perform half circle/pirouette either in front or to the side of the gate. To achieve a higher mark, make the half circle/pirouette as close as possible to the entrance of the stock pen.
- L6 – L8, Consagrados 2 and above perform half pirouette in centre of the gate. To achieve a higher mark, make the half pirouette as close as possible to the entrance of the stock pen.

Evaluation: This obstacle is judged on the horse's balance, bend, confidence and the harmony between horse and rider.

Speed: At speed this obstacle is to be performed in one direction.

15.17 THE WATER FILLED DITCH

Specifications:

The Water Filled Ditch should be no more than 20cm deep and should have a gradual grade into and out of the water. It must have safe footing. Minimum size 1.5 metres wide x 2 metres long.

Criteria:

The horse should move through the ditch naturally, showing that it is familiar with moving through water.

At all levels in Ease of Handling (EOH) the obstacle must be performed in walk.

Evaluation:

The obstacle is judged on the horse's confidence in approaching the obstacle showing trust in the rider.

Speed: In Speed the obstacle may be performed in any gait, however, the horse must have stepped through the water.

15.18 THE BANK

This obstacle is not to be used for Introductory or Preparatory levels.

Specifications: This obstacle starts with a ramp leading to a platform of at least 2 metres wide positioned up to 60cm above ground level and terminates in a sheer drop onto dry solid ground.

The judge should remove this obstacle if ground conditions are not ideal for safety reasons.

Criteria:

The horse should negotiate the ramp, platform and drop or rise in a confident manner. It should step down from the bank in a calm manner without leaping excessively.

This obstacle may be executed as an upward bank.

AUSTRALIAN OBSTACLES

15.19 VARIED FOOTING

Specifications:

The obstacle should be 2.4 x 3 m minimum, with entrance flags and exit flags. Allowable types of footing may include horse float grade non-slip rubber matting, carpet, artificial grass, shavings, sands of different colours, mulch, wet sand, and grass.

Footings of plastic, tarps, stones, or tyres are not permitted.

Criteria:

L1	Introductory	Walk – Two types of footings
L2	Preparatory	Walk - Two types of footings
L3	Preliminary	Canter - Two types of footings
L4	Debutante W	Canter- Two types of footings
L5 and above	Debutante F and above	Canter – Three types of footings

Evaluation:

This obstacle will test the horse's confidence over different types of footing. The horse should maintain balance, regularity, and straightness (central) through the obstacle.

15.20 OILSKIN

Specifications:

The obstacle consists of an oilskin placed on a drum, table, or suitable coat rack, a minimum of 1.2m high and a maximum of 1.6m high.

For L 1, Introductory level the coat must be rolled up and tied.

For L2 and above, Preparatory level and above, the coat **MUST** be open. (In the event of inclement weather, the Judge may use their discretion and tie the coat to reduce flapping).

Criteria:

- The competitor rides up to the obstacle, collects the coat and carries it to the deposit point, located elsewhere on the course.
- If the coat is dropped before the deposit point, the competitor must dismount and recover the coat and continue.
- The coat must be replaced whilst mounted.

- The coat must remain on the deposit point for the obstacle to be complete (Judge must use discretion if inclement weather).

L1, For Introductory level riders must halt to pick up and drop off coat.

Variations could include.

15.20.1 Pickup from halt.

The competitor will halt beside the pick-up point, then proceed to the deposit point at the required gait. The competitor halts and deposits the oilskin successfully.

15.20.2 Pickup in motion.

The competitor rides up to the pick-up point in the required gait, picks up the oilskin, carries it to the deposit point, showing no change in gait. The task is to be completed in a continuous motion, without hesitation or deviation.

Organising Committee must give clear directives on the course map of paces required for collection and deposit.

Evaluation:

The obstacle will be judged on the confidence displayed by the horse in its rider throughout the task, the continuity of the gait (if pick up is in motion), transitions, immobility, and quality of halt (if executed in halt). Regularity, harmony, balance, and submission are also considered.

15.21 DISMOUNT AND REMOUNT

Specifications:

Designated dismount point/marker.

An equestrian designed; purpose-built mounting block placed 8 – 10 meters from the dismount point/marker.

Criteria:

The rider halts the horse at a designated point, dismounts, then leads the horse in trot to a mounting block 8-10m away then remounts. The horse must remain calm, immobile and on a soft rein for 5 seconds

Evaluation:

The obstacle is judged on the horse's responsiveness and obedience to lead, calmness and immobility while dismounting and mounting.

Please see examples of mounting blocks below.



16 SPEED PHASE

The Speed phase of Working Equitation is to test the speed, agility, athleticism, and submission of the horse, and the balance, aids, and seat of the rider. **No speed phase is offered for Introductory Level.**

16.1 REQUIREMENTS

- 16.1.1 The obstacles used in the speed phase are the same obstacles that are allowed at each level of the Ease of Handling phase, except for the jug for all levels. The bell corridor must not be used for Preparatory level in speed. The double slalom and three barrels must not be used in speed for Debutante W and below levels. The double slalom and three barrels may be used in speed for Debutante F and above levels. A rope gate may be used in lieu of a solid gate. A caller is allowed with a 10 second penalty.
- 16.1.2 The Judge will signal the rider to begin. (e.g. by the ringing of a bell, blowing a whistle or signalling by hand). The rider must salute the Judge at the beginning and immediately at end of their round.
- 16.1.3 The timer for the speed phase starts running as soon as the horse's nose crosses the starting line, and the timer is stopped as soon as the horse's nose crosses the finish line. When manually timed (and where practicable), two timers must be used. (One timer may be the Judge). The same two-timing devices and people must be used for each competitor in a class. Timing devices and people can only be changed between classes. When timed with an electronic timer, a manual backup timer must be used.
- 16.1.4 Obstacles may have tennis balls on any part of the obstacles that when dislodged by the horse or rider hitting the obstacle will incur 5 seconds added on to their time for each occurrence.

- 16.1.5 Any obstacle already ridden is considered “dead” and may be ridden through in any direction without penalty, although be aware that knocking down an obstacle whilst executing it or a dead one will incur a 5 second penalty. Knocking down a live obstacle results in elimination.
- 16.1.6 If an obstacle is knocked over and is able to be replaced according to the EOH rules the clock keeps running.
- 16.1.7 **The Bridge** -transition markers must be removed. Debutante W (level 4) and below, any trot or canter steps will result in elimination in speed phase. Debutante F (level 5) and above may walk, trot or canter over the bridge.
- 16.1.8 There must be entrance and exit markers within the boundary of the arena. Timekeepers (including automatic timers) are located at the entrance and exit markers.
- 16.1.9 For all levels riders should be allowed to walk the course, if appreciably different to the Ease of handling (EOH) course. The same rules apply for walking the course as in the Ease of Handling (EOH) phase (refer to section 14)
- 16.1.10 A caller is allowed with a 10 second penalty.

16.2 ELIMINATIONS (refer also General and Ease of Handling (EOH) Eliminations, Eliminations from subsequent phases and Eliminations from entire competition)

- 16.2.1 Not securing the gate.
- 16.2.2 At Debutante W and below anything other than clear walk steps on the Bridge.
- 16.2.3 Not attempting the ball or ring (14.16.16)
- 16.2.4 Passing the rope of the gate over the rider’s head.

16.3 PENALTIES: 5 SECONDS PER FAULT

- 16.3.1 Knocking down any part of an obstacle either whilst executing that obstacle or a dead obstacle.
- 16.3.2 Touching the horse in front of the reins – penalty each time seen by the Judge (three times incurs elimination however this is not cumulative with 16.3.3).
- 16.3.3 Use of voice – penalty each time seen/heard by the Judge (three times elimination however this is not cumulative with 16.3.2).

16.4 BONUS POINTS

Bonus points are accrued by securing the ring or knocking the ball (with the tip of garrocha only) - 10 sec deduction per obstacle off final time. The garrocha and the ring/rings must be securely deposited in the barrel to accrue the 10 sec deduction.

17 CATTLE PHASE

The Cattle phase tests the ability of the horse and rider to work cattle individually and within teams.

17.1 CATTLE PHASE TEAM

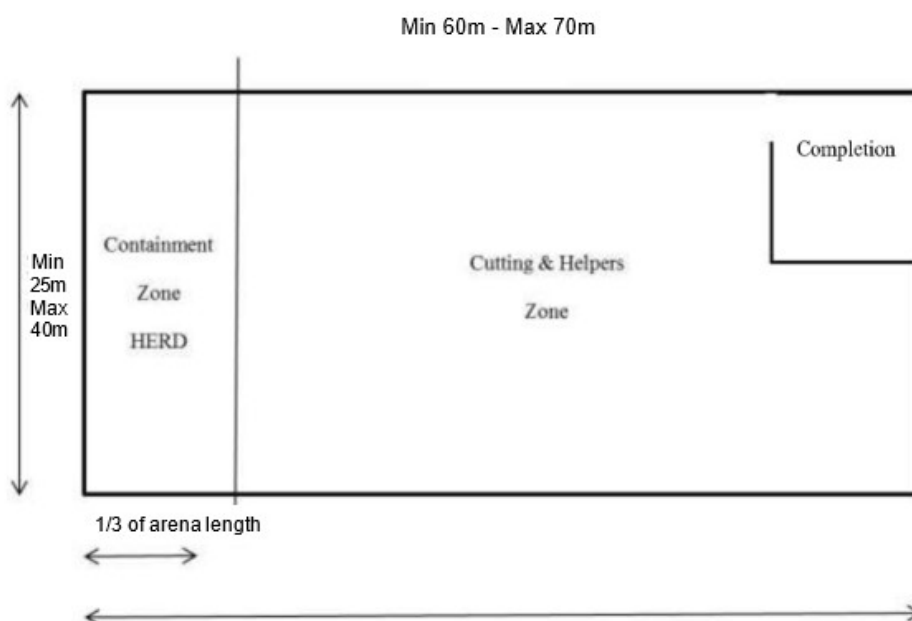
The test is usually performed with a team of four riders. However, in the event of a team only having three riders, the fourth rider can be supplied from a team that has already competed in the Cattle Phase (refer rule 8.10.4). This rider may only assist to block the herd and may not pen or help pen another beast.

The objective is for each rider to move an assigned beast from the herd and put it in a designated completion zone. Teamwork should be demonstrated by herding/containing cattle efficiently and accurately. A major part of a single rider's test is to cut out his or her designated beast from the herd, with team members assisting once the designated beast or any of the rest of the herd is in the general cutting zone.

The Cattle Phase is a timed event.

17.2 For animal welfare reasons the recommended minimum size of the arena is 60m x 25 m and the recommended maximum size is 70m x 40m. The arena must have adequate safe fencing to contain cattle.

17.3 A containment zone is to be set up at one end of the arena, approximately one third of the arena length, where the herd is kept, and a completion zone is to be set up at the other end of the arena (refer to the diagram below). The exact size and position of the completion zone can vary; it can either be within the perimeter of the arena or set up as a separate pen.



- 17.4 Arena surface must be sand of suitable depth for safety of horses and cattle
- 17.5 The Cattle Phase is open to **Preparatory Level and above**. Riders are urged to attend at least two cattle clinics a year.
- 17.6 The Organising Committee and Judge are to the best of their ability to ensure a rider is safe to compete in the Cattle Phase. Placings and points are awarded as per Score Chart (refer rule 8.11)
- 17.7 The containment zone will contain a maximum of 10-12 head of cattle at any one time (as determined by the Organising Committee) and each beast will be numbered and marked in a suitable manner (tagged, paint or collars) to be easily identified.

Suggested for ease of identification of individual cattle collars are white or yellow with black writing.

17.8 CODE OF CONDUCT FOR CARE OF CATTLE

17.8.1 Working Equitation Clubs accept cattle from cattle suppliers in good health and they are returned to the supplier in the same state.

17.8.2 Female stock in an obvious pregnant condition must not be used.

17.8.3 It is strongly recommended that cattle should be a minimum of 12 months of age and weigh a minimum of 200kg.

17.8.4 Cattle are unloaded and held in sturdy safe cattle yards ideally with a crush to enable a safe handling environment.

17.8.5 The Organising Committee must appoint a Livestock Supervisor who assumes responsibility of the cattle (if not being sourced from a Stock Contractor). The Livestock Supervisor must have a suitable level of knowledge and experience to undertake all duties regarding the selection of suitable cattle for Working Equitation competition – their transport, handling, safety, and welfare. The Livestock Supervisor should inspect stock on unloading with the owner or supplier to ensure all cattle are fit and well. If a beast appears unwell or dangerous then it will be pulled from the mob.

17.8.6 Cattle are continued to be monitored throughout the event, penned with adequate water, and feed.

17.8.7 The Livestock Supervisor and the Organising Committee should take into consideration the temperature and humidity on the day of the event to ensure the safety and wellbeing of the cattle, horses, and riders.

17.8.8 Mobs of cattle can only be run for 1 run then the mob must be changed on a rotating basis (therefore 1 cow per competitor plus suggest extra for those unsuitable)

17.9 DRAW

17.9.1 The draw in respect of the numbers on cattle to be separated from the herd shall only take place after all the cattle have been placed inside the containment zone.

17.9.2 A draw for each team's entry order in the competition may be done prior to the first day of the competition. Teams of four riders will precede teams of three.

17.9.3 The first team on the draw enters the arena together and presents to the Judge and salutes. Each team rider will be asked to draw a number representing their beast. Team riders cannot draw the same beast number. The rider will show this number to the Judge and this number must be immediately returned to the steward. Each team rider will then complete the Cattle Phase after the Judge gives the starting signal. Team members will leave the arena together.

17.9.4 This process will be repeated until each team member has completed their Cattle Phase. The next team must be ready to enter the arena immediately the previous team leaves the arena.

17.10 EXECUTION

17.10.1 Each rider is responsible for separating one beast. The other three members of the team shall assist in maintaining the herd in the containment zone without entering the containment zone.

17.10.2 As soon as the designated rider has separated his or her selected beast and herded it outside the containment zone, one or more team riders may assist the designated rider to herd the selected beast to the completion zone. The designated rider **MUST** be actively involved in herding the beast into the completion zone. The remaining team riders must **NOT** move into the containment zone to keep the remaining cattle in the containment zone. Any team rider, other than the designated rider, who enters the containment zone, must leave the containment zone immediately or the team will be eliminated.

17.10.3 The trial is only completed when the separated beast is in the completion zone and the rest of the cattle are in the containment zone.

17.10.4 The time clock is activated when the rider performing the cut out enters the containment zone and ends as soon as the hindquarters of the selected beast enters the completion zone. It is not necessary for a competitor to raise their hand to indicate completion. The time limit for a rider to complete this task is 3

minutes. After this period has elapsed the rider is eliminated, and no points are awarded to that rider.

17.10.5 A competitor has 30 seconds after the bell is rung to enter the containment zone. The 3-minute time allowed, starts when the assigned rider's horse's nose enters the containment zone. Another bell will be rung to indicate 30 seconds remaining.

17.10.6 **Prior to the competition commencing**, the herd must be moved quietly to the completion zone to familiarise and settle the cattle and reduce stress on the animals. They must then be moved back to the containment zone and allowed to resettle. The competition will then commence.

17.11 JUDGING

17.11.1 Cattle Phase Judges are to be knowledgeable and understand ANWEL rules and training principles.

17.11.2 Riders are judged on the basis of the time taken to perform the trial plus any time penalties for committing faults.

17.11.3 The Judge should order the removal from the arena any unsound or distressed cattle that may interfere with the competitor's cut-out and immediately replace the same number with sound cattle.

17.12 PENALTIES

17.12.1 A penalty of 10 seconds is added whenever a beast, other than the one being separated, leaves the containment zone.

17.12.2 A penalty of 10 seconds is added each time one of the other team riders goes into the containment zone. The rider must leave the containment zone immediately or the team will be eliminated.

17.13 ELIMINATIONS

17.13.1 Taking more than 30 seconds to cross the containment line in the cattle phase after being signalled by the Judge.

17.13.2 Exceeding the 3-minute time allowed.

17.13.3 A team rider intentionally entering the containment zone before the designated rider has his or her beast out of the containment zone.

17.13.4 A Judge has reason to feel that a horse/rider combination may be a danger to themselves or others or has used excessive force or inhumane treatment to the horse or cattle.

17.13.5 Any team rider entering the completion zone once the beast has been penned.

- 17.13.6 Running a beast into the arena fence.
- 17.13.7 Hocking a beast or running up its rump.
- 17.13.8 A fall of horse and/or rider.
- 17.13.9 Ill-treating either beast or horse.
- 17.13.10 Horse bucking or rearing.
- 17.13.11 Excessive or harsh use of a bit or spurs.
- 17.13.12 Competitor is not considered to be in safe control of their horse.
- 17.13.13 In the event that a competitor repeatedly loses their beast back into the herd, they should attempt to separate their beast again in a manner so as not to unduly distress the cattle. A competitor, who repeatedly gallops into the herd, causing distress to the cattle, will be eliminated.
- 17.13.14 Any team exhibiting unnecessary rough handling or rushing into or at the herd at excessive speed.
- 17.13.15 In the event of a beast becoming distressed, showing lameness, or baling up and attempting to horn a horse, the Judge shall terminate the cut out. In this case a re-run will be awarded at the Judge's discretion.
- 17.13.16 In the event of a beast exhibiting bleeding as a result of the competitor's actions, the Judge will terminate the round and no re-run will be awarded. Where the beast exhibits bleeding through no fault of the competitor, the Judge has the discretion to award a re-run.
- 17.13.17 If a horse turns its tail to the allocated beast, this is considered a safety and control issue and will incur elimination. At all times when making a turn in the cattle phase, a horse must be with its head facing the allocated beast.

18 GRADING

18.1 TRAINING LEVEL - INTRODUCTORY AND PREPARATORY

The Training level aims to give inexperienced riders and horses the opportunity to gain experience and confidence before entering Competitor level.

18.1.1 Training level horses may move between L1, Introductory and L2, Preparatory level.

18.1.2 A Training Level horse should NOT compete in the Competitor Level until its owner feels their horse is established at the desired level of competition level.

18.2 COMPETITOR LEVEL - PRELIMINARY TO MASTERS

Competitor Level is for more experienced horses and riders who are familiar and comfortable with the training requirements and rules for each level.

18.2.1 Moving between Competitor Levels

Once a horse is competing in Competitor Level that horse must stay in Competitor Level, that is, it cannot go back to Training Level, unless competing HC.

A horse in Competitor Level may not go back a level in Competitor Level unless the horse competes, in good faith, in a Competitor Level and attains a combined average score in that level in Dressage and Maneability, of less than 58% three or more times, the horse may drop back one (1) level. If the above situation relates to a Competitor Preliminary horse, (i.e., going back one level to Training Level) then the horse must compete HC.

Competitor Level horses may compete **HC** at any level.

18.3 COMPETITION RESULTS

18.3.1 All results will be emailed to the ANWEL Secretary after each competition. Each competition's Organising Committee **MUST** submit results within seven days of the competition.

18.3.2 Only results submitted to ANWEL will be considered for selection for State, National or International teams or Development Squads.

18.3.3 Competitor Level horses cannot compete in any Training Level, with the exceptions of competing HC.

18.3.4 Horse of the Year Competitions

State and National Horse of the Year Competitions may include Training Level horses. Clubs have the flexibility to decide whether

they wish to run a Club 'Horse of the Year' Competition for Training Level horses.

18.4 CHANGE OF OWNERSHIP

A Competitor Level horse, if sold (or leased for a period of more than 12 months) may compete in Training Level, however when ready to compete in Competitor Level, the horse must enter the level at which the horse was originally competing before the sale or lease.

18.5 DOWNGRADING OF HORSES

New owners of experienced Competitor Level horses may apply to the ANWEL Board to downgrade a horse to a lower level in Competitor Level.

19 RULE CHANGES AND RULE SUBMISSIONS PROTOCOL

19.1 SUBMISSIONS

19.1.1 Having regard to the fact that the ANWEL Rule Book is now well established it will only be reviewed every two years for changes and submissions unless there are any safety or major issues identified during the two-year period which necessitate urgent rule changes.

19.1.2 Small changes approved by the TSC such as spelling, grammatical or minor re-wording will occur as required.

19.1.3 Any financial member of an ANWE affiliated Club wishing to instigate a change to an existing Rule or initiate a new Rule, should address their proposal to their Club committee.

19.1.4 If the Club committee endorses the proposal, the Club submits the proposed change to the ANWE State Association in writing.

19.1.4 A copy of the Club committee's minutes of meeting endorsing the proposed change must be submitted to ANWE State Association.

19.1.5 ANWE State Association then considers all submissions received from Clubs and prepares its own submission to the ANWEL Board of all proposed changes which the relevant State Association endorses.

19.1.6 ANWE State Association then submits the proposed change/s or the proposed new Rule/s to the ANWEL Board.

19.1.7 A copy of the State Association's minutes of meeting endorsing the proposed changes or new Rules must be lodged with ANWEL.

19.1.8 These submissions must be submitted on behalf of the relevant State with no reference to individuals or Clubs that instigated the proposed changes.

19.1.9 Submissions by State Associations must be prepared in ONE document.

19.1.10 Submissions by State Associations must adopt the format below.

19.1.11 Any ANWEL Sub Committee may submit a proposed new rule or rule change directly to the ANWEL Board.

19.1.12 All submissions (whether from a Club or from a State Association) must adopt the following format:

- a) Include a copy of the relevant meeting minutes endorsing the proposal.
- b) Provide the proposed wording of the new or changed rule.
- c) Provide the proposed new wording of any other rules effected by the proposed change.
- d) Include the rationale of the proposed change.

19.1.13 ANWEL may instigate rule or procedural changes aimed at assisting administration or to address rule anomalies.

19.2 REJECTING A PROPOSAL

19.2.1 ANWEL may reject a proposal and advise the proponent accordingly if:

- a) That doesn't compromise safety or horse welfare standards,
- b) That it should align with the WAVE Regulations 2022,
- c) There is another Rule, which may be unknown or misunderstood by the proponent, which precludes adoption of the proposal.
- d) Less than 12 months has elapsed since the relevant rule or associated rules were introduced or amended or a similar proposal considered; and
- e) It is considered that the proposal is not of sufficient merit to warrant further action.

19.2.2 Should the proposed new rule or change warrant further investigation, the ANWEL Board:

- a) May seek advice on the feasibility and merit of the proposal from other persons or organisations qualified to comment; and
- b) May request Club Secretaries to take a poll or seek written feedback from clubs or individual members.

19.2.3 Based upon all correspondence, the Board will discuss and vote on the proposal.

19.3 REVIEW PROCESS AND IMPLEMENTATION

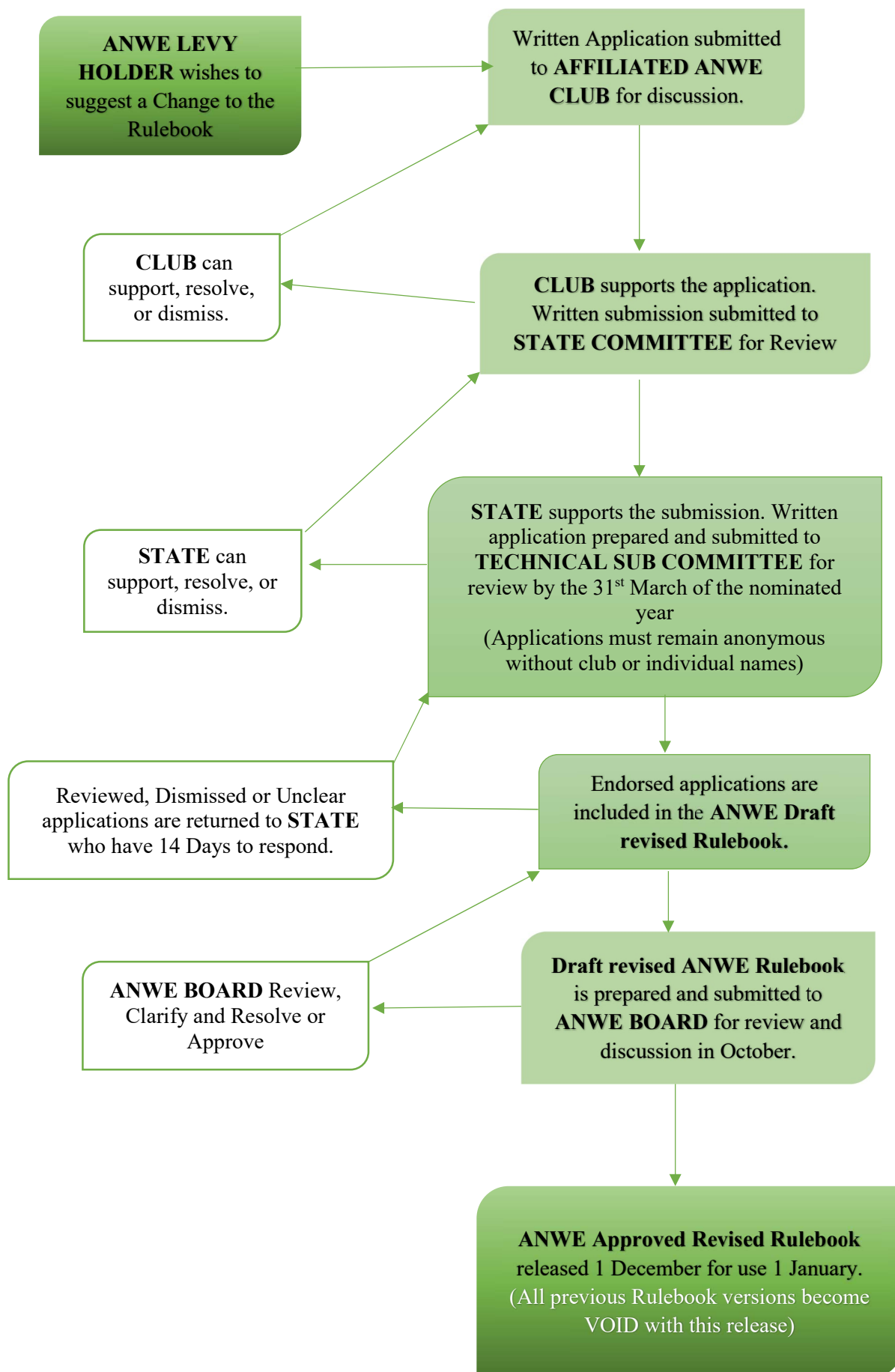
19.3.1 If a proposal is rejected, the original proponent may submit a written request for the matter to be reconsidered. Such a request must have the written support of a minimum of three ANWEL affiliated Clubs. The submission is to be signed by two office bearers of each ANWEL affiliated Club supporting the review.
Should such a request be received the 12-month rule will not apply.

19.3.2 The rule book will be updated every second year on 1st December. Any rule changes will come into effect on the immediately following 1st January.

A Flowchart summarising the above process is set out in section 19.4.

19.3.3 Rules relating to safety issues will be implemented by the ANWEL Board as they arise.

19.4 RULE REVIEW PROCESS FLOWCHART



20 RULES AND CODES OF CONDUCT

ANWEL is presently an affiliate of Equestrian NSW and in some instances Equestrian Australia policies, procedures, rules, and codes of conduct apply to both ANWEL and its members.

Where ANWEL has an existing or conflicting policy with EA, the ANWEL policy takes precedence.

20.1 EA PROTECTION POLICIES AND CODES OF CONDUCT

20.2 COMPETITION RULES

20.3 SOCIAL MEDIA & OTHER POLICIES

All members of ANWEL, of ANWEL State Organisations and of ANWEL affiliated Clubs (“ANWEL Clubs”) are bound by and must observe the above which can be found on the following:

- ANWEL website <https://anwe.org.au/members-only/> or the
- Equestrian Australia’s website

*[https://www.equestrian.org.au/sites/default/files/CLEAN_NATIONAL_DR
ESSAGE_RULES_1_JANUARY_2023.pdf](https://www.equestrian.org.au/sites/default/files/CLEAN_NATIONAL_DR
ESSAGE_RULES_1_JANUARY_2023.pdf)*

20.4 RULEBOOK AND AFFILIATION ARRANGEMENTS

The ANWEL Rule Book and the terms and conditions of all affiliation arrangements between ANWEL, ANWE State Organisations and ANWE Clubs will be amended to ensure that all competitors, officials, Clubs, and members involved in working equitation and affiliated with ANWEL or ANWE State Organisations observe and are bound by all of the above policies, procedures, rules and codes of conduct.

APPENDIX I – Etiquette in the warmup area

As there may be many horses warming up in a restricted area it is important that all riders have knowledge of the etiquette required in group riding. This ensures safe riding and achieves harmony in busy areas.

- safety is paramount, and a collision should be avoided at all times.
- before entering the warm-up, area make sure the gateway and immediate track are clear.
- riders should pass left shoulder to left shoulder when on the track.
- when not on the outside track, e.g. on a diagonal line, riders should give way to horses on their left.
- the more progressive gait has priority on the track.
- halt should not be on the track.
- walk should not be on the track and does not have right of way.
- trot has priority over walk.
- canter has priority over trot.
- lateral work has priority over all paces.
- when circling, anticipate your return to the track so as to not stop the flow of other riders.
- mounting, dismounting and gear adjustment should be done off the track.
- consideration should be given to behaviour of other horses in the arena that may upset your horse.
- it may be necessary if your horse is upsetting others to leave the area.
- if a horse is upsetting the majority, an Official should be sought with a view to requesting that horse's removal for safety's sake.

Stallions should be clearly identified with a green disc on the saddlecloth and/or the bridle. Some owners/riders have started using green bridle numbers which are not as visible as the green discs and owners should consider using both for safety reasons.

Consider fellow competitors and their horses. Safety for all should never be compromised.

APPENDIX II – Elimination Chart

Rule	Details	Dressage	EOH	Speed	Cattle
12.1.1	Failure to report for gear check for every phase.	✓	✓	✓	✓
12.1.2	Failure to report to the gear steward for ear bonnet inspection before and after each phase.	✓	✓	✓	✓
12.1.3	A rider competing in illegal tack or ill-fitting tack that causes the horse discomfort or distress (refer to rule 7.2)	✓	✓	✓	✓
12.1.4	Any rider under the age of 18, without an approved helmet, securely fastened whilst mounted.	✓	✓	✓	✓
12.1.5	Entering the dressage arena or passing through the start pegs in EOH or Speed or crossing the containment line in the cattle phase before being signalled by the Chief Judge	✓	✓	✓	✓
12.1.6	Failure to salute the Chief Judge at the beginning and completion of each phase.	✓	✓	✓	✓
12.1.7	Taking more than 60 seconds to begin the phase after being signalled by the Chief Judge.	✓	✓	✓	
12.1.8	A rider receiving any outside assistance during any phase of the competition with the exception in Level 1 as per 10.1.5.	✓	✓	✓	✓
12.1.9	Use of voice, three or more times in total.	✓	✓	✓	
12.1.10	Stroking or touching the horse on the neck in front of the reins, three or more times in total.	✓	✓	✓	✓
12.1.11	The horse leaving the arena with all four feet	✓	✓	✓	✓
12.1.12	More than three complete consecutive strides of canter in Introductory	✓	✓		
12.1.13	If the Judge or Ground Jury has a reason to feel that a horse/rider combination may be danger to themselves or others.	✓	✓	✓	✓
12.1.14	Using two hands on the reins at Consagrados 1/ Masters levels (apart from a momentary adjustment of the reins)	✓	✓	✓	✓
12.1.15.	Consagrados 1/Masters level riders must not touch the horse with the whip or use the whip to provide any form of	✓	✓	✓	✓

Rule	Details	Dressage	EOH	Speed	Cattle
	assistance. However, the whip, if carried must be held in an upright position. Use or incorrect carriage of the whip will incur elimination				
13.2.1	Resistance of more than 10 seconds	✓			
13.2.2	Three errors of course (EOC).	✓			
14.16.1	Not completing an obstacle.		✓	✓	
14.16.2	Failure to start and finish at the designated start and finish lines. If the start/finish line is through one set of markers, competitors MUST only cross the line once to start and once to finish. If the start and finish lines are separate, then you must only cross each line once.		✓	✓	
14.16.3	Failure to complete the obstacles in the assigned order.		✓	✓	
14.16.4	Failure to move forward for a period of 15 seconds.		✓	✓	
14.16.5	Showing or facing up to a live obstacle, prior to or during the test.		✓	✓	
14.16.6	After proceeding across the start line, crossing an obstacle that has not yet been performed (live obstacle).		✓	✓	
14.16.7	Three refusals on any one obstacle (a horse may have two refusals on all obstacles on course).		✓	✓	
14.16.8	Starting an obstacle out of order.		✓	✓	
14.16.9	Knocking down a live obstacle or any part of a live obstacle.		✓	✓	
14.16.10	If any part of the obstacle is knocked down during the execution of that obstacle which needs to be executed again later in the course, then the combination will incur elimination		✓	✓	
14.16.11	Uncorrected obstacle pattern.		✓	✓	
14.16.12	When riding the course, the rider MUST use the same hand to perform all obstacles. Changing hands is not permitted.		✓	✓	
14.16.13	Passing through the start pegs before being signalled.		✓	✓	
14.16.14	Not replacing the garrocha and ring in the drum if it bounces out. If it bounces out the rider must dismount and correct (refer 15.7).		✓	✓	
14.16.15	Not replacing the cup on the post if the post is knocked over. The rider must dismount and stand the post up to complete the obstacle. If any other post is knocked over the rider must dismount and stand the post/s up to complete the obstacle.		✓	✓	

Rule	Details	Dressage	EOH	Speed	Cattle
14.16.16 16.2.3	Not clearly attempting the ring or ball.		✓	✓	
16.2.1	Not securing the gate.		✓	✓	
16.2.2	Trotting or cantering on bridge (at Debutante W and below).			✓	
16.2.4	Passing the rope of the gate over the rider's head		✓	✓	
17.13.1	Taking more than 30 seconds to cross the containment line after being signalled by the Judge.				✓
17.13.2	Exceeding the 3-minute time allowed.				✓
17.13.3	A team rider intentionally entering the containment zone before the designated rider has his or her beast out of the containment zone.				✓
17.13.4	A Judge has reason to feel that a horse/rider combination may be a danger to themselves, or others, has used excessive force or inhumane treatment to the horse or beast or have been deemed to have lost control of the beast.				✓
17.13.5	Any team rider entering the completion zone once the beast is penned.				✓
17.13.6	Running a beast into the arena fence.				✓
17.13.7	Hocking a beast or running up its rump.				✓
17.13.8	A fall of horse and/or rider.				✓
17.13.9	Ill-treating either beast or horse.				✓
17.13.10	Horse bucking or rearing.				✓
17.13.11	Excessive or harsh use of a bit or spur.				✓
17.13.12	Competitor is not considered to be in safe control of their horse.				✓
17.13.13	In the event that a competitor repeatedly loses their beast back into the herd, they should attempt to separate their beast again in a manner so as not to unduly distress the cattle. A competitor, who repeatedly gallops into the herd, causing distress to the cattle, will be eliminated.				✓
17.13.14	Any team exhibiting unnecessary rough handling or rushing into or at the herd at excessive speed.				✓
17.13.15	In the event of a beast becoming distressed, showing lameness, or baling up and attempting to horn a horse, the judge shall terminate the cut out. In this case a re-run will be awarded at the Judge's discretion.				✓
17.13.16	In the event of a beast exhibiting bleeding as result of the competitors' actions, the judge will terminate the round and no re-run will be awarded. Where the beast exhibits bleeding				✓

Rule	Details	Dressage	EOH	Speed	Cattle
	through no fault of the competitor, the judge has the discretion to award a re-run.				
17.13.17	If a horse turns its tail to the allocated beast, this is considered a safety and control issue and will incur elimination. At all times when making a turn in the cattle phase a horse must be turned with its head facing the allocated beast.				✓

APPENDIX III – Elimination Chart

Eliminations from subsequent phases

Rule	Details	Dressage	EOH	Speed	Cattle
12.2.1	Fall of a horse or rider. If there is a fall of a horse or rider in any phase the horse and rider are eliminated from that phase and <u>ALL</u> subsequent phases. Results in the previous phases shall remain.	✓	✓	✓	✓
12.2.2	Evidence of lameness. If the horse is found to be lame in any phase the horse and rider are eliminated from that phase and <u>ALL</u> subsequent phases. Results in the previous phases shall remain.	✓	✓	✓	✓

Eliminations from Entire Competition

The following violations will incur elimination from the Entire competition.

Rule	Details	Dressage	EOH	Speed	Cattle
12.3.1	Traces of blood anywhere on the horse.	✓	✓	✓	✓
12.3.2	Excessive use of force or inhumane treatment of the horse, including but not limited to, excessive use of the whip or spurs.	✓	✓	✓	✓
12.3.3	Falsification or misrepresentation of entry.	✓	✓	✓	✓
12.3.4	A horse ridden by another rider on the competition grounds at any stage immediately prior to or during the event.	✓	✓	✓	✓
12.3.5	Doping and medication of the horse – Abuse of medication and doping a serious welfare issue and will not be tolerated. After any veterinary treatment, sufficient time MUST be permitted for the horse's recovery before competition. Should a horse be tested and found with a prohibited substance in its system, the horse will be eliminated from the competition.	✓	✓	✓	✓

APPENDIX IV - Fitting a bosal/hackamore.

Proper hackamore fit is important for correct function.

A hackamore is made up of a noseband with nose button (1) that is often called a bosal, a hanger (4) or headstall and a single rein called a mecate (3). Depending on the region where you live, the words bosal and hackamore may be used interchangeably.



Common materials used in construction of the hackamore are rawhide, kangaroo, latigo, rope and horsehair. The rawhide, kangaroo and latigo are cut into even strips, bevelled, and braided around a flexible but firm core commonly made of coiled rawhide. The nose button and heel knot (2) are also made of braided rawhide, kangaroo or latigo.

Rope hackamores are made of a single piece of rope and usually have a nose button of braided rawhide, latigo or nylon cord and a heel knot of braided rawhide. Horsehair hackamores are made of twisted mane hair with a rawhide heel knot. The hangers and headstalls are generally made of leather.

The hangers are made of a single, narrow piece of leather and may be held out of the eye with a leather string going under the cheek. Headstalls usually have a brow band with fiador which helps to keep the headstall away from the horse's eyes. Mecates are made of twisted horsehair or nylon rope and should be close to the same diameter as the bosal.

General guidelines for adjusting the hackamore correctly are:

- a) Adjust it so it lies evenly on the nose between the inside corner of the eye and the bottom of the nostril.
- b) The mecate should be tied to the bosal with just enough wraps that you can fit 2 fingers between the chin and the mecate knot. The mecate knot should rest on the chin when the horse is at rest.
- c) It's important not to use a bosal that's too long for your horse. If the heel knot hits the horse's chest when the mecate is pulled and/or he gives his head to the pressure of the pull you know the bosal is too long.

Use of the Bosal and Mecate in the Cattle phase **is subject to approval** of the Organising Committee prior to the commencement of the competition.

FIT AND ADJUSTMENT

Properly fitted and adjusted, the hackamore/bosal conforms to the nose and sides of the face more akin to the fit of a custom hat that doesn't squeeze or pinch. This allows the bosal to focus on the fatty tissues of the sides of the face more than the bony structures. Nothing should be tight, but there should be as little space as possible in these areas to avoid wobble, rubbing and lag time to receive the next signal.

For the horse's comfort and to promote real progress, we want no pain or built-in points of pressure. The entire inside of the hackamore's body must be smooth and properly made. The hackamore needs to be tied up correctly with the mecate and the hanger adjusted appropriately. The mecate should be untied and allowed to hang loosely when not in use.

There must be room enough under the jaw for the lift and release action of the hackamore. Any further lift than parallel to the ground, is too much and should be avoided.

Correctly made and positioned, small side buttons not only keep the hanger in place to function well, but they also help lessen more potential wobble, static and irritation. The action of the bosal is freed.

If “cherries” or skinned, sore spots from the bosal present on the horse’s face this indicates an ill-fitting bosal. For the correct fitting please see photos below.



An ill-fitting bosal. Notice the gaps all around the face, somewhat like a hula hoop. Also note how the weight of the bosal is entirely on top of the sensitive bony structure of the face.



A well-fitting bosal. Notice the close fit that follows the contour of the horse's face.

Underneath, there needs to be a space between the horse's jaw and the mecate knot above the bosal's heel knot to allow for the lift and full release.

This width will vary from horse to horse.

A Fiador is an optional addition to the bosal.



Bosal with a fiador.

MECATE REIN

The mecate rein must be secured as pictured below.



APPENDIX V – Competition Protest Form

Competition Name:	
Competition Date:	
Horses Name:	
Riders Name:	
Phase:	

Describe the details of this protest - use additional sheets as necessary.

Digital proof – Yes/No (please circle) please provide if yes.

Submitted by:

Name:	
Relationship:	<i>Rider Owner Parent/Guardian</i>
Email:	
Phone:	
Date / Time:	

Submit this form to the Event Secretary along with \$50 within an hour of the incident.