

Rocky Mountain Iberian Horse Club Working Equitation Rules – 2011

These rules have been condensed from the USEF Working Equitation Rules currently under development. They have been issued for the purposes of the exhibition classes at the Rocky Mountain Iberian Horse Club Show only. As the USEF rules are still under development, adjustment at the show may be necessary because of limitation of venue and conditions.

WE 101 Objective and General Principles

1 The Working Equitation discipline was created with the objective of enhancing the equestrian techniques developed in countries whose riders use horses in different aspects of field work. The event therefore provides an occasion for the simultaneous comparison of sporting and cultural considerations.

2 The objective of Working Equitation is to exhibit the horse in a variety of environments that Showcase his ability to be a creature of utility in partnership and harmony with the rider. The horse is shown as he would be seen in a working environment on the ranch or farm. The rider is adorned as he would be if he were in the fields with his mount. The emphasis is on the utility of the horse and the skill of the rider, not on their outward appearance.

3 Definitions:

- a. Phase: A Working Equitation class. There are four separate phases which make up the Working Equitation division. They are the Functional Riding Phase, Precision Obstacle Phase, the Speed Obstacle Phase, and the Cattle Penning Phase.
- b. Novice: In Novice level tests, trot is allowed in lieu of canter, two hands on reins are allowed, and the Novice Functional Riding Test and Novice Obstacle Course is used.

4 Working Equitation is the sum of all phases.

- a. Entrants may enter one or two of the phases without requiring them to compete in all phases. Placing will be awarded for each phase individually. The tabulation for the sum of the phases shall exclude from the tallies of rankings those competitors not competing in all phases. For example, if six competitors are competing in the Working Equitation Competition, and an additional rider competes in one of the phases and places third in that phase, the competitors placing fourth thru seventh in the phase would be moved one place up, third through sixth, for purposes of tallying points for the Working Equitation competition.
- b. If there are sufficient entries, management may elect to award placing separately for amateur and professional competitors.

5 In 2011, the RMIHC horse show will feature only the following WE Phases:

- 1)Functionality, 2)Precision Obstacle, 3) Speed Obstacle

In upcoming years, RMIHC may offer all four phases at the annual show.

6 Outside Assistance: Competitors may not receive any outside assistance during the phases. Riders are only allowed to receive clarifications or advice during the warm-up period and after the phase has been completed. Riders receiving unjustified outside assistance will be automatically disqualified from that phase.

WE 102 Eligibility

1 Horses must be at least four years of age to be shown.

2 Horses must be serviceably sound, show no signs of lameness and be in good condition.

3 An entry which shows visible signs of injury caused by excessive use of riding aids, including but not limited to whip, spurs, and bits shall immediately be eliminated (GR839). Additionally, elimination will result when schooling, lunging or riding an obviously lame or excessively tired horse. If the eliminated competitor received an award or placing in any of the phases for the competition in which they have previously completed, any awards received in those phases shall be immediately surrendered to the show committee for redistribution.

WE 103 Requirements for Management

1 Riding Arenas

- a. The Functional Riding Phase is conducted within a standard 20x40 meter dressage arena.
- b. The arena for the Precision Obstacle and Speed Obstacle phases will be conducted in an area with dimensions of approximately 30x60 meters.

2 Scribes: each judge must be provided an individual to record scores

3 Timed Phases: a timer is required. When a manual timer (person with stopwatch, as opposed to electronic timing) is used, the same timer must be used for all entries. Competitions must provide a backup timer for these classes.

4 The judge will be provided a bell or whistle by show management with which to signal the rider to begin his trial. The bell or whistle is also used to signal an error to the rider or elimination per the rules of the applicable phase.

WE 104 Tack and Attire

1 The United States of America is known as the melting pot of the world. This is true also regarding the equestrian arts. As such, there are diverse expressions of equestrian traditions in the United States in the working manner of riding. As a reflection of this diversity, these rules allow many manners of tack and attire, provided the full tack and attire are consistent with some traditional form of tack and attire. Examples of acceptable tack and attire are:

a. Traditional tack and attire of the working equestrian of the United States: Though not exclusive, the predominate working tradition in the U.S. is the tack and attire of the American cowboy. The tack and attire of the WS Western Division rules is one example, though American cowboy tack and attire in the United States may vary significantly from region to region, and these variations should be recognized.

b. Traditional tack and attire of the working equestrian of the nation of origin of the entry's horse: For example, it would be appropriate for an Andalusian entry to show in traditional Spanish vaquero tack and attire. A Lusitano horse might compete in the tack and attire of Portugal.

c. Traditional tack and attire of the hunter as defined in the HU Hunter Division Rules: Hunter tradition traces back to English fox hunting and the early American settlers established that tradition in the colonies, and it is still maintained in the United States.

d. Traditional tack and attire of Dressage as defined in the DR Dressage Division Rules: The roots of dressage are the military preparation of horse and rider for military field work, and common to cavalries the world over.

2 Regardless of the national tradition of an entry's turnout, at no time shall a horse be shown, exhibited, exercised, or otherwise subjected to tack or other artificial devices that are deemed inhumane, cause visible injury obvious to the judge or steward, or are otherwise prohibited from general use by USEF.

3 At no time should an entry exhibit in a mixture of tack or attire from various disciplines, cultures, diverse traditions, or nations. As an example, it would be improper to show in French tack with American attire, or to show in modern tack with historical attire. Violation is grounds for elimination.

4 Tack and attire must be complete. Competitors shall be penalized for incomplete appointments, but not necessarily eliminated. One style of tack and attire must be utilized for all phases of the competition.

5 Tack and attire are important to the overall impression of an entry, but shall comprise a minor component of the entry's score. The focus is on the performance of the horse and rider, not on their appearance.

6 Disputes as to the acceptability of an entry's tack or attire may be referred to the judge through the steward prior to the commencement of the competition. Any decision made by the judge shall be final.

7 There shall be no penalty for the use of protective headgear or protective safety vest for the rider in any Phase. See GR801.4

8 There will be no penalty for the use of protective wraps or boots upon the legs of the horse during the Obstacle Phases. Wraps and boots are prohibited during Functionality Phase.

WE 105 Elimination

1 Horse/rider combinations shall be eliminated from the competition or from the current or next phase depending on which is closest to the time the incident occurred under the following circumstances:

- a. Infraction of any state or federal law which exists pertaining to the exhibition, care and custody of horses within the state or country where a USEF Working Equitation class is being held.
- b. Abuse of an animal in the show arena and/or evidence that an act of abuse has occurred prior to or during the exhibition of a horse in competition (GR839);
- c. Illegal tack;
- d. Entering the arena before the judge has signaled he/she are ready for the competitor to enter.
- e. Entering the arena out of order from the posted entry order, unless directed by the judge/steward.
- f. Taking more than 45 seconds to begin the trial after the bell has been rung.
- g. Fall of horse &/or rider, according to GR 121, GR 841.
- h. Refusing to advance for a period of more than 15 seconds, except where and as outlined in the rules for elimination in the Obstacle phase.
- i. Failing to complete the pattern/course as given and/or posted.
- j. Leaving the arena during the trial prior to completing the pattern and/or being excused by the judge.
- k. Disrespect or misconduct by the exhibitor.
- l. The judge may excuse a horse at any time while in the arena for unsafe conditions, unruly behavior, or improper exhibition pertaining to both the horse and/or rider. This may include the exhibition of an animal not in a fit or of unsound condition.
- m. The use of abusive equipment, and/or the use of abusive showing techniques by the rider;
- n. The exhibition of a horse with clear evidence of fresh blood in the mouth, nose, chin, shoulder, barrel, flank or hip area (those areas reasonable to believe the injury may have been caused by the rider or equipment).
- o. It should be noted that in every case the exhibitor should be given the benefit of any doubt, should any doubt exist.

- p. Three errors in the Functional Riding phase.
- q. Overstepping the rectangular delimitation in the Functional Riding phase.
- r. Failure to correct a course fault in the obstacles phase.

WE 106 General Scoring

1 Competition Management may give awards in each phase as if it were an individual class. Collectively, the multiple phases make up a Working Equitation section.

2 Overall competition points shall be awarded based upon the competitor's finishing rank within the phase. Each competitor finishing the phase shall be awarded one point for participation and one point for each participant ranked below the competitor by phase score. For example, if there are five competitors, the points by place would be as follows:

- 1st Place 5 points
- 2nd Place 4 points
- 3rd Place 3 points
- 4th Place 2 points
- 5th Place 1 point

3 After each phase, the judge will sign his scorecards and will then pass the judges' sheets to the scorers. Scores and comments must be written in ink. Any corrected score must be initialed by the judge having made the correction. The marks are multiplied by the corresponding co-efficient where applicable and then totaled. Penalty points incurred for errors in the execution of the test are then deducted on each judge's sheet to obtain the total score for that phase.

4 The total overall score is obtained by adding the total points for each phase. Total final results must be published in marks as well as in percentages with numbers to three places after the decimal point. Scores must be publicly posted as soon as possible after each ride.

5 In the event of a tie for the overall competition, the overall impression scores for the Precision Obstacle phase shall be used to break the tie, higher score placing higher. In the event there is still a tie, the overall impression scores for the Functional Riding Phase shall be used to break the tie, higher score placing higher. If a tie still exists, the competitor with the fastest aggregate time on the Speed Trial phase shall place higher.

6 If a competitor withdraws (scratches, etc.) prior to a class or is excused, eliminated or a "no show" prior to or during the performance of a phase, the words "scratched", "excused", "eliminated", or "no show" or abbreviations of such, must appear after the competitor's name on the result sheet.

7 Videotape may not be used to dispute a judge's decision.

8 A judge is free to leave when all scores from his class are totaled and any ties resolved.

9 If a mathematical error on the score sheet is discovered, it must be brought to the attention of competition management within 1 hour of the official posting of the scores from the last class of that competition day. Competition Management must announce said posting, and must make the phase sheets available to competitors immediately upon resolving the error or by the beginning of the following competition day if exhibitors are no longer present at the time of the resolution.

WE 107 Functional Riding Phase – Flatwork Exercise

1 The object of the Functional Riding phase is to demonstrate the harmonious development of the physique and ability of the horse. The working equitation horse in this phase should appear calm, supple, loose, flexible, confident, attentive, and keen, thus achieving understanding with its rider. The rider should execute each movement smoothly and with precision. These qualities should be demonstrated by:

- a. Confidence and regularity of movement
- b. Harmony, lightness, and ease of movement
- c. Lightness of front end of the horse and engagement of the hind end, demonstrating good impulsion.
- d. Acceptance of the bit, with total submission and without any tension or resistance.

2 The Functional Riding phase Novice and Intermediate Tests are included with this document.

- a. The judge should be on the short side at center.

3 The judge will signal his readiness to judge a test by using the bell or whistle. Upon the judge's signal, the entry shall have a maximum of 45 seconds to enter the arena and commence the test or be eliminated.

4 Evaluation of each entry begins when he/she enters the arena, and ends when he/she finishes the test (final salute).

5 Salute: Horses will always remain at a halt when riders salute the judge. Women riders will salute the judge with a slight nod and sweep of the arm which does not hold the reins and male riders will remove their hat using the hand which is not guiding the mount.

6 Certain movements are valued higher than others, and will be assigned a coefficient, as indicated by the coefficient column in the tests located in the appendix of this document. The score for the movement is calculated by multiplying the coefficient by the score given by the judge.

7 Errors on Course: every error on course must be penalized as follows:

- a. the first time by 2 points
- b. the second time by 4 points
- c. the third time, the entry is eliminated. The judge may permit the entry to finish the test if time permits.

8 Scoring: All movements will be classified from 10 to 0, in conformity with the following scale:

- Excellent 10
- Very good 09
- Good 08
- Reasonably Good 07
- Satisfactory 06
- Marginal 05
- Insufficient 04
- Fairly Bad 03
- Bad 02
- Very Bad 01
- Not executed 00

a. The marks are multiplied by the corresponding coefficients listed in the coefficient column of the test form and then totaled. Penalty points incurred for errors in the execution of the test are then deducted on the judge's sheet. The adjusted total is converted to a percentage of the total possible points for the test.

9 The entry with the highest score shall be declared the winner of the phase. In the event of a tie, the total marks for General Impressions are used to break the tie. In the event that the General Impressions are equal, entries must remain tied and will each be awarded the points associated with the higher rank.

10 Each rider is encouraged to provide background music for their functionality test appropriate to the entry's tack and attire. CDs must be provided to the show secretary upon check in at the show.

WE 108 Precision Obstacle Phase

1 The objective of this phase is to evidence both rider's and horse's capacity for tranquil, precise, and stylish movement through a variety of obstacles representing difficulties which could be encountered in the field or which could evidence the rider's clarity and precision and the mutual understanding and harmony between the horse/rider combination.

2 The judge shall be positioned in the arena such that each he or she has a clear view of all obstacles.

3 Obstacles should be designed with safety in mind. If at any time the obstacle is found to be unsafe, it shall be repaired or removed from the course. If it cannot be repaired and horses have completed the course, the score for the obstacle shall be deducted.

4 The obstacles will be set up in a practice arena on a limited basis to allow horse and rider to become acquainted with them. A schedule of availability will be posted at the Show Office.

5 The course must be posted at least two hours before the scheduled start time of the phase.

6All exhibitors entered in the phase will be allowed to inspect the course on foot with the judge prior to the start of the phase.

7 All elevated poles must be set in a standard jump cup or similar type bracket. The judge has the right to alter the course.

8 The course should be set up in such a manner as to allow the movements to be performed by riders using their one hand to hold the reins. Riders may use one or two hands with no penalty for the Novice Level Course.

9 All obstacles are marked by red and white flags or markers (red on the right and white on the left) and numbered by the order of completion. Numbers shall be on the right hand side of the entrance flag.

10 Competitors must follow course in the manner and order posted. Unless otherwise specified, all obstacles shall be performed at the gait specified for the Level being performed. Entries who do not move between obstacles at the specified gait will receive a lower score.

11 No time outs will be allowed.

12 Entries shall enter the riding arena at the trot or the canter. They shall approach the judge and salute. Ladies will salute the judge with a slight nod and sweep of their right arm. Gentlemen will remove their hat using the hand which is not guiding the mount. After the judge has acknowledged the salute, entries may begin the phase.

13 In order for an obstacle to be successfully performed, a rider must enter, exit and work the obstacle from the correct side or direction and perform the technical maneuver required by the obstacle.

14 Specific judging criteria that is general to all obstacles is as follows:

a. The phase is judged on the performance of the horse over and through obstacles with emphasis on accuracy of the course, ease of handling, way of going, regularity of movements, quality of cantering starts, submission to aids, collection and harmony of movements.

b. The rider is also being assessed on their position in the saddle, subtle use of aids.

c. The horse should work “on the bit”, cadenced, and in balance. (exception: maiden horses)

d. Continuity of action, and harmony and precision of the horse’s movements.

e. Obstacles performed at the canter should always be on the correct lead.

f. Change of direction at the canter shall have a corresponding lead change. Flying changes shall be rewarded more than simple changes.

g. Lower scores shall be awarded when obstacles are knocked down.

h. Except where specifically noted in the following obstacle descriptions, if, after 20 seconds of approaching an obstacle, the horse and rider have not entered the obstacle, the judge should instruct him/her to move on to the next obstacle. The judge shall give a zero score for the obstacle. This will not be considered a cause for elimination.

i. If a competitor commits an error within any obstacle, the competitor may re-start the obstacle and perform it correctly. Credit shall be given for the proper execution with a deduction for the error.

17 Scoring: Execution of all obstacles, Notes for the Course, and Overall Impression will be classified from 10 to 0 on the score sheet, in conformity with the following scale:

- Excellent 10
- Very good 09
- Good 08
- Reasonably Good 07
- Satisfactory 06
- Marginal 05
- Insufficient 04
- Fairly Bad 03
- Bad 02
- Very Bad 01
- Not executed 00

18 The entry with the highest score shall be declared the winner of the phase. In the event of a tie, the total marks for General Impressions are used to break the tie. In the event that the General Impressions are equal, entries must remain tied and will each be awarded the points associated with the higher rank.

19 Elimination – Causes for elimination general to the course shall include:

a. Failure to halt and salute the head judge or begin before acknowledgement from the judge.

b. Course Error - Course errors include:

(1) Approaching, crossing through, or over an obstacle out of sequence.

(a) Exceptions may be made. If exceptions are allowed, this must be noted on the course map and explained to the competitors during the walk of the course.

(2) Performing the course outside the posted correct line of travel.

(3) Performing an obstacle out of sequence.

(4) Skipping an obstacle.

(5) Executing an obstacle incorrectly. This shall be determined by the judge.

(a) Entering/exiting on the wrong side of the flags denoting right/left shall be considered incorrect execution.

(b) If a competitor commits an error within an obstacle and does not correct the error, as noted in section WE108.16.i, but goes onto the next obstacle, the competitor shall be eliminated.

20 Trail Obstacles:

- 1) Gate
- 2) Retrieve lance from barrel
- 3) Knock quintain or spear ring with lance
- 4) Deposit lance in barrel
- 5) Bridge
- 6) Livestock Pen
- 7) Ring bell at end of corridor
- 8) Hay Bale Jump
- 9) Pick up pitcher on table
- 10) Figure of 8 around 2 barrels
- 11) Cloverleaf around 3 barrels
- 12) Pole bending
- 13) Parallel pole bending
- 14) Reinback through "L" or "Z"
- 15) Sidepass pole

WE 109 Speed Obstacle Phase

1 The speed trial has been designed to evidence the rider's capacities for coordination and anticipation coupled with the horse's qualities of submission, speed, attention and finesse. The obstacles should be performed as quickly as possible without any concern for style or movement. Any gait may be used.

2 The course must be posted at least two hours before the scheduled start time of the phase.

3 All exhibitors entered in the phase will be allowed to inspect the course on foot with the judge and prior to the start of the phase.

4 The Speed Trail phase obstacle course shall consist of the obstacles described in Precision Obstacle Phase.

5 The phase score is based on the time taken by the competitor to complete the course with the addition of time penalties for faults. Lowest course time plus penalty time (aggregate time) shall be placed first, and successive places shall be awarded with lower aggregate times placed higher.

Time penalties shall be assessed as follows for Speed Phase:

Gate

- 1 Dropping of the rope, when a rope is used in lieu of a constructed gate – 30 seconds
(Rider may dismount to retrieve gate, remount, and finish obstacle.)
- 2 Failure to latch gate – 20 seconds
- 3 Knocking over the gate uprights – 10 seconds

Retrieve a Lance and Replace a Lance

Knocking over a barrel – 5 seconds

If rider drops the lance, or it does not stay in the barrel after placement, rider must dismount to retrieve lance and finish obstacle. There shall be no time penalties for dismount and retrieval.

Knock Quintain and/or Catch a Ring

- 1 Knocking over any part of the obstacle – 10 seconds
- 2 Failure to knock quintain – 10 seconds
- 3 Failure to skewer ring and place in barrel with lance – 10 seconds

Bridge –

Knocking over any portion of the bridge – 5 seconds.

Livestock Pen

Knocking over any part of the obstacle – 5 seconds.

Ring Bell at End of Corridor, Reinback through “L” or “Z”

- 1 dropping of bell – 10 seconds
- 2 knocking pole over – 20 seconds

Hay Jump

- 1 Knocking top pole off – 5 seconds
- 2 Dislodging hay bale(s) – 5 seconds.

Figure 8 between barrels and Cloverleaf around Three Barrels -

Knocking over a barrel: 5 seconds

Bending Poles, Parallel Bending Poles

Knocking over a pole – 3 seconds.

Lateral Movement over a pole

Any leg stepping across the rail opposite of the indicated side – 5 seconds.

6 Elimination – Competitors shall be eliminated for the following errors:

- a. Uncorrected course fault.

- b. Third refusal for any obstacle.
- c. Failure to perform any obstacle.
- d. Taking more than 20 seconds to begin execution of any obstacle.
- e. Failure of competitor to place lance into barrel. If lance is placed in the barrel but bounces out or falls out, competitor must dismount and retrieve lance, remount and place lance in barrel. Failure to do so shall result in elimination.
- f. Failure to jump hay bale
- g. Failure to ring bell, remove and/or replace cup to top of pole

7 The event will be timed from the moment the horse's nose first crosses the starting line to the time its nose first crosses the finish line.