



RULEBOOK SUMMARY

This is a summary of the most important changes to the Rulebook v3.1.

It is meant for quick reference only, and the Rulebook V4 should be consulted for all details.

PERFORMANCE LEVELS

1. LEVEL 3: PREPARATORY

In the Speed phase obstacles are performed at walk or trot only.

More than 3 canter strides will incur a penalty of plus 20 seconds at each occurrence. At 3 occurrences the combination will be ~~eliminated~~ **disqualified**.

2. LEVEL 4: PRELIMINARY

In Speed, if the horse canters within an a single obstacle more than three strides or more the penalty is **+20 secs**. At 3 occurrences the combination will be disqualified. Exceptions are the Jump **and the Bank**, which may be cantered or trotted

Lead changes in EoH are canter/trot/canter.

Transitions in and out of obstacles may be progressive through trot and walk.

3. LEVEL 5: NOVICE

Transitions into & out of obstacles **may be progressive**.

Transitions must be completed before transitions markers – that is, before the horse's nose on entry or the hindquarters on exit have passed the marker.

OFFICIAL AND UNOFFICIAL EVENTS

1. UNOFFICIAL EVENTS

- a. Informing WEDU of dates not necessary
- b. Should have at least one "C" Level judge
- c. Results not sent to WEDU
- d. Results not eligible for High Point Scores

2. OFFICIAL EVENTS

- a. These requirements will come into force at the beginning of the financial year, 1st July 2020.
- b. All Officials, Gear Checkers, Pencillers and Volunteers should be accredited with WEDU. The Accreditation processes can be found on the WEDU website.
- c. Notify WEDU of dates at least two months in advance
- d. Should have two judges for EOH.
- e. At least one judge should be minimum "B" level, especially for Elementary and above.
- f. Results to be sent to WEDU within 4 days of the competition
- g. Only scores from Official competitions will go toward the High Point Scores



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TACK AND ATTIRE

DRESSAGE (AND A.S.H. ENGLISH)

Tack

- a. A fully-mounted dressage-type saddle with a ~~deep-seat and~~ straight flap.
- b. ~~Dressage saddle cloths with the horse's number clearly showing on both sides.~~
- c. ~~The horse number must be clearly visible from both sides.~~

GENERAL

Bridles And Bits

The following bits are not allowed:

Gags, ~~Dr Bristol,~~

Whips

~~At Preparatory through to Medium levels, a whip which does not exceed 1.2 metres in length, including lash, is allowed in Dressage, Ease of Handling and Speed, and may be used by the rider as an aid.~~

WESTERN

Attire If a Western hat is used the rider ~~must~~ ~~may be required to~~ provide evidence of personal insurance to the organisers.

CLUB ATTIRE

~~Rider attire and tack must be from the same tradition.~~

~~Mixing of styles is not allowed-encouraged and will get a lower mark in the Rider Collectives.~~

LEAD REIN RIDER'S DRESS

- a. ~~Leaders attire to be tasteful and functional to compliment the overall picture and not to take away from the pony and rider.~~
- b. ~~Clothing Close fitting, sensible and suitable for weather conditions~~
- c. ~~Footwear Correctly fitting, covered in with no flimsy straps~~
- d. ~~Jewellery No jewellery etc. that could get caught on pony's gear/mane etc.~~
- e. ~~Hats Stable and suitable for weather conditions Gloves If used, should be soft enough to feel buckles and reins~~
- f. ~~Whip/Cane -- Leader to carry the whip or cane, never the rider~~

PROHIBITED EQUIPMENT

~~Riders competing with prohibited equipment will be eliminated from competition~~



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COMPETITION OFFICIALS

It is preferable for all Competition Officials, Pencillers, Gear Checkers and Volunteers to have WEDU Accreditation, especially for Official Competitions.

SHOW MANAGER

The Show Manager is responsible for the management of the Working Equitation competition. They must be members of and abide by all WEDU requirements.

The Show Manager ensures that all necessary show personnel are in place and properly trained, and ensures the Dressage, Ease of Handling, Speed and Cattle courses are properly prepared.

GEAR STEWARD

A Gear Steward is required at all competitions and should be accredited by WEDU.

COURSE DESIGNER

- a. The Course Designer designs the Ease of Handling and Speed phases courses and should be accredited by WEDU.
- b. The Head Judge has the right to approve and, if necessary, alter the course. The Course must be approved by the Head Judge at least 6 days prior to the event.

5. CATTLE MANAGER

- a. The Cattle Manager is responsible for the welfare of the cattle.
- b. Must ensure there is adequate feed and water.
- c. Ensure sufficient number of beasts for number of entrants and avoid overuse.
- d. Apply collar numbers or colours on cattle.
- e. Each that individual beasts are only used twice.
- f. Change out the herds or singularly remove a beast from the competition herd if it appears lame, stressed, eye problems etc.
- g. Responsible for replacing a beast that has been removed with a fresh one.
- h. Must be able to assess a health situation and have the knowledge to know when a vet is required.

RIGHTS AND RESPONSIBILITIES OF RIDERS

Any person behaving inhumanely towards any horse or human may be disciplined, ~~disqualified~~ eliminated,

RESPONSIBILITIES OF RIDERS

- e. It is the rider's responsibility to ensure that all tack and gear are legal, as non-compliance when competing will result in elimination.
- f. It is the rider's responsibility to check the EoH course before saluting the judge, to make sure that all obstacles are set up correctly.



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MARKS AND SCORING

HIGH POINT SCORE CRITERIA

- a. Entrants must be WEDU Financial Members
- b. Up to 30th June 2020 – riders must have competed at a minimum of 3 WEDU affiliated club competitions. These can be within the same club.
- c. After 1st July 2020 scores will only be accepted from Official competitions.
- d. Horse and Rider Combination Champion and Reserve in each level.
- e. Each club to send their results to WEDU within 4 days of the competition. WEDU will not accept late results or results that have not been submitted.
- f. 2019-2020 Pointscore Presentation will be at CNC Down Under, October 2020.

POINTS

Points are for overall places, not individual.

10th 1 Point

9th 2 Points

8th 3 Points

7th 4 Points

6th 5 Points

5th 6 Points

4th 7 Points

3rd 8 Points

2nd 9 Points (Reserve Champ)

1st 11 Points (Champion)

ENCOURAGEMENT AWARD

As some Clubs do Encouragement and some don't

- a. If you compete in Encouragement class these points will go towards Encouragement pointscore.
- b. If you compete Open these points will go towards the open pointscore.
- c. If people ride in different divisions at different clubs they will have to choose either Encouragement or Open for pointscore.

SPORTSMANSHIP AWARD



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GENERAL DISQUALIFICATIONS AND ELIMINATIONS

The use and wearing of prohibited equipment in the competition arenas.
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ELIM

Three Refusals (Speed)

At ~~Lead-Line to Preparatory~~ and Preliminary levels, three refusals to perform the same obstacle will result in a +30 second penalty and the judge will wave the competitor onto the next obstacle.

Refusal To Advance (Speed)

At ~~Lead-Line to Preparatory~~ and Preliminary Levels, refusal to advance for more than 15 seconds will result in a 30 second penalty and the judge will wave the competitor onto the next obstacle.

PERFORMANCE OF DRESSAGE PHASE

All level riders may have a caller during the dressage phase with the exception of state and national championships.

~~For Novice and above a penalty of -5 points will be deducted from the score.~~ The caller announcing the test is limited to reading the movement as it is written once only. The caller may not give any information besides the directives on the test. ~~If the caller gives additional information the rider may be disqualified~~

THE EASE OF HANDLING PHASE

Preliminary Level: Trot is required for all obstacles and canter between obstacles. Canter between the obstacles will be considered a break in gait and will be penalised, with the exception of the Jump and Bank obstacles which may be cantered. ~~Transitions from canter to walk may be through trot.~~

Novice Level: Canter all obstacles and between, unless otherwise specified on course directives, with the exceptions of the Slaloms which are trotted, and the Stock Yard which may be walked and the bridge, which must be walked. Transitions in obstacles are made through walk or trot.

Elementary Level: Canter all obstacles and between with the exception of the Stockyard and Bridge which may be walked. Transitions ~~are~~ should be made through walk.

PERFORMANCE OF EOH PHASE

- ~~A caller may be used up to and including Preliminary with no penalty. Novice and above will incur a penalty of -5 points~~ After the closing signal for the course walk has been given, no competitor may remain on the course, no changes may be made to the course, and the phase should begin ~~40-45~~ 30 minutes later.
- Entry and exit markers and flags are considered part of the obstacle. If knocked over, a lower score will apply.
- ~~In Speed (Preparatory, Preliminary and Novice), a rider may choose to take a thirty second penalty (+30 sec) for not picking up a part of an obstacle such as the cup, garrocha or rope gate. They must inform the judge of their decision to not fully execute the obstacle before they move on. Failure to do this will result in disqualification.~~

An obstacle may be used twice in a phase, provided the direction of the second instance is opposite the direction of the first instance and there ~~are at least 2 other obstacles~~ is another obstacle required to be performed between the two instances.



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THE OBSTACLES

BELL CORRIDOR

Construction

A bell is centred at the end of the obstacle suspended at a height of about 2 metres with the exception of Lead-Line, Introductory and Preparatory where the bell will be **positioned to the side**.

SWITCH CUP

The horse and rider will exit the obstacle at the required gait for the level. The **exit will be when the hindquarters have passed the exit markers or the poles**.

SINGLE SLALOM

If no exit markers are present the obstacle ends when the horse has broken the line between the two last posts Novice and below -- If the rider canters the slalom it will be judged as an obstacle ridden at an incorrect gait and will score less than 5.

STOCKYARD

When changing direction, the horse and rider will execute a **volte (1/2 8m circle or less), turn on the haunches (small turn 1m or less), half-pirouette (hind feet stepping in place)**, and the horse will change lead if cantering. If trotting or cantering, Novice and Elementary riders may come back to walk for change of direction.

At Novice to Masters the obstacle must be performed at walk or canter

Judging Considerations:

If the horse knocks the fence a low mark is given.

If the horse displaces the fence the mark is below 5.

KNOCK BALL

If the ball has not been replaced after the previous competitor, the current rider may stop while the ball is replaced, and then continue with **lower marks**.

Note: The rider is responsible for ensuring that the obstacle is correct before starting the phase.

Judging Considerations:

If the rider drops the pole and does not replace it, this will result in disqualification.

If the rider drops the pole, replaces it and restarts the obstacle, the mark will be awarded for the first attempt but lower than 5.

~~REINBACK POLES~~ REVERSE SLALOM

Construction: A cup is placed upside down on **each** post at the destination end of the line.

- i. **The cup must be held in a hand.**
- ii. **Medium and below the rider may hold the reins and cup in 2 hands but will get a higher score if the reins are held in one hand.**
- iii. **Preliminary: rein-back straight between the posts without performing the slalom.**



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- iv. Elementary-Masters: rein-back in a reverse slalom around the posts on the side from which they took the cup.
- v. If the cup has not been replaced after the previous competitor, the current rider may either ~~take the cup from that post, or~~ pretend to hold the cup or, if the judge permits, the rider may wait for the cup to be replaced. The Judge will give a lower score for any of these.

Note: The rider is responsible for ensuring that the obstacle is correct before starting the phase.

WATER DITCH

~~The judge(s) will give a mark lower than 5 if the horse jumps the ditch without going through the water.~~

THREE BARRELS

At Novice the obstacle must be performed at canter with trot- or walk-through changes.

At Elementary the obstacle must be performed at canter with simple (walk-through) changes.

DOUBLE SLALOM

At Novice Level, if the rider canters instead of trotting, the judge(s) will give a mark lower than 5

PICKUP POLE

If the Pole is picked up butt end first then the Judge will give a lower score.

To be awarded optimum score the horse must be travelling on the correct canter lead (right canter if rider is right handed, left canter lead if rider is left handed).

THE BANK

At Preliminary the obstacle ~~must be performed at walk~~ may be performed at walk, trot or canter.

THE SPEED PHASE

Special Characteristics Of Some Obstacles

In Preparatory Bell Corridor the rider should halt momentarily to ring the bell, and then continue.

THE CATTLE PHASE

Performance Of The Phase

1. There are two options for the running of the phase.
 - a. The team enters the arena. The first allotted rider separates the beast in accordance with the order defined by the draw and herds them into a demarcated pen which is separate from the rest of the herd. The whole team then leaves the arena. Then the 2nd team enters and their first rider competes.

After all teams have had their first rider compete, they start again with the second rider from each team. When the second rider from each team has competed, the third (and then 4th if present) member competes.
Or
 - b. The team enters *and each team member has their turn. Then the whole team leaves the arena. If a horse enters the pen with more than his head, neck and shoulders the rider will be disqualified.*