



#### Terms and Conditions of Use

This Website and its contents and images are the property of United States Equestrian Federation, Inc. and are copyrighted 2010 by the Federation. All rights reserved. The information presented on this site is for the use of Federation members and Federation-licensed competitions. By downloading any material from this site, you agree that the information is downloaded for your own personal use and for no other purposes. Further reproduction of any Federation copyrighted material is prohibited by law. While every effort has been made to ensure the accuracy of the materials contained herein, the Federation assumes no responsibility to anyone for errors and omissions.

#### OFFICIAL NOTICE

This is official notice that a copy of the adopted rule change(s) reproduced below may be obtained by downloading from this website or by sending a written request to the attention of Abigail Cook, Project Development Coordinator, United States Equestrian Federation, Inc., 4047 Ironworks Parkway, Lexington, KY 40511 or by e-mailing a request to [acook@usef.org](mailto:acook@usef.org).

The following rule changes and rule clarifications were approved by the Executive Committee on January 14<sup>th</sup>, 2010 and the Board of Directors on January 17<sup>th</sup>, 2010 **with an effective from 4/1/10 through 11/30/10. *Bold/italic format indicates new text.*** Strikethrough indicates deleted text. **Numbering may need to be adjusted when the approved changes are added to the existing rule book.**

---

### CHAPTER 3 – COMPETITION LICENSING

---

#### GR313 Determining Ratings. [Chapter 3. Competition Licensing] **Effective 9/1/10:**

3. The Paso Fino Division is rated “C” regardless of the number of classes or amount of prize money offered. A competition may apply for an “A” rating if offering ~~over \$20,000~~ **a minimum of \$2,000** and prior year competition had more than 250 horses. ***The PFHA National show shall be an “A” rated USEF Licensed Competition as per PF152.1h.***

---

### CHAPTER 4 – EQUINE DRUGS AND MEDICATIONS

---

#### GR410 Equine Drugs and Medications, The Therapeutic Substance Provisions. [Chapter 4. Drugs and Medications] **Effective 4/1/10:**

4. Restrictions concerning the nonsteroidal anti-inflammatory drugs are as follows:

- i. ~~Not more than two of the substances listed in (a) through (f) above are permitted to be present in the same plasma or urine sample (GR 411 does not apply).~~ ***Effective April 1, 2010 and through November 30, 2011, at which time only one of the substances listed in (a) through (f) above will be permitted, a maximum of two substances listed in (a) through (f) above are permitted to be present in the same plasma or urine sample, only if both substances are reported on a Federation NSAID Disclosure Form and filed with the competition prior to the horse competing (GR411 does not apply).***

---

### CHAPTER 8 – CONDUCT OF LICENSED COMPETITIONS

---

#### GR809 Performance Championships. [Chapter 8. Conduct of Licensed Competitions] **Effective 4/1/10:**

1. A Show Committee must designate all qualifying classes and can require any or all winners in a qualifying class ***at that competition*** to compete in a Performance Championship class provided this is stated in the prize list and the gaits required are the same as in the qualifying class. Any exhibitor failing to comply must forfeit all prize money in the qualifying class. If an exhibitor or trainer qualifies more than one horse for a Championship class he can elect to show only one. ***(This does not apply to Regional and National Breed Affiliate approved Competitions)***
2. To be eligible to show in a Performance Championship class a horse must have been properly entered, shown and judged in one qualifying class ***at that competition*** in the same division or section. ***(This does not apply to Regional and National Breed Affiliate approved Competitions)***

## CHAPTER 10 – LICENSED OFFICIALS

### GR1004 General. [Chapter 10. Licensed Officials] **Effective 4/1/10:**

3. Any USEF member who is a U.S. citizen holding a FEI license for which there is a comparable national level license must maintain the national level license with the Federation (Exception: Jumper judges). If the national license is not properly maintained, this in itself shall be deemed sufficient basis for the Federation to recommend to the FEI that the individual be removed from the FEI list of officials.

	FEI Judge	FEI Chief Steward	FEI Technical Delegate	FEI Course Designer	FEI Veterinarian
Dressage	"S" Dressage judge	"R" DTD	N/A	N/A	N/A
Driving	"R" Driving judge	N/A	"R" Driving TD	"R" Driving CD	N/A
Endurance	"R" Endurance judge - N/A	"R" Endurance TD - N/A	N/A	N/A	N/A
Eventing	"R" Eventing judge	N/A	"R" Eventing TD	"R" Eventing CD	N/A
Jumper	N/A	N/A	N/A	N/A	N/A
Reining	"R" Reining judge	N/A	N/A	N/A	N/A
Vaulting	"R" Vaulting judge	N/A	N/A	N/A	N/A

4. A judge licensed in a division restricted to one breed may judge all classes restricted to entries of that breed even though he may not be licensed in the divisions for all types of classes offered. Exceptions:

[...]

*d. A licensed Dressage judge must judge Western Dressage classes.*

[...]

*14. A licensed Dressage judge must judge Western Dressage classes.*

### GR1011 Guest Judge. [Chapter 10. Licensed Officials] **Effective 9/1/10:**

1. A Guest judge is a Senior Active Member 21 years of age or over, not enrolled as a judge in a particular division, to whom the President or Secretary may grant permission to officiate in that division upon the request of a Licensed Competition and for that competition only. (*Exception: In the Paso Fino division the guest judge must be 25 years of age or over*) The fee is not refundable. The application must be made on the official form provided for that purpose and must be accompanied by the required fee. The statement on the form that the competition holds itself responsible that the individual applied for is familiar with the Federation

rules and is capable to adjudicate as requested must be signed by the competition manager.

### GR1012 Learner Judge. [Chapter 10. Licensed Officials] **Effective 4/1/10:**

1. A Learner judge is a Senior Active Member, 21 years of age or over, to whom the President or Secretary may grant permission, upon the request of a Licensed Competition and for that competition only, to accompany a Registered judge in the ring.

a. *Exception:* In the Friesian, Morgan, Saddlebred, Saddle Seat Equitation, National Show Horse, *Connemara* and Andalusian/Lusitano divisions, the Learner judge may also work with a recorded judge.

## CHAPTER 11 – FEDERATION RECORDS AND AWARDS

### GR1101 Horse Identification Number and Horse Identification Form. [Chapter 11. Federation Records and Awards] **Effective 4/1/10:**

1. All horses competing in Federation licensed competitions (except those activities enumerated in GR901.9, items 1-11, *exception Eventing see EV102.2*) must be properly identified and must obtain a Horse ID Number from The Federation. An identification number for each horse must be entered on all entry forms for licensed competitions. Only one Horse ID Number will be issued per horse, and must remain with the horse throughout its career. Anyone knowingly applying for a duplicate Horse ID Number for an individual horse may be subject to disciplinary action. The Federation must be notified of any change of ownership and/or competition name of the horse. Owners are requested to notify the Federation of corrections to previously submitted information, e.g., names, addresses, breed registration, pedigree, or markings.

## CHAPTER 12 – COMPETITION OFFICIALS, EMPLOYEES AND VOLUNTEERS

**GR1210 General.** [Chapter 12. Competition Officials, Employees and Volunteers. Subchapter 12-C Duties of Competition Management in General] **Effective 4/1/10:** Apply annually to the Federation for dates for the competition.

1. Medal Classes.

a. Competitions offering Hunter Seat or Saddle Seat Medal classes must offer at least three additional classes under Federation rules suitable for those competitors who are eligible to compete in the Medal. These classes do not have to be Equitation classes.

**GR1211 Appointment of Officials and Employees.** [Chapter 12. Competition Officials, Employees and Volunteers] **Effective 4/1/10:**

4. Veterinarians.

d. First year multi-day competitions with “A” rated divisions must have a veterinarian present throughout the competition. Exception: First year multi-day ~~Andalusian competitions with “A” rated divisions and first year Arabian~~ **Breed or Multi-breed restricted** competitions with “A” rated divisions must have a veterinarian either on call or on the grounds throughout the competition. All other first year multi-day competitions and first year one-day competitions must have a written agreement with a veterinarian on call.

---

## CHAPTER AL – ANDALUSIAN/LUSITANO DIVISION

---

[Chapter AL. Andalusian/Lusitano Division] **Reorganize subchapter, effective 4/1/10:**

### SUBCHAPTER AL-4 BEST MOVEMENT

#### ~~AL111 Best Movement-General~~

1. *Open to Purebred Stallions, Mares and Geldings of all ages.*
2. *To be judged on movement only and not conformation.*

#### *AL112 Appointments*

1. *Refer to AL104.*

#### *AL113 Qualifying Gaits*

1. *Horses are to be shown In-Hand as they would in a halter class.*
2. *Four-beat walk showing as much overstep of the front hoofprint by the hind hoofprint as possible.*
3. *Animated trot with emphasis on extension, suspension and a balanced cadence with impulsion.*

#### *AL114 Best Movement Class Specifications*

##### *1. Best Movement Pattern:*

Horses enter the arena through the in gate at a trot and trot counterclockwise to Position A, come down to a walk and proceed at the walk to Position B. After all horses are in the arena and lined up, each horse will trot straight down the center of the arena to the opposite end, come down to a walk turn right (clockwise) and walk around the arena to Position C. After the last horse has trotted, the horses will walk on the rail to the right, (clockwise), single file to Position A. Each horse will then trot straight down the center and turn to the left (counterclockwise) and walk back to Position A. After all horses have been reviewed individually, they will be asked to walk on the rail until requested to stop and maintain position.

2. *Equal emphasis must be given to the walk and the trot and a separate numerical score for each gait will be given. Decimals may be used.*

**3. Scores and placings will be determined by the summation of the two scores given for the walk and the trot. The higher score will receive the higher placing. Andalusian Best Movement Scoresheets must be used. The official scoresheet is available from the Federation.**

[Insert show arena diagram]

---

## CHAPTER CP – CARRIAGE PLEASURE DRIVING DIVISION

---

**CP103 Use of Whip.** [Chapter CP. Carriage Pleasure Driving Division Subchapter CP-2 The Driver] **Effective 4/1/10:**

~~3. The whip salute may be used to acknowledge the judge at the start and finish of an individual test; the whip salute is used at the beginning and end of a dressage test. The whip salute is performed in one of the following ways:~~  
[...]

**CP106 Number of Grooms on Vehicle.** [Chapter CP. Carriage Pleasure Driving Division. Subchapter CP-3 Grooms/Attendants] **Effective 4/1/10:**

1. Two grooms *or passengers* are required on four-in-hands or unicorns to assist in the case of difficulty. ~~For USEF turnout classes, one groom is required for four-in-hand and unicorns.~~
2. A pair, ~~or~~ tandem, or *multiple VSE turnout are* is required to carry 1 groom *or passenger* to assist in the case of difficulty.
3. A groom *or passenger* is optional for a single horse turnout.
4. Where grooms are required, at least one groom *or passenger* ~~is required to be in attendance when outside of the ring and~~ *must be able to assist in the case of difficulty.* ~~capable of rendering assistance at all times.~~ *Failure to comply may* ~~could incur elimination or disqualification. at the discretion of the judge.~~

**CP109 Classifications by Size.** [Chapter CP. Carriage Pleasure Driving Division. Subchapter CP-4 The Horse] **Effective 4/1/10:**

1. Horses over 14.2 hands in height will be classified as a horse. 14.2 hands and under will be classified as a pony. *Those under 99cm (9.3hands /39”) will be classified as VSE (Very Small Equine).*
2. In some competitions the pony division may be divided. ~~into small and large pony. In this case Small/medium ponies~~ *not to exceed* ~~will be 123.2 and under (50”/127cm) and large ponies will be over 123.2 (50”/127cm), not to exceed 14.2 (58”/147.32cm).~~  
[...]
4. A multiple turnout must be shown in the classes or divisions which accommodate the tallest horse *or pony.*

5. Very small equines are open to any horse ~~39" 34"~~ or under. ~~At the discretion of show management very small equines measuring no more than 39" may be included in these classes.~~

---

**CP112 Style of Harness.** [Chapter CP. Carriage Pleasure Driving Division Subchapter CP-5 The Harness] **Effective 4/1/10:**

10. Martingales and overchecks are prohibited in Driven Dressage and Obstacle classes for all carriages. Failure to comply will incur elimination. Sidechecks are optional. In pleasure driving classes (turnout, working and reinsmanship) overchecks may be appropriate for *certain vehicles* ~~road carts and four-wheeled buggies~~. See *Turnout and Appointments* Appendix A.

[...]

15. Boots- Bell boots, shin boots and wraps *are allowed in marathon classes and maybe allowed in other classes due to local conditions at the discretion of the judge. (Exception: Driven Dressage)*. ~~may be used only on the cross-country courses. In the case of inclement weather, at the judge's discretion bell boots may be allowed in the ring.~~ Boots protecting the sole of the foot *are* ~~may be~~ allowed in any pleasure classes.

---

**CP118 Driver's Responsibility.** [Chapter CP. Carriage Pleasure Driving Division Subchapter CP-6 The Vehicle] **Effective 4/1/10:**

6. *All entries are expected to conform to the spirit and intent of the USEF general rules for safety. It is the responsibility of each driver to ensure that harness and vehicle are in good repair, structurally sound, and safe for competition conditions. Turnouts without braking mechanisms (such as breeching, brakes, or tug stops with wrap girths) may be restricted from certain classes for safety reasons. Entries may not be allowed to start any class with an unsafe turnout. The judge must eliminate an unsafe entry from any class. Repeated offenses may incur disqualification.*

7. 6. [...]

9. 8. The Federation neither encourages nor discourages dogs accompanying an entry. *Unless allowed by class rules, However, dogs are not allowed to run alongside, behind, or under the vehicle during competition. (Exception: CP137 Carriage Dog Class)* In no circumstances may a dog be tied or in any way attached to the vehicle.

---

**CP121 Disqualify.** [Chapter CP. Carriage Pleasure Driving Division] **Effective 4/1/10:**

1. *A Competitor, Horse or Entry may be disqualified for being in violation of the Rules at any time.*

*a. Those that have been disqualified are prohibited from taking further part in the event and may be required to forfeit all prizes won at the event.*

*b. Subsequent disciplinary action may be taken from the Federation.*

---

**CP122 Divisions Based on the Horse.** [Chapter CP. Carriage Pleasure Driving Division Subchapter CP-9 Divisions] **Effective 4/1/10:**

2. *Horses over 14.2 hands in height will be classified as horses; those 14.2 hands and under will be classified as a pony; those under 99 cm (9.3 hands /39") will be classified as VSE (Very Small Equine) Size of animal (i.e., Horse, Pony).*

3. The pony divisions may be combined *or divided*. Combinations of divisions must be clearly explained in the prize list. Suggested pony divisions, not combined, are as follows:

~~a. Very small equines: open to any horse measuring no more than 39" (99cm)~~

a. ~~b.~~ Small pony: ~~ponies measuring over 39" (99cm) but not to exceeding 12.2 hands (50"/127cm)~~

e. ~~Medium pony: ponies measuring over 12.2 hands (50"/127cm) but not exceeding 13.2 hands (54"/137.2cm)~~

b. ~~d.~~ Large pony: *over* ~~ponies measuring over 12.2 hands (50" 54"/127.2cm); but not to exceeding 14.2 hands (58"/147.32cm)~~

4. [...]

5. *A multiple turnout must be shown in the classes or division which accommodates the tallest horse or pony.*

6. *Restrictions must be clearly stated in the prize list.*

---

**CP129 Reinsmanship.** [Chapter CP. Carriage Pleasure Driving Division Subchapter CP-10 Class Specifications] **Effective 4/1/10:**

2. Freestyle - Reinsmanship

a. A Pleasure Driving class in which entries are judged ~~s~~ individually on the *ability and* skill of the driver's execution of a *two minute* self-designed driving test. *Any driving style may be used.*

b. e. *Eight* Required elements *must be executed: The first element: Enter/Halt/Salute, to be followed by these elements driven in any order: Walk, Slow Trot, Working Trot, Strong Trot, Halt (stand quietly), Reinback. The final element, indicating the completion of the test is the halt/salute. Exit the area at a working trot.*

c. *If an element is driven more than once, only the first occurrence will receive a score.*

d. *Entries may complete the test in less than two (2) minutes. If the entry exceeds the two (2) minute time limit, no signal will be given until the 2 1/2 minute mark at which time the entry will immediately leave the test area.*

e. *Management must publish in the Omnibus/Prize List a description of the competition area including approximate dimensions.*

f. ~~At~~ **Prior to the start of the show**, entries must submit a clearly composed, legible description and diagram of their test to the Organizer **on the Freestyle Reinsmanship Form**. ~~1 hour prior to the start of the class.~~

g. ~~At~~ **At management's discretion**, music may be allowed. **Overall Impression score will decide ties.**

**h. Scoring: Half points may be used for scoring all elements**

**Handling of reins and whip, control, posture** 8 elements, maximum 10 points each

**Overall Impression of the Driver** maximum 10 points

**Best possible total score is 90 points.**

**i. Penalties:**

**Failure to perform any element** 0 points

**Exceeding the two minute time limit** 5 point deduction

### 3. Super Reinsmanship

**a. Specifications: To be judged on the driver's skill demonstrating the use of aids, control of the horse(s), accuracy, quality of transitions and gaits, with additional consideration of impressions of the turnout and driver.**

**b. Tests: All of the entries will complete a number of prescribed movements in order (between 8-12 movements are recommended)**

**c. Entries must follow the designated track without deviation. Numbered markers, such as cones set at 200 cm, or numbered natural elements, such as trees, shall be used to designate the sequence and starting point of each movement.**

**d. Management may use one of the Super Reinsmanship tests or may design a suitable test to be used. (Appendix D)**

**e. Tests must be posted at least one (1) hour before the start of the class.**

**f. The judging for all Super Reinsmanship tests begins when the entry enters the ring/test area.**

**g. Position and Aids: The driver should be seated comfortably on the box so as to be relaxed and effective. Either the one or two-handed method of driving is acceptable. Common to both methods, the contact with the horse's mouth should be maintained with an elastic, supportive hand.**

**h. Drivers should not be penalized or rewarded for using one style over the other. The use of the whip and the voice are important aids in driving and should be used effectively and discreetly.**

**i. Scoring: The entry receives numerical scores between 0-10 for:**

**(1) Each movement-on the use of aids, control of the horse(s), accuracy, quality of transitions and gaits (maximum total score=10 X number of movements)**

**(2) Overall impression--- of the turnout on the condition and fit on the harness and vehicle, neatness of attire. (Maximum total score=10)**

**(3) General Impressions---of the driver on posture, relaxation, confidence, and effectiveness. (Maximum score=10)**

**j. Perfect Score: 10X total number of movements + 10 for Overall Impression + 10 for General Impression**

**k. Ties are decided by the total of the Overall Impression and General Impression scores.**

**l. The scale of marks:**

**10 Excellent**                      **4 Insufficient**

**9 Very Good**                      **3 Fairly Bad**

**8 Good**                              **2 Bad**

**7 Fairly Good**                      **1 Very Bad**

**6 Satisfactory**                      **0 Not Executed\***

**5 Marginal**

**\* Not executed means that nothing of the required movement has been performed**

**m. Penalties:**

**(1) Off course**

**(a) When a movement is driven out of sequence, the judge will signal the entry and indicate the error. Drivers should resume the test from the error occurred. 10 points subtracted from the total score per occurrence.**

**(2) Entries will be eliminated for:**

**(a) Outside Assistance: If the groom or passenger touches the reins, whip or brake or if the driver receives assistance from any source.**

**(b) Failure to carry a whip in hand.**

**(c) Failure to start the test one (1) minute after the signal to proceed or starting before the signal.**

---

**CP137 Carriage Dog Class.** [Chapter CP. Carriage Pleasure Driving Division Subchapter CP-12 Class Specifications – Concours D'Elegance] **Effective 4/1/10:**

1. Judged primarily on suitability of the dog to serve as a companion (maximum one [1] dog per carriage). To be judged both ways of the arena at a walk, slow trot, and working trot. The dog ~~should be~~ ~~may~~ standing, lying down, or be seated in the carriage **or should-** ~~The dog may~~ run behind, beside or at the axle of the carriage. ~~;~~ ~~but-~~ The dog must be under control at all times. The dog ~~may~~ must not be lead on the ground from the carriage or ~~may not~~ be restrained in ~~any way~~ by being tied to the carriage, ~~or driver or passenger~~. The driver ~~should may~~ not hold the dog, and the dog ~~should may~~ not interfere with the driver in any way.

[...]

3. To be judged:

a. 60% on *the suitability* of the dog *to serve as a companion*

b. 30% on the performance, manners and way of going of the horse(s)

- c. 10% on overall impression of the turnout, including the dog
- d. *Entries with a dog clearly not under control may be eliminated*

---

**CP146 Timing.** [Chapter CP. Carriage Pleasure Driving Division Subchapter CP-13 Class Specifications – Obstacle Driving] **Effective 4/1/10:**

**4. Signals from the judge to the driver should be audible signals such as a whistle, horn or bell.**

---

**CP149 Other Penalties.** [Chapter CP. Carriage Pleasure Driving Division Subchapter CP-13 Class Specifications – Obstacle Driving] **Effective 4/1/10:**

1. Unless otherwise specified, these penalties will apply to all *Time and Specialty* Obstacle classes. *Additional penalties apply as specified in individual class rules. A salute is not required.*

---

**CP151 Ties in Placing.** [Chapter CP. Carriage Pleasure Driving Division] **Effective 4/1/10:**

1. Ties for first place must be broken by a drive off. Ties for lower placings may *remain or be broken decided at the discretion of the judge by a coin-flip upon agreement of the tied parties or a drive-off.*

---

**CP153 Specialty Time Competitions.** [Chapter CP. Carriage Pleasure Driving Division Subchapter CP-13 Class Specifications - Obstacle Driving] **Change to read:**

1. Scurry Obstacle  
 b. After passing the start *markers* from any direction, the driver shall proceed at the trot through each obstacle from any direction, in any order. Each obstacle must be driven once. Upon completion of course, the driver must pass through the finish *markers* from any direction, where time will be taken.

[...]

2. Obstacle Driving - Pick Your Route

[...]

c. After passing *through* the starting ~~line~~, *markers*, the driver shall proceed through each obstacle to the designated finish line, choosing his own route. Each obstacle is to be negotiated once and only once, but may be approached from either direction.

d. Course faults are scored as penalty seconds and are added to the driver's elapsed time. Placings are determined on a low total time basis. ~~Ties for first will be decided by a drive off (unless otherwise stated in the prize list).~~

[...]

3. Obstacle Driving - Double Jeopardy

a. To be driven over a prescribed course of obstacles (paired markers) by an entry with two drivers. *From* 8-10 obstacles are recommended as a course length, but

the number ~~may~~ *can* be adjusted to be proportionate to the dimensions of the driving area. Failure to come to a ~~complete~~ halt to exchange reins *and whip* will incur elimination.

b. After passing *through* the starting ~~line~~, *markers*, the first driver shall proceed through each obstacle and *through* ~~to~~ the designated *finish markers for the first course and come to a halt*. ~~At this point, the entire turnout must halt before reins are passed to the second driver who must drive the course in reverse order. The second driver then takes the reins and whip. Only after there is complete control of the reins and whip may the second driver proceed, beginning with the designated Start markers for the reverse course, continuing through the obstacles in reverse order and in the reverse direction and through the designated Finish markers for the reverse course. It is recommended that a different colored set of numbers be placed to indicate the required "reverse" course.~~

*(1) Failure to come to a halt before the exchange of reins.*

[...]

5. Obstacle Driving - Reverse Psychology

a. ~~Same rules as Double Jeopardy CP153 with the following exceptions:~~

*a. To be driven over a prescribed course of obstacles (paired markers). From 8-10 obstacles are recommended as a course length, but the number may be adjusted to be proportionate to the dimensions of the driving area.*

*b. After passing through the Start markers, all of the obstacles shall be driven in the correct sequence. After completing the highest-numbered obstacle, the driver will turn and drive that obstacle in the reverse direction and continue to drive all of the remaining obstacles in the reverse order in the reverse direction and through the Finish markers where timing will stop.*

*c. Course faults are listed in CP 153.1. Course faults are scored as penalty seconds and are added to the driver's elapsed time. Placings are determined on a low total time basis.*

~~(1) One driver drives the course in both directions.~~

~~(2) There is no "halt" after driving the course in one direction and before driving the course in reverse.~~

~~(3) There must be a "designated finish line" for the driver to pass through before starting to drive the course in reverse.~~

[...]

---

**CP154 High Point Competitions.** [Chapter CP. Carriage Pleasure Driving Division Subchapter CP-13 Class Specifications - Obstacle Driving] **Effective 4/1/10:**

1. Obstacle Driving - Fault and Out

~~To be driven with a set time over a course of numbered obstacles. A *timed course of numbered obstacles to be driven at the trot.*~~ The number of obstacles

to be proportionate to the dimensions of the driving area, *and may* not ~~to~~ exceed 10 obstacles.

b. After passing *through* the starting line markers, the driver shall proceed through each *consecutively numbered* obstacle, in order, until the allowed time expires (*suggested time 90 seconds- 2 minutes*, or *until* an obstacle is dislodged or a disobedience occurs.

c. ~~e.~~ If all the obstacles are *driven* completed cleanly before the *allowed* allotted time expires, the driver will begin the course again, *starting with Obstacle #1*, without *having to pass* passing through the starting markers.

d. *Two points will be scored for each obstacle cleared before the allowed time expires, a disobedience occurs or an obstacle is dislodged.*

e. *When the allowed time expires, a disobedience occurs or an obstacle is dislodged, a signal will be given. The driver shall then proceed through the next consecutively numbered obstacle. The time will be taken when the rear axle clears this obstacle. If that obstacle is cleared, one point is scored. If it is dislodged, no points for that dislodged obstacle are scored but the time is still taken. If an obstacle is dislodged or time expires, a signal will be given. The competitor will drive through the next consecutive obstacle. Time will be taken as the rear axle clears the obstacle. Failure to drive the next consecutive obstacle after the signal will result in no time being awarded but points will count up to that obstacle.*

~~d.~~ No score is given for the obstacle driven after the signal. If the obstacle driven after the signal is dislodged, no time will be taken.

f. A disobedience (refusal, run-out, circle) or a *break to a canter is considered* will be scored as a dislodgment of the obstacle at which the disobedience occurs.

g. *Going off course or dislodging a Start marker will incur elimination. Failure to drive the next consecutively numbered obstacle after the whistle is blown is considered "off course" and will incur elimination. Passing through the Start markers more than one time is not considered "off course".*

h. *The score of a driver who fails to drive the next obstacle shall count, up to the point where the signal is given, but the competitor must be placed after those with an equal score and time*

~~g.i.~~ Placings will be determined by the greatest number of points. Time will decide ties. If a tie remains with equal points and time, the winner will be decided by a drive-off.

~~h.~~ The score of a driver who failed to drive the next obstacle shall count up to the point where the signal is given, but the competitor must be placed after those with an equal score and time. The score of a driver up to the point where the Disobedience, Break in Gait, Off Course or Groom(s) Dismounting occurs shall count up to the point where the signal is given with no time, but the competitor must be placed after those with an equal score with time.

~~j.~~ *Points and Penalties:*

(1) [...]

(2) *Obstacle cleared after signal given* Obstacle dislodged 1 point

(3) [...]

(4) Disobedience, Break in Gait, *Groom Dismounting will be considered a dislodgement of the obstacle at which the disobedience occurs. No Time* (Refer to CP148, CP150)

~~(5) Off Course, Groom Dismounting No Time (Refer to CP149)~~

(5) ~~(6)~~ [...]

(9) *Going Off-Course or Dislodging a Start Marker will incur Elimination. Passing through the starting markers more than (1) one time is not considered "off course"; however, should it be dislodged, the appropriate penalty of dislodging a start marker is Elimination.*

---

#### CP154 High Point Competitions. [Chapter CP. Carriage Pleasure Driving Division] Effective 4/1/10:

##### 2. Obstacle Driving - Progressive

[...]

##### c. Scoring

(6) ~~Time will decide ties.~~ *For ties, r*Refer to CP151.

[...]

##### 3. Obstacle Driving - Gambler's Choice

[...]

b. Each driver has the same *allowed amount* of time to negotiate as many obstacles as possible. Each obstacle is assigned a point value according to its degree of difficulty and each driver tries to amass as high a score as possible within the time allowed.

c. After passing through the ~~S~~starting markers, ~~line~~, the driver may drive through the obstacles, in any order, from any direction. Each obstacle may be driven twice, but not in succession. If driven a third time, no points will be awarded.

[...]

g. A signal will sound at the end of the allowed time and the driver must then exit through the ~~F~~finish markers when the total time on the course will be recorded.

[...]

---

#### CP162 Pleasure Marathon - Timed. [Chapter CP. Carriage Pleasure Driving Division] Effective 4/1/10:

2. Time Allowed in the trot section shall be calculated from the distance and required speed. Suggested speeds are 14 kph for horses, 12 kph for large ponies, and 11 kph for small/medium ponies *and 9 kph for VSEs*. Minimum Time will be 2 minutes less than the time allowed.

**CP163 Pleasure Marathon - Pace.** [Chapter CP. Carriage Pleasure Driving Division] **Effective 4/1/10:**

2. Drivers are given the distance of the course and the speed they are to drive (suggested: 14 kph horses, 12 kph *L* large ponies, 11 kph *s*Small/*m*edium ponies *and 9 kph for VSEs*) and they must try to come to the finish line exactly on time.

---

**CP301 General.** [Chapter CP. Carriage Pleasure Driving Division Subchapter CP-17 Coaching] **Effective 4/1/10:**

1. This division is ~~for limited to~~ horse or pony four-in-hand teams put to a Road Coach, Private Coach or Park Drag *or other suitable four-in-hand vehicles.*

---

~~**CP303 Dress for Attendants and Passengers.**~~ [Chapter CP. Carriage Pleasure Driving Division Subchapter CP-17 Coaching] **Effective 4/1/10:**

1. ~~Livery: A close fitting body coat with buttons of yellow or white metal to match the furnishings of the harness used (if possible), white breeches, black boots with tan tops, white stock, black top hat and brown leather gloves. The color of the coat remains the owner's preference, but the preferred colors are conservative in nature and, where possible, complementary to the color of the vehicle. There are five buttons down the front of the coat and three pairs of buttons spaced from the waist to the bottom of the coat in the back. The groom's body coat has no pockets.~~

~~a. Senior groom's livery: The senior groom or coachman's livery is the same as listed above except that the body coat should be slightly longer than the other groom's body coats, reaching a point just above the knee cap. There are six buttons down the front of the coat and four buttons on the back (two at the waist and two at the bottom of the coat.) There are pockets at the waist of the coat to carry the coach key.~~

~~2. Guard's uniform: The guard is usually dressed in a frock coat of appropriate color, usually with strappings across the front and on the pocket flaps, breeches (which may be white or of spongebag check), leather or canvas leggings, brown boots and a beaver hat. He carries the way bill pouch slung over the shoulder with a pocket for watch and a loop for the hind boot key. The metal buttons on the coat should match the metal furnishings of the harness and the door handles and beading of the coach.~~

~~3. Stable livery:~~

~~a. Conservative suit, white shirt, dark tie, derby, dark shoes and leather gloves.~~

~~b. Conservative jacket, jodphurs or drill trousers, jodphur boots or paddock boots, white shirt, stock or four in hand tie, derby or conservative cap and leather gloves.~~

~~e. Hunting attire with a hunting derby or bowler.~~

~~4. Dress for passengers: Dress for passengers is dictated entirely by taste. Period costumes are not to be used and conservative dress, appropriate to the style of the carriage, is encouraged.~~

**CP305 Pleasure.** [Chapter CP. Carriage Pleasure Driving Division Subchapter CP-17 Coaching] **Effective 4/1/10:**

Entries will be judged both ways of the ring at an even trot, and may ~~be asked to~~ walk when reversing across the diagonal and when lining up. Entries ~~to should~~ stand quietly in the lineup. Judged on performance, quality, manners of the horses and correct appointments. (See Carriage Pleasure Driving Appendix A, *Turnout and Appointments*)

---

**CP306 Best Team.** [Chapter CP. Carriage Pleasure Driving Division Subchapter CP-17 Coaching] **Effective 4/1/10:**

Entries ~~will be judged both ways of the ring to drive~~ at a smart trot and ~~both ways of the ring. m~~May be asked to walk when reversing across the diagonal and when lining up. *Horses to stand quietly in the line-up.* Emphasis on overall impression, quality of the team and its performance.

---

**CP307 Turn-Out.** [Chapter CP. Carriage Pleasure Driving Division Subchapter CP-17 Coaching] **Effective 4/1/10:**

Entries to be ~~judged at an shown at an even trot,~~ both ways of the ring *at an even trot, and m*May be asked to walk when reversing across the diagonal and when lining up. Horses ~~to must~~ stand quietly in the line-up. Judged on performance, quality, manners of the horses, and correct appointments. (See Carriage Pleasure Driving Appendix A, *Turnout and Appointments*)

---

**Appendix A.** [Chapter CP. Carriage Pleasure Driving Division] **Effective 4/1/10:**  
*(Refer to GR801.4 regarding protective headgear)*

**ATTIRE:**

**FORMAL OR PARK-**(Park Drag, Road Coach, Breaks, Mail Stanhope, Demi-Mail, Spider-Phaeton, Stanhope or Park Gate Gig, George IV, Basket Phaeton, etc.)

- Gentlemen to wear *gloves*, top hat or bowler, suit jacket and tie. If the class is in the evening, gentlemen may choose to wear white or black tie.

- Ladies to wear *gloves*, a stylish hat that may have a veil, long sleeved dress or blouse suitable for a formal affair. If the class is in the evening, ladies may opt not to wear a hat and may wear a formal gown. ~~Shawls are optional~~

*- Brown gloves are always appropriate for the driver unless rain gloves are needed.*

- Apron or lap robe should be of a solid color material and harmonize with the upholstery (in warmer weather tattersal or checked aprons are appropriate for day classes).

*- Period costumes are not to be used and conservative dress, appropriate to the style of the carriage is encouraged.*

~~INFORMAL OR COUNTRY/SPORTING VEHICLES: (Village Cart, Two-Wheeled Dog Cart, Road or Jogging Cart, Four-Wheeled Buggy, Runabout, American Stanhope, Breaks, Bronson wagon, Surrey, Four-Wheeled Dog Carts, Traps, Cabriolet, Rockaway, Tandem Gig, Saylor Sailor wagon, etc.)~~

• Gentlemen to wear *gloves*, a bowler, boater, fedora, straw hat or cap, a suit or sport jacket and tie. Ladies to wear *gloves*, a felt or straw hat (~~in village carts, road or jog carts, four-wheeled buggies, runabouts, and meadowbrooks; no veils on hats~~), long sleeved dress or blouse suitable for a country outing ~~such as a picnic~~.

- *Brown gloves are always appropriate for the driver.*

- *Attendants to wear stable livery as defined as* a (1) conservative suit, dark tie, derby, dark shoes and leather gloves, (2) a conservative jacket, jodphurs or drill trousers, jodphur boots or paddock boots, white shirt, stock or four-in-hand tie, derby or conservative cap and leather gloves or (3) hunting attire with a hunting derby or bowler and leather gloves.

• Aprons may be of solid, checked or plaid material.

- *There may be occasions when it may be more appropriate for the driver to turn out more formally.*

#### PARK DRAG OR PRIVATE COACH

[...]

PAINT AND BODYWORK: The paintwork should be well finished in traditional style. [...]The seat valances or ~~boards~~ *borders* of the outside seats may be made of patent leather fastened with a horizontal strip of bright metal beading of the same metal as the door handles and lock covers. [...]

SPARES: Spares may be carried in the rear boot ~~or of~~ inside the coach. The usual: a small case of tools comprising wrench, hammer, leather punch screw driver, hoof pick spare shoe and nails, or *protective* ~~“Easy boot”~~, together; with spare lead and wheel trace; spare lead and wheel rein or rein splicer; spare hame strap; length of strong cord or wire. Loin or quarter rugs for the horses and halters should be carried in ~~a~~ *an* convenient place.

HARNESS: The harness should be of black leather with patent leather where appropriate. The hames should have solid draft eyes and kidney links with kidney link rings on the wheelers only. Bearing reins are permitted but should be on all horses or none. A neat monogram or badge is permitted on the winkers, drops, pads, ~~false martingale breast-plate~~ drops, and rosettes. The ~~false martingale breast-plate~~ should be fastened round the collar as well as the kidney links for preference. Collars are not to be tied together. It is suggested that the reins should be held in one hand, the other hand being able to assist as required. [...] The pole chains may have spring hooks at each end ~~or of~~ may have open hooks with rubber securing rings at one end. Preferably the chains should be of a length that admits of snapping both hooks into the pole-head ring. [...]

#### ROAD COACH

DEFINITION: A Road Coach is of stronger build than a Park Drag. The Coach may be finished as a Public or Private Road Coach, the latter carries no place names. The axles may be Mail or Collinges. The hind seat holds three persons besides the guard whose seat is on the near-side with an extra cushion. *The guard should have a hand strap to take hold of when standing to sound the horn.* ~~The lazy backs of the seats are usually not hinged. He should have a hand strap to take hold of when standing to sound the horn.~~ *The guard should have a hand strap to take hold of when standing to sound the horn. The lazy backs of the seats usually are not hinged.* There is a rail and luggage straps between the seats. The door of the rear boot is usually hinged on the off-side.

[...]

APPOINTMENTS: Two spare lead -bars, one side, and one main, should be carried, fastened to the back of the hind seat with the main bar above. [...] The drag-shoe and safety hook should be hung under the coach on the off-side. A spare jointed whip mounted on a board may be hung under the box seat ~~of or~~ inside the coach. The coachman's driving apron and the passengers' rugs are carried also. Inside the coach, there are leather pockets on the doors and leather hat straps on the roof.

[...]

ATTENDANTS: A Road Coach carries a guard who is usually dressed in a frock coat of appropriate color, usually with strappings across the front and on the pocket flaps, breeches which may be white or of sponge-bag check, leather or canvas leggings, brown boots and a beaver hat. He carries a way-bill pouch slung over the shoulder with a pocket for a watch and a loop for the hind-boot key. He sits on the ~~near rear~~ side of the hind seat and his seat carries an extra cushion. He should have a hand strap to take hold of when standing to sound the horn. A groom in stable livery must also be carried.

[...]

#### FOUR-IN-HAND BREAKS

[...]

HARNESS: The harness is of a fairly simple kind without unnecessary embellishments. Breechings may be used on the wheelers if they are likely to be required. The wheel traces may have metal loops, French loops, or quick-release ends. The hames may be solid draft with kidney links or ring-draft with short kidney links, chains and hooks. Liverpool or elbow bits are appropriate, except ~~in~~ *on* formal occasions, with grooms in livery, when buxton bits could be used.

[...]

#### MAIL, STANHOPE, DEMI-MAIL, SPIDER PHAETONS

[...]

**PAINT AND BODYWORK:** In all cases the body is usually painted black, except for the seat panel which may be finished in imitation cane or in a color to match or blend with the color of the undercarriage. [...] If there is a folding top, the valance may be of patent leather in place with polished metal beading. [...]

**HARNESS:** When it is possible to use a single horse with phaetons of this class, the harness has a bridle of square or D-shaped winkers; browband and rosettes of metal; Buxton bit; side-check bearing rein, if any; Kay collar and hames with chain and ring coupling at the bottom; back-strap lined and stitched with crupper stitched on; *false martingale* ~~breastplate~~; saddle of English pattern, 4 or 4 1/2 inches wide with French or Tilbury tugs, reins of brown leather. Pair harness is similar in character with solid-draft hames with kidney links, short hametugs, straight panel pads, *false martingales*, ~~breastplates~~, trace bearers or loin straps optional, brown reins, bright steel pole chains. The hardware of the harness should be of the same metal as the polished metal parts of the carriage. *With a George IV Phaeton a standing martingale is usual.*

[...]

#### FOUR-WHEELED DOG CART, TRAP, OUTING WAGON

[...]

**HARNESS:** The harness may have a bridle with D-shaped winkers, with or without sidecheck bearing rein; Liverpool or elbow bit; Kay or rim collar and hames; hames may have connecting chain at bottom *or* of hame straps both top and bottom, saddle of English pattern with French or Tilbury tugs for four-spring carriages, [...]

#### STANHOPE OR PARK GATE GIG

[...]

**HARNESS:** The harness has a bridle with square winkers, a gig or Buxton bit, sidecheck bearing rein, bridle fronts and rosettes of metal, Kay collar and well-fitted hames connected at the bottom with a chain and a ring. A *false or standing* ~~breastplate or standing~~ martingale is usual; the backstrap lined and stitched with the crupper sewn on; [...]

#### VILLAGE CART, TWO-WHEELED DOG CART

[...]

**HARNESS:** The harness has a bridle with D-shaped winkers, a noseband and a Liverpool or similar bit. A four-ringed or Wilson snaffle may also be used, but the Buxton bit is too dressy for such carts. The collar may be of Kay or rim design with hames connected at the bottom by a chain for preference. A false martingale ~~or~~ ~~breastplate~~ is usual. The saddle should be made on a tree with an inside channel through which the backband can slide freely. [...]

#### ROAD OR JOGGING CART

[...]

**HARNESS:** The harness is similar to buggy harness and usually has a bridle with an ~~overdraw~~ check and a snaffle bit. A bridle with normal noseband and a double-ring or Wilson snaffle or a Liverpool bit is acceptable and may be preferred by some judges. Although the saddle has little weight to carry, it should be well enough stuffed so that no weight bears directly on the horse's spine.

[...]

#### FOUR-WHEELED BUGGY

[...]

**HARNESS:** The harness should be of a simple kind with a bridle with square winkers, snaffle bit and ~~overdraw~~ check. A bridle with a noseband and a Wilson snaffle or a Liverpool bit is also quite appropriate. A breeching may or may not be used. Except for the heavier Goddard buggy, breast collars are usual.

[...]

#### RUNABOUT, AMERICAN STANHOPE

[...]

**HARNESS:** The harness has a bridle with D-shaped winkers, noseband and a Liverpool or elbow bit, preferably no bearing rein. A breast collar is usual ~~and a breastplate is optional~~. *A false martingale and breeching are optional. A breeching is also optional.* The harness should be of good quality with most straps lined and stitched. Brown reins.

[...]

#### ROCKAWAY, CARRYALL, DEPOT WAGON, SURREY, CABRIOLET

[...]

**HARNESS:** The harness has a bridle with D-shaped winkers, bridle front of metal; sidecheck bearing rein or none at all; Liverpool or similar bit; collar of rim pattern with hames with chain connection at the bottom or with hamestraps at top and bottom; anchor or finger drafts/ traces with slotted ends connected directly to the hames or to short hame tugs; saddle with straight or swell panels about 4 or 4 1/4 inches wide. Open or Tilbury tugs may be used and a breeching is normal. The harness straps may be lined and stitched or of single leather, the former preferred. A false martingale ~~or breastplate~~ is not essential. Pair harness is similar in style with short hame tugs and trace loops on the pads. [...]

---

*Appendix E Super Reinsmanship #1.* [Chapter CP. Carriage Pleasure Driving Division] **Effective 4/1/10:**

[Insert new diagram provided by ADS]

1. Enter at the working Trot, at Cone #1, circle left 20 meters.
2. Proceed on the centerline to Cone #2, circle right 20 meters
3. Halt at Cone #2, stand immobile for 5 seconds, rein back 4 steps.
4. Walk forward and transition to a Slow Trot. At the rail, track left. At Cone #3, track across the diagonal.
5. At Cone #4, proceed at the Working walk. At the rail, track right.
6. At cone #5, develop the Strong Trot.
7. At cone #6, halt and salute.
8. Leave the arena at the Working Trot.

---

**Appendix F Super Reinsmanship #2.** [Chapter CP. Carriage Pleasure Driving Division] **Effective 4/1/10:**

[Insert new diagram provided by ADS]

1. Enter at the Working Trot. At Cone #1, halt and salute.
2. Walk forward, develop the Working Trot and proceed on centerline.
3. At the rail, half 40 meter circle right. Halt at Cone #2.
4. Rein back 4 steps.
5. Develop a slow trot. Half 40 meter circle, left. Halt at Cone #3.
6. At Cone #3, develop a Strong Trot and proceed through Cones #4, #5, and #6 to Cone #7.
7. At Cone #7, transition to working Trot, track to Cone #8. Nearing Cone #8, transition to a Walk. Halt at Cone #8.
8. Stand immobile for 5 seconds. Salute.

---

**Appendix G Super Reinsmanship #3.** [Chapter CP. Carriage Pleasure Driving Division] **Effective 4/1/10:**

*Competitors enter the ring individually, complete figures at a prescribed pace and negotiate a few cones set in a small course. The competitors receive a numerical score, 80% of which is based on handling of reins and whip, control, posture and overall impression of the driver, 20% based on conditions of harness, vehicle and neatness of attire. There will be a 5-point penalty for each ball displaced.*

[Insert new diagram provided by ADS]

1. Enter at a Working Trot. At Cone #1, halt and salute. At signal, turn left to the rail at a Walk.
2. At the rail, turn left and continue at the Working Walk.
3. At Cone #2, transition to a Working Trot on the rail to Cone #3.
4. At Cone #3, begin Slow Trot and circle at arena width.
5. After completing the circle, develop Strong Trot between Cones #3 and #4.
6. Proceed through Cones #4, #5 and #6. Upon reaching the rail, begin Working Trot and track right to Cone #7.
7. At Cone #7, continue Working Trot and proceed right to Cone #8, then halt 3-5 seconds.

8. Back 3 to 4 steps, move forward 3 steps, halt and salute. Leave the ring at a Working Trot.

---

## CHAPTER EQ – EQUITATION DIVISION

---

**EQ106 Conditions Governing USEF Medal Finals.** [Chapter EQ. Equitation Division. Subchapter EQ-1 Regulations For All Seats] **Effective 4/1/10:**

3. Classes held less than fifteen days before the Saddle Seat Finals (17 & Under) count toward the next year's Finals. Classes held up to the day before the Saddle Seat Adult Medal Final qualify a rider for that year's Finals. ~~Hunter Seat Medal classes held at competitions with a start date after October 1 count toward the next year's Finals.~~ *In Hunter Seat Medal classes, for the 2011 qualifying year, the qualifying period will be October 1, 2010 through August 31, 2011. For the 2012 qualifying year and beyond, Hunter Seat Medal classes held at competitions with a start date after August 31 count towards the next year's Finals.* Riders who lose their junior status at the end of that year are ineligible to compete in these qualifying classes.

---

**EQ112 Requirements for Specific Classes.** [Chapter EQ. Equitation Division. Subchapter EQ-2 Hunter Seat Equitation] **Effective 4/1/10:**

9. USEF HUNTER SEAT MEDAL CLASS.

- a. Open to Junior Active Members of the Federation who have not yet reached their 18th birthday. Application for membership can be made direct to the Federation office or the exhibitor can join prior to the class through the steward. To be shown over a course of not less than eight obstacles at 3'6" which must include one combination including an oxer and two changes of direction (change of lead) after the first obstacle. Two cumulative refusals in the USEF Hunter Seat Medal Finals will result in elimination, see EQ110.1. Two or more tests of at least the top four competitors are required. Tests 1-19. Any exhibitor who does not participate in the testing is placed last of those exhibitors called back to test. Should more than one exhibitor fail to return for testing they will be placed at the judge's discretion. Only one rider per horse. To fill a class six competitors must complete the course (five in Zones 6, 8, 11 and 12). For purposes of determining the number of entries for the increment system, the number of entries is determined by the number of exhibitors who complete the course in a class or section of the class. If there are 50 or more entries at the beginning of this class, it must be divided by every other number and run as two or more separate sections. A class with fewer than 50 entries cannot be split. The USEF Hunter Seat Medal Finals will be judged by at least one judge who holds an "R" Registered status in the Hunter Seat Equitation Division. Additional judges are eligible to judge if they have 'r' recorded status.

~~(1) Increment Chart:~~

**[replace current increment chart]**

<i>Number of Exhibitors Who Complete the Course</i>			
<i>Placing</i>	<i>6-15 Exhibitors</i>	<i>16-30 Exhibitors</i>	<i>30+ Exhibitors</i>
<i>1st</i>	<i>10</i>	<i>20</i>	<i>30</i>
<i>2nd</i>	<i>6</i>	<i>12</i>	<i>18</i>
<i>3rd</i>	<i>4</i>	<i>8</i>	<i>12</i>
<i>4th</i>	<i>2</i>	<i>4</i>	<i>6</i>

b. Schooling Rules for all Medal Classes

(1) Follow USEF Jumper Schooling Rules (see JP Appendix A) EXCEPT that Swedish Oxers (maximum 12" difference), tarps, coolers and liverpools are acceptable.

c. Schooling Rules for Medal Finals

(1) One hour before the class begins competition management will set in place the jumps in the schooling area(s). The jumps will be flagged to show the direction of the jumps. These flags may be changed, red on right, white on left.

(2) Verticals can be made into oxers and oxers can be made into verticals. The jumps may be raised or lowered, widened or narrowed.

d. Qualifying

(1) The points that a rider needs to qualify will be determined by his state residence. The points required by each individual state will be determined by the population density of that state for Junior riders designated Hunter or Jumper combined with the number of USEF Medal classes held in that state. Each year the Current State Groups will be recalculated. The number of points required by each state will be posted at the beginning of the each qualifying period on the USEF website. See chart in EQ112.9.d(2) for each group's required points to qualify. See chart EQ 112.9.d.3 for current year Medal State Groups. All riders may continue to compete even after qualifying for the finals.

(2) Point Chart:

**[replace current point chart]**

<i>Points Required To Qualify for Medal Finals (by State Groups)</i>				
<i>Group 1</i>	<i>Group 2</i>	<i>Group 3</i>	<i>Group 4</i>	<i>Group 5</i>
<i>13</i>	<i>25</i>	<i>38</i>	<i>50</i>	<i>60</i>

(3) Current state charts will be posted on the USEF website at [www.usef.org](http://www.usef.org).

[...]

12. ASPCA HORSEMANSHIP CLASS

[...] Once a rider has qualified for his/her Maclay regional final, he/she may continue to ride in the Maclay classes until he/she has acquired 60 points. **Any rider who willfully continues to compete after they have acquired 60 points may be ineligible for the regional final.** For complete details on application to offer this

class, as well as instructions on submitting results, competition management should contact the National Horse Show at 516-484-1865. [...]

13. USEF SHOW JUMPING TALENT SEARCH CLASS, a test of the abilities of an individual as a show jumping rider, is open to Junior/Young Riders who are members of the Federation, who have not reached their 21st birthday under Federation rules.

a. Winners of twenty Talent Search Classes are no longer eligible to compete in the USEF SHOW JUMPING TALENT SEARCH CLASS, but may compete in the Finals until they reach their 21st birthday under Federation rules.

b. Winners of the Finals may continue to compete in the USEF SHOW JUMPING TALENT SEARCH CLASS, in pursuit of additional wins leading towards Gold, Silver and Bronze Medals in recognition of these wins, but may not compete in future Finals.

c. Non-U.S. citizens may compete in the USEF SHOW JUMPING TALENT SEARCH CLASS, but not the Finals.

d. If 50 or more entries are received ~~three hours prior to the start of the class~~, the class must be divided equally and run as two separate classes.

e. All competitions planning to hold this class must apply at least four weeks prior to the competition to the United States Equestrian Federation office at the Lexington, KY address, for permission to hold the class. Please include the name of the competition, the dates, and the name and address of a contact person.

f. Competitors must use the same horse in both phases. Competitors may ride stallions.

g. The jumping phase of the class shall be **held first** over a course of at least ten fences from 3'6" to 3'9" in height with spreads to five feet. Each course must contain no fewer than three fences set at 3'9" in height. The course must include a double and a triple combination, or 3 doubles. Additional spread fences are required elsewhere on the course and an obstacle with water is recommended (required in Zones 7-12 and obligatory in the Finals). The course should be of the type used in a Junior or Preliminary Jumper class. Time allowed will be figured at 360 yards per minute; may be timed either electronically or manually. To be judged on style and execution. Time and jumping faults should be taken into consideration in the judge's evaluation of the rider. **Two refusals will incur an elimination.**

~~h. In the flat phase, not more than 30 riders at one time will show as a group at the working walk, the working trot sitting, the working trot rising, as well as showing a lengthening of stride; the working canter, and the working canter showing a lengthening of stride. All riders being considered for an award shall be required to show the working canter on the counter lead for at least one full revolution of the arena in both directions, but not more than 12 shall counter canter at one time. Judges may require any additional tests. To be judged on rider's position and seat and the correctness and effect of the aids.~~

*h.* All riders must ride in the first phase offered. At least 20 12 riders, if available, or 50% of the entries, if that is a greater number, must be called back for the second flat phase.

*i.* In the flat phase, riders will show as a group at the working-walk, the working trot sitting, the working trot rising, as well as showing a lengthening of stride; the working canter, and the working canter showing a lengthening of stride. All riders being considered for an award shall be required to show the working canter on the counter lead for at least one full revolution of the arena in both directions, but not more than 12 shall counter canter at one time. Judges may require any additional tests. To be judged on rider's position and seat and the correctness and effect of the aids.

*j.* All riders must ride in the first phase offered. Rider participation in the first phase whether it is the jumping phase or flat phase, constitutes entry into the class as a whole, regardless of whether the rider is called back for the second, flat phase. To fill a class, SIX COMPETITORS MUST COMPLETE THE COURSE.

*k.* SADDLERY.

(1-) There are no restrictions on saddles.

(2-) Change of bridle is permissible, between phases.

(3-) Blinkers are forbidden.

(4-) No martingales of any kind are permitted in the flat phase.

(5-) Only running martingales used in the conventional manner are permitted in the jumping phase. Standing martingales, draw reins, or restricted running martingales are prohibited.

(6-) Reins must be attached to the bit(s) or directly to the bridle. Gags and hackamores are not allowed in the flat phase.

*l.* The USEF SHOW JUMPING TALENT SEARCH FINALS will be judged by at least one judge who holds an "R" Registered status in the Hunter Seat Equitation Division. Additional judges are eligible to judge with a guest card.

*m.* Information about the USEF Show Jumping Talent Search Finals East and West and qualifying procedures for each can be found on the USEF web site [www.usef.org](http://www.usef.org).

Qualifying procedures cannot be changed without the approval of the USEF Show Jumping High Performance Committee following notification of USHJA of such changes.

---

**EQ112 Requirements for Specific Classes.** [Chapter EQ. Equitation Division. Subchapter EQ-2 Hunter Seat Equitation Division] **Effective 9/1/10:**

14. WASHINGTON INTERNATIONAL HORSE SHOW EQUITATION

b. QUALIFYING PERIOD. Qualifying period: shows starting on or after September 1<sup>st</sup> through shows starting on or before August 31<sup>st</sup>. The top 30 35 riders (as determined by the League in accordance with subsection .c below)

will be invited to compete in the WIHS Equitation Finals and the top 25 riders will be invited to compete in the WIHS Pony Equitation Finals at the Washington International Horse Show. Multiday horse shows are permitted to hold either a one or two phase WIHS Equitation qualifier. One-day horse shows are only allowed to hold a one-phase event. WIHS Pony Equitation classes may only be one phase.

*c. QUALIFYING LEAGUES.* Qualification for the WIHS Equitation Final will be based on two Leagues. The East Coast League will consist of Zones 1-5, and the West Coast League will consist of Zones 6-12. The top 28 riders from the East Coast League and the top 7 riders from the West Coast League will be invited to compete in the WIHS Equitation Finals. Riders will compete in the League based on their address submitted to the WIHS Membership Office, unless at the time of application for membership they elect in writing to compete in the other League. Riders may add points from up to four competitions based in the other League to their total. Additional qualification specifications can be found on the WIHS website.

*e. d.* [...]

---

**EQ112 Requirements for Specific Classes.** [Chapter EQ. Equitation Division. Subchapter EQ-2 Hunter Seat Equitation Division] **Effective 4/1/10:**

15. USHJA Hunterdon Equitation Cup Classic, Open to any rider that is an active USHJA member and has won a USEF Medal, ASPCA Maclay, USEF Show Jumping Talent Search, or WIHS Classic through July 1, of the qualifying year. Once a rider has won the USHJA Hunterdon Cup he/she will not be allowed to compete again. Class Specifications for the Classic consists of:

*a.* 10 Hunter Type Fences including at least 2 jumps with no ground lines.

*b.* Fences are to be set at 3'6.

*c.* Judging will be on style and smoothness with an emphasis on hunter style of riding.

*d.* Split into three rounds. The 1st round will be a Hunter Round and the scores will be announced. The top 15 will be called back for the 2nd round which will be a Handy Hunter Round, and Handiness will be emphasized. Scores will be announced for the 2nd round. The 3rd round final work off will consist of at least the top 4 riders switching horses and repeating all or part of the previous courses. The course will be announced with final competitors in the ring and all fences will be judged. The two judges will sit together and the final scores will not be announced.

*e.* Specifications cannot be altered without the consent of the USHJA.

---

**EQ116 Appointments.** [Chapter EQ. Equitation Division. Subchapter EQ-3 Saddle Seat Equitation Section] **Effective 4/1/10:**

1. PERSONAL. Exhibitors and judges should bear in mind that at all times entries are being judged on ability. However, neatness is the first requisite regarding a rider's attire and the following requirements are based on tradition and general present-day customs. Judges must penalize and may eliminate those competitors who do not conform. Adjustments to tack and attire for valid medical reasons is permitted provided a dispensation certificate has been granted per GR1311.

a. INFORMAL: Riding habit will consist of jacket with collars and lapels of the same conservative color with matching jodhpurs, a collared shirt, tie, vest, and complimentary gloves, jodhpur boots, and derby or soft hat (protective headgear may be worn without penalty per GR801.4). Conservative colors for informal riding habits include black, blue, grey, burgundy, green, beige, or brown and may contain herringbone, pin stripes, and other combinations of colors that appear solid. Colors not included in this list are not acceptable and **must be penalized shall and may** be cause for elimination. Only informal dress is permitted in Saddlebred Pleasure Equitation classes **and Morgan Classic Saddle Seat Equitation classes**, day or night.

b. FORMAL: Even more conservative attire is required for evening classes. Riding habit will consist of tuxedo-type jacket with collars and lapels of the same color with matching jodhpurs, formal shirt, bow tie, vest or cummerbund, and matching top hat (women), homburg or other soft hat (men). Solid colors for formal riding habits include dark grey, dark brown, dark blue, or black. Formal shirt must be white or off-white with the bow tie and vest or cummerbund to match shirt or riding habit in color. Colors not included in this list are not acceptable and **must be penalized shall and may** be cause for elimination. Formal riding habits are not to be worn before 6:00 p.m. and are not mandatory after 6:00 p.m.; exhibitors competing on Pleasure horses have the option to wear formal attire in Open equitation classes as specified by the rule.

---

**EQ118 Requirements for Specific Classes.** [Chapter EQ. Equitation Division. Subchapter EQ-3 Saddle Seat Equitation Section] **Effective 4/1/10:**

11. ADULT SADDLE SEAT EQUITATION. Open to amateur riders 18 years of age or older. ~~Tests 1-16.~~ **Tests 1-13 and 15-16.**

[...]

14. USEF SADDLE SEAT MEDAL CLASS (17 & Under and Adult/Amateur).

[...]

b. USEF SADDLE SEAT MEDAL FINAL (17 & Under). To be eligible, the rider must have placed first or second in an official USEF Saddle Seat Medal Class. In the preliminary section, entries must be worked on the rail in groups of 15 or less and all contestants are required to perform **an a posted** individual workout. Tests 1-16. The preliminary shall also serve as elimination for the final phase. The

number of riders to be selected for the final phase shall be at the judges' discretion and shall be based on 50% preliminary railwork and 50% preliminary workout. The final phase will be conducted in the same manner as the preliminary, except different tests must be used. Each rider in the final phase must execute **an a posted** individual workout. A rider's performance in the preliminary has equal consideration as the performance in the final phase. The judge's opinion rests on a 25-25-25-25 analysis of the preliminary railwork, preliminary workout, final railwork, and final workout. Winners of the USEF Saddle Seat Medal Final will be eliminated from further competition in the USEF Saddle Seat Medal Class (17 & Under).

c. USEF SADDLE SEAT ADULT AMATEUR MEDAL CLASS. Open to Senior Active Amateur Members of the Federation. Application for membership can be made directly to the Federation or the exhibitor can join prior to the class through the competition office. All ribbon winners qualify for the USEF Adult Amateur Medal Final. A win does not eliminate the rider from further competition in this class for the remainder of the qualifying season. The winner will receive a Silver Medal. Two or more individual tests of the top four competitors are required. Tests ~~1-16~~ **1-13 and 15-16**. Judging is based 50% on railwork and 50% on individual workout. If there are more than 15 entries at the beginning of this class, it must be split and run as two separate classes. The same workout is required for both classes.

d. USEF SADDLE SEAT ADULT AMATEUR MEDAL FINAL. To be eligible, the rider must have placed in an official USEF Saddle Seat Adult Amateur Medal Class. Entries must be worked on the rail in groups of 15 or less and all contestants are required to perform **an a posted** individual workout. If the class consists of 12 entries or less it shall be held in a single phase. If there are 13 or more entries the class shall be run in two phases, a preliminary and a final. If only a single phase is held, final judging is based on 50% railwork and 50% individual workout. The number of riders to be selected for a final phase (if necessary) shall be at the judges' discretion and shall be based on preliminary railwork 50% and preliminary workout 50%. The final phase will be conducted in the same manner as the preliminary, except a different individual workout must be used. Each rider in the final phase must execute **an a posted** individual workout. A rider's performance in the preliminary has equal consideration as the performance in the final phase. If a rider is called back for the final phase, the judge's opinion rests on a 25-25-25-25 analysis of the preliminary railwork, preliminary workout, final railwork, and final workout. The preliminary shall also serve as an elimination for the final phase. Winners of the Saddle Seat Adult Amateur Medal Final will be eliminated from further competition in Saddle Seat Adult Amateur Medal classes after two (2) consecutive or non-consecutive wins of the Final.

[...]

17. UPHA CHALLENGE CUP QUALIFYING CLASSES.

e. SPECIFICATIONS AND QUALIFYING PROCEDURES FOR OTHER CHALLENGE CUP PROGRAMS.

(3) UPHA ADULT CHALLENGE CUP. Open to all amateur riders 18 years of age and over. All ribbon winners will be eligible for the Championship class. In the Championship class, a minimum of four (4) riders must perform an individual workout. The judge(s) may use any of the recognized tests ~~1-16~~ **I-13 and 15-16** (refer to EQ119). Since there is not a Phase I preliminary in the UPHA Adult Challenge Cup Championship, judging specifications shall be 60% on rail work and 40% on the individual workout. A win of a qualifying class does not eliminate that rider from further competition in qualifying classes that season. In order to compete in the Championship a rider must qualify in a UPHA Adult Challenge Cup class. Winners of the UPHA Adult Challenge Cup Championship will be eliminated from further competition in UPHA Adult Challenge Cup classes after two (2) consecutive or non-consecutive wins of the Championship.

---

**EQ119 Tests.** [Chapter EQ. Equitation Division. Subchapter EQ-3 Saddle Seat Equitation Section] **Effective 4/1/10:**

14. Ride without stirrups for a brief period of time, at any gait requested (for not more than one minute at the trotting phase). Riders may be asked to disengage or engage stirrups at a halt or walk or any gait requested by the judge. (*Exception: Adult Equitation riders must not be asked to perform without stirrups. See EQ118.11, EQ118.14c and EQ118.17e(3).*)

---

[Chapter EQ. Equitation Division] **Change subchapter title, effective 4/1/10:**

SUBCHAPTER EQ-4 WESTERN SEAT/~~REINING SEAT~~ EQUITATION AND WESTERN HORSEMANSHIP SECTION.

---

**EQ126 Class Routine Western Seat Equitation.** [Chapter EQ. Equitation Division Subchapter EQ-4 Western Seat/Reining Seat Equitation Section] **Effective 4/1/10:** Riders enter the ring at a walk or jog and are judged at a flat-footed four beat walk, two-beat jog and a three-beat lope both ways of the ring. The order to reverse may be executed by turning toward or away from the rail. All competitors are required to back in a straight line during the line up in all classes. Judges are encouraged to call for at least two tests from EQ127 to be performed by competitors being considered for an award. Due to the difficulty of properly fitting tack, riders shall not be asked to change horses. See Western Seat Equitation/*Western Horsemanship* Chart for list of faults and causes for elimination.

---

**EQ127 Requirements for Specific Classes.** [Chapter EQ. Equitation Division Subchapter EQ-4 Western Seat/Reining Seat Equitation Section] **Effective 4/1/10:**

The following three age limit classes are suggested, but may vary according to local conditions: a) juniors who have not reached their 11<sup>th</sup> birthday; b) juniors who have reached their 11<sup>th</sup> but not their 14<sup>th</sup> birthday; c) juniors who have reached their 14<sup>th</sup> but not their 18<sup>th</sup> birthday.

1. Maiden, Novice and Limit. For juniors who have not reached their 18<sup>th</sup> birthday. Tests ~~1-5~~ **I-6.**
2. Under 11. For juniors who have not reached their 11<sup>th</sup> birthday. Tests ~~1-3~~ **I-5.**
3. 11 and Over. Tests ~~1-11~~ **I-12.**
4. Open. For juniors who have not reached their 18<sup>th</sup> birthday. Tests ~~1-11~~ **I-12.**
5. Adult Amateur, Tests ~~1-11~~ **I-12.**
6. CHAMPIONSHIPS. To be awarded on a competitive basis. May be held:
  - a. as a free post entry class, open to any designated number of place winners (minimum of two) in previous classes in the Western Seat section except Maiden, Novice and Limit Classes; or b) as an Open class with advance entries for competitors who have competed in at least one other class in the Western Seat Section. Judges may require additional tests. Tests ~~1-11~~ **I-12.**

---

**EQ128 Tests from which judges must choose.** [Chapter EQ. Equitation Division Subchapter EQ-4 Western Seat/Reining Seat Equitation Section] **Effective 4/1/10:**

Tests can be performed either collectively or individually but no other tests may be used. Instructions must be publicly announced. ~~If a pattern is used, it must be posted at least 1 hour before the class. A pattern is defined as two or more tests. Reining patterns may be used.~~

1. Back.
2. Individual performance on the rail.
3. Figure eight at the jog.
- ~~4-5. [...]~~ **4. Circles at either a jog or lope are permitted.**
- ~~12. Circles at either a jog or lope are permitted.~~

---

[Chapter EQ. Equitation Division Subchapter EQ-4 Western Seat/Reining Seat Equitation Section] **Move EQ129 Horsemanship below EQ126 Class Routine and before EQ127 Requirements for Specific Classes and renumber remaining, effective 4/1/10:**

**EQ129 127 Western Horsemanship.**

1. Riders in classes for junior exhibitors cannot have reached their 18th birthday in accordance with GR126.

2. Emphasis shall be placed on horse and rider working together. Execution and correct form of both horse and rider, while maintaining a pleasurable ride are the main criteria for this class.
3. Rider must perform a pattern which will be posted by the judge at least one hour prior to the class. Tests 1-12 may be used.
4. Failure to complete the pattern will not result in disqualification but will be scored accordingly. Rail work is optional at the discretion of the judge. Backing must be included in either the pattern or the lineup.

---

[Chapter EQ. Equitation Division Subchapter EQ-4 Western Seat/Reining Seat Equitation Section] **Change title of chart that follows EQ129 Horsemanship on page EQ32, effective 4/1/10:**

~~WESTERN SEAT/REINING SEAT~~ EQUITATION AND ~~WESTERN HORSEMANSHIP~~

[Delete note at bottom of chart]

~~Note: Standard Reining Penalties (see RN103) will apply.~~

---

**CHAPTER EV – EVENTING DIVISION**

---

**EV101 Introduction.** [Chapter EV. Eventing Division] **Effective 4/1/10:**

1. GENERAL. An Eventing Competition includes one or more tests from the following branches of equitation: dressage, cross-country and jumping. The Federation and the USEA recognize three types of Eventing Competitions: Tests (Individual or Combined), Horse Trials, and **Three-Day Events** (~~Two-Day or Three-Day~~).

**EV102 Membership.** [Chapter EV. Eventing Division] **Effective 4/1/10:**

2. HORSES. Horses entered in Horse Trials and Events must comply with current Federation and USEA registration requirements **and must be life recorded with the Federation upon entering FEI level competitions.** Horses entered in tests do not need to be registered with the USEA.

**EV104 Participation.** [Chapter EV. Eventing Division] **Effective 4/1/10:**

See also EV123.1 for Tests, Appendix 3 for Horse Trials and Appendix 8 for ~~Two-Day Events Training and Preliminary Level Three-Day Events.~~

---

**EV105 Qualifications.** [Chapter EV. Eventing Division] **Effective 4/1/10:**

For certain levels of competition, horses and riders, **not necessarily as a combination**, must meet qualifying requirements. Those requirements are detailed in Appendix 3.

1. ESTABLISHMENT OF QUALIFICATION.

When a **horse and/or** rider obtains a qualifying result (QR) at a level, then ~~they he and his horse~~ are “established” (qualified to compete) at ~~this that~~ level. This “establishment” lasts for the remainder of the **current** calendar year ~~in which it was achieved~~ and the **two** succeeding calendar years. Note: **Re-establishment Requirement as in paragraph 2 (c) below** is required when the time period has expired.

2. EXTENSION OF ESTABLISHMENT (maintaining qualification)

- a. The “establishment” may be extended by obtaining QRs at other events of the same level within the time period stated above, each extension remaining effective for the remainder of the **current** calendar year and the **two** succeeding calendar years.
- b. If no such extension is achieved, the “establishment” at that level expires.
- c. Establishment may be re-acquired by achieving 2 QRs at the next lower **height** level of competition within **any** 12 month period following loss of ~~qualification~~ **establishment**.

3. LOSS OF ESTABLISHMENT. (Preliminary Level and up)

In cases cited in EV105.3, only penalties assessed during the cross-country phase of competition apply.

- a. A horse that is eliminated ~~twice~~, for ~~non-technical reasons~~ **disobediences in the cross-country phase of competition, three times** within any **12** month period loses its ~~qualification~~ **establishment** to compete at the higher level at which the elimination occurs.
  - b. A horse that falls in **the cross-country phase of** competition 2 times in any ~~12~~ **6** month period loses its ~~qualification~~ **establishment** to compete at the higher level at which a fall occurs.
  - c. A rider who falls **in the cross-country phase of** competition from the same horse ~~during competition~~ 2 **3** times in any ~~12~~ **6** month period will cause the horse to lose its ~~qualification~~ **establishment** to compete at the higher level at which a fall occurs.
  - d. Having lost ~~qualification~~ **establishment**, a horse may be **re-established** ~~re-qualified~~ by achieving 2 QRs at the next lower **height** level (*e.g., loss of establishment at the CCI2\* level requires re-establishment at the Preliminary Level*) within any 6 month period **and no sooner than one month** following the loss of ~~qualification~~ **establishment**.
  - e. **Any combination of occurrences in .a, .b, or .c above for a total of 3 occurrences will result in loss of establishment.**
-

**EV106 Entries - Withdrawals.** [Chapter EV. Eventing Division] **Effective 4/1/10:**

3. OPENING DATE. The opening date for entries for Horse Trials and Two-Day Events will be the Tuesday prior to the date that falls six weeks before the first day of the competition. It shall be eight weeks in the case of Three-Day Events. The opening date must be published in the prize list for the competition.

**EV114 Dress.** [Chapter EV. Eventing Division] **Effective 4/1/10:**

5. DRESSAGE TEST.

b. Horse Trials (Intermediate and Advanced)—~~Two-Day~~ & Three Day Events. As above except no tweed coat. When tails are worn: Top Hat—black or dark blue; Shirt—stock with pin; Gloves (required)—white or dark color; Britches—as above; Boots—preferably black dress or a black full grain leather leg piece and matching leather boot. Chaps and half-chaps are not allowed. Members of armed and police forces, service dress with gloves, regulation headgear and spurs in accordance with EV114. Protective headgear may be worn without penalty. (See General Rules, GR801)

c. Beginner Novice - Preliminary, spurs are not compulsory. Spurs are required at Intermediate and Advanced Horse Trials, ~~Intermediate Two-Day Events~~ and Intermediate and Advanced Three-Day Events. Roweled spurs are permitted for the Dressage test (at all levels) and when practicing/warming-up for the Dressage test. If rowels are used, they must be free to rotate and the rowel must be round and smooth (no tines allowed).

**EV121 Guidance.** [Chapter EV. Eventing Division] **Effective 4/1/10:**

1. FEDERATION EVENTING COMMITTEE.

b. In addition to the membership requirements of EV102.3, Organizing Committees of selected competitions must have the specific approval of this Committee. This shall include approval of the date and site of the competition, the Ground Jury, the Technical Delegate, the Course Designer, the Veterinary Commission where appropriate, and the prize monies where appropriate. These selected competitions are:

- \* Championships
- \* Three-Day Events
- \* ~~Two-Day Events~~
- \* International Horse Trials
- \* Advanced Horse Trials

**EV151 Unauthorized Assistance.** [Chapter EV. Eventing Division] **Effective 4/1/10:**

2. Any form of unauthorized assistance received by a mounted competitor between the starting line and the finishing line will penalized by elimination at the discretion of the Ground Jury.

~~e. Following fall or when he has voluntarily dismounted, all assistance given to a competitor, for example bringing back his horse, helping him readjust saddlery, handing him his whip while dismounted or helping him get back in the saddle, is not considered as unauthorized assistance.~~

**EV154 Eliminations.** [Chapter EV. Eventing Division] **Effective 4/1/10:**

3. Elimination is left to the discretion of the Ground Jury in the following cases:

*e. Entering the arena with incorrect attire.*

**EV155 Two-Day Events Introduction.** [Chapter EV. Eventing Division] **Effective 4/1/10:**

~~1. DEFINITION. The Two-Day Event comprises three distinct tests, usually taking place on two days, during which a competitor rides the same horse throughout, namely:~~

~~a. A Dressage Test~~

~~b. A Jumping Test~~

~~e. A Cross-Country Test comprising four phases:~~

~~(1) Phases A and C—Roads and Tracks~~

~~(2) Phase B—Steeplechase~~

~~(3) Phase D—Cross-Country Obstacles~~

~~d. The tests must be scheduled in the order listed above.~~

~~2. RELATIVE INFLUENCE OF THE TESTS. In principle, the Cross-Country Test should be by far the most influential of the three tests of a Two-Day Event. The Dressage Test, while much less influential than the Cross-Country Test, should be slightly more influential than the Jumping Test.~~

~~3. LEVELS OF TWO-DAY EVENTS. The following levels of competition may be offered at a Two-Day Event: Intermediate, Preliminary~~

~~4. SCHEDULING. Organizers are encouraged to schedule Two-Day Events in conjunction with Horse Trials at the same level. For this reason, the specifications for the Dressage and Jumping Tests, as well as the Cross-Country Obstacles Phase of the Cross-Country Test are identical to those tests at a Horse Trials.~~

**EV156 Two-Day Events Rules.** [Chapter EV. Eventing Division] **Delete and renumber remaining, effective 4/1/10:**

~~1. GENERAL. With the addition of the rules detailed below plus Appendix 8, the rules contained in Parts One, Three, and Six provide the rules for Two-Day Events in the United States.~~

~~2. DESCRIPTION OF THE CROSS-COUNTRY TEST.~~

~~a. The Cross-Country Test of a Two-Day Event consists of four distinct and independent phases, which follow one another without interruption, are performed at a stretch and with no allowance for any halt, except for the 10-minute~~

compulsory halt between Phases C and D (see also EV152.3 below). Each competitor carries out the whole test alone.

b. The four phases are:

- (1) Phase A—Roads and Tracks, normally carried out at the trot or slow canter.
- (2) Phase B—Steeplechase, with obstacles, normally carried out at the gallop.
- (3) Phase C—Roads and Tracks, normally carried out at the trot or slow canter.
- (4) Phase D—Cross Country, with obstacles, normally carried out at the gallop.

### 3. EXPLANATION OF THE INDEPENDENCE OF PHASES.

a. Phases A, B, C and D, are quite independent of each other as far as timekeeping is concerned. Loss of time in one cannot be compensated for by gain of time in another.

b. If a competitor completes Phase A in less than the optimum time, he must wait until the time he has gained has elapsed before starting Phase B. He will start Phase B at the exact time shown on the timetable.

c. If a competitor completes Phase A at exactly the optimum time, he must immediately start Phase B. His starting time for Phase B will be adjusted to allow the competitor to proceed from the finish of Phase A to the start of Phase B.

d. If a competitor completes Phase A with time penalties, he must immediately start Phase B. His starting time for Phase B will be adjusted to account for the time lost on Phase A and to allow the competitor to proceed from the finish of Phase A to the start of Phase B. The competitor need not attempt to regain the time lost, since the time is penalized on Phase A only. All the rest of the competitor's timetable may be affected by the time lost on Phase A, but this will in no way affect the reckoning of the actual time he takes to complete the other Phases.

e. The finishing time of Phase B is also the starting time of Phase C.

f. The gain of 30 seconds on Phase B does not give the competitor an additional 30 seconds to complete Phase C. The optimum time of Phase C is not affected by the gain or loss of time on Phase B.

g. The gaining of any time on Phase B and/or Phase C will result in additional resting time added to the 10 minute compulsory halt provided for the horse inspection before the start of Phase D.

h. The loss of any time on Phase B and/or Phase C will not reduce the 10 minute compulsory halt except as provided below. The competitor's starting time for Phase D will have to be adjusted.

i. It is possible that a competitor might exceed the optimum time on one or more Phases. Normally, the starting time of Phase D will be delayed by the sum of any time lost less the sum of any time gained. However, if this delay is small (i.e. the competitor was only a few seconds late finishing Phase C), the competitor may be started on Phase D at his scheduled time, in order not to interfere unduly with the timetable.

### 4. STARTING.

a. Competitors at the start of Phase A and Phase B must be under the control of a starter. An enclosure will be built at the start of Phase B similar to the start of the Cross Country Test of a Horse Trial. The finish line of Phase B will also be the starting line of Phase C.

b. A competitor will not be permitted to start Phase A if he is more than 90 seconds late.

### 5. TIME.

a. Time Limit—On Phases A and C, the time limit is one fifth more than the optimum time. On Phase B, the time limit is twice the optimum time.

b. Time Faults—On Phases A and C, exceeding the optimum time will be penalized at 1.0 penalty point per second. On Phase B, exceeding the optimum time will be penalized at the rate of 0.8 penalty point per second.

6. PACE AND DISMOUNTING. Between the starts and finishes of Phases A and C, competitors are free to choose their own pace. They may dismount and proceed on foot beside their horse at any time, including while negotiating compulsory passages, except that they must be mounted to pass through the start and finish flags of both Phases. The rules for pace and dismounting on Phase B are the same as those for the Cross Country Test of a Horse Trial.

### 7. MARKING OF THE COURSE.

a. Compulsory Passages on Phases A, B and C, shall be marked with the relevant letter of the Phase and numbered consecutively from the start of the Phase.

b. Kilometer Markers—The routes of Phases A and C will be marked at intervals of 1000 meters by signs. The signs shall indicate the distance from the start of the Phase and shall include the letter of the Phase.

8. FAULTS. Faults on steeplechase shall be scored in accordance with EV141.1.

9. ASSISTANCE. At the start of Phase B and of Phase D, and at any other point determined and announced by the Organizing Committee, it is permitted to assist the competitor and to attend to his horse (groom, water, etc.).

10. EXAMINATION BEFORE THE ENDURANCE TEST. The first examination of horses at a Two Day Event takes place at the stables of the Event any time after the arrival of horses but not later than the day before the Endurance Test. It is performed by the Veterinary Delegate. The object is to establish each horse's state of health. It may include observing the horse's movement in hand on a firm, level, clean but not slippery surface. Doubtful cases must be reported to the Ground Jury. The Ground Jury, after a re-examination of the horse(s) in question, has the right and duty to eliminate from the competition any horse that they judge is unfit, whether on account of lameness, lack of condition or for any other reason.

11. HORSE INSPECTION. The only horse inspection in a Two Day Event takes place during the compulsory halt between Phases C and D during the Endurance Test. It is conducted by the Veterinary Delegate and a member of the Ground Jury. The inspection must be performed carefully but also as rapidly as possible in order to allow each horse as much time as possible for rest and recuperation. The

inspection panel has the right and duty to eliminate from the competition any lame or exhausted horse. In the event of an equality of votes within the panel, the member of the Ground Jury will have the second and casting vote.

#### ~~12. EXAMINATION AFTER PHASE D.~~

~~a. The final examination of horses at a Two Day Event takes place immediately after they have completed Phase D of the Endurance Test. It is conducted by a qualified veterinarian appointed by the Organizing Committee. In addition to carrying out any immediate treatment required by an injured or exhausted horse, this veterinarian will decide if each horse:~~

- ~~(1) Is fit to return immediately on foot to its own stable, or~~
- ~~(2) Should remain for further treatment before returning to its stable, or~~
- ~~(3) Should be transported by vehicle (which must be available) either direct to its stable or to a veterinary hospital.~~

~~b. This veterinarian has no authority to eliminate any horse from the competition, but must report any doubtful case to the Ground Jury and to the Veterinary Delegate. The Ground Jury, after consultation with the Veterinary Delegate, has the right to eliminate from the final classification any horse that is judged to be in an alarming state at the examination after Phase D.~~

---

#### **EV157 Three-Day Events-Introduction.** [Chapter EV. Eventing Division] **Effective 4/1/10:**

3. LEVELS. The levels of Three-Day Events are indicated by stars. The ~~four~~**five** levels of Three-Day Events are:

- a. Training Three-Day Event - An educational introduction to the Three-Day Event at the Training Level.*
- ~~a-b. [...]~~

---

#### **EV158 Three-Day Events - Rules.** [Chapter EV. Eventing Division] **Effective 4/1/10:**

2. NATIONAL THREE-DAY EVENTS. These competitions are conducted in accordance with the *USEF Rules for Eventing and the additions and exceptions noted below. Guidance and clarifications of procedure may be found in the FEI Memorandum for Eventing. 2008 FEI Rules for Three Day Events (but not the FEI General Regulations or Veterinary Regulations)*, together with the rules in this book and the exceptions noted in paragraph 3 below. Where there is any inconsistency between the rules in this book and the FEI Rules for Three Day Events, the latter shall prevail.

- a. Training Three-Day Events are conducted under the same rules as National Three-Day Events and include a central emphasis on education of horse and rider, including permission for supervised schooling over parts of the course prior to the start of the test.*

#### ~~3. EXCEPTIONS TO FEI RULES FOR NATIONAL THREE DAY EVENTS. OFFICIALS~~

~~a. Officials-The Ground Jury, Technical Delegate, Course Designer, Veterinary Commission of a CCN shall be appointed in accordance with Part Chapter Six.~~

~~b. National and International Competitions at the same Event - The International Technical Delegate may be used for the National competition provided he is licensed by the Federation, otherwise separate Technical Delegates must be appointed. The same Ground Jury, Course Designer and Veterinary Commission may be used for both competitions *provided that they are licensed to officiate at the applicable level.*~~

~~c. [...]~~

#### **4. CLASSIFICATION. Individual Final Classification**

*a. The winning individual is the competitor with the lowest total of penalty points, after adding together, for each competitor, the penalty points incurred.*

*b. In the event of equality between two or more competitors, the classification is decided by:*

- (1) The best cross-country obstacle score including faults at obstacles and time penalties.*
- (2) If there is still equality, the classification is decided in favor of the competitor whose cross-country time was closest to the optimum time.*
- (3) There is still equality, the competitor with the best Jumping score (time & obstacles)*
- (4) If there is still equality, the competitor with the best time (fastest) in the Jumping Test*
- (5) If there is still equality, the classification will be decided in favor of the competitor with the best percentage score in the Dressage Test.*
- (6) If there is still equality the tie will remain in the Final Classification*

#### **5. INSPECTION & EXAMINATION OF HORSES**

*a. Examination upon Arrival*

*This takes place on the arrival of horses at the stables of the event. It is performed by a qualified veterinarian, appointed by the Organizing Committee. The object is to establish first each horse's and second, each horse's state of health (but not its soundness). The Organizing Committee must fix the place and timetable for this examination in agreement with the Veterinary Delegate and inform in advance the Chefs d'Equipe and/or the individuals. Doubtful cases must be reported to the Ground Jury as soon as practicable and, in any case, before the First Horse Inspection.*

*b. First Horse Inspection*

*This takes place before the Dressage Test, normally the day before. It is conducted by the Ground Jury and the Veterinary Delegate acting together as a committee with the President of the Ground Jury in charge. The horses must be inspected in hand, at rest and in movement on a firm level, clean but not*

slippery surface. The committee has the right and the duty to eliminate from the competition any horse that they judge is unfit, whether on account of lameness, lack of condition or for any other reason. In a doubtful case the Ground Jury may direct that the horse be put in an officially supervised holding area for examination by the Associate Veterinarian. He will report any findings to the Ground Jury and the Veterinary Delegate, prior to the horse being re-inspected by the committee, should the rider decide to represent the horse. Horses in the holding area will be under the supervision and control of the Associate Veterinarian. In the event of equality of votes within the committee, the President of the Ground Jury will have a second and casting vote, and the decision will be announced immediately.

*c. Second Horse Inspection*

This takes place after Phase C, during the Ten minute halt before the start of Phase D. It is conducted by a member of the Ground Jury and by the Veterinary Delegate. The inspection must be performed carefully but also as rapidly as possible in order to allow each horse as much time as possible for rest and recuperation. The committee has the right and the duty to eliminate from the competition any lame or exhausted horse. At least one member of this committee should have participated at the First Horse Inspection. In the event of equality of vote within the committee, the member of the Ground Jury will have the casting vote.

*d. Examination after Cross Country Obstacle Test*

This takes place after the competitor has finished the Cross Country. It is conducted by a qualified veterinarian appointed by the Organizing Committee in agreement with the Veterinary Delegate. In addition to carrying out any immediate treatment required by an injured or exhausted horse, this veterinarian will decide if each horse:

- (1) is fit to return immediately on foot to its own stable,
- (2) should remain for further treatment before returning to its stable,
- (3) should be transported by vehicle (which must be available) either direct to its stable or to a veterinary hospital. This veterinarian has no authority to eliminate any horse from the competition, but must report any doubtful case to the Ground Jury and to the Veterinary Delegate.

*e. Third Horse Inspection*

This takes place before the Jumping Test. It is conducted by the same committee and under the same conditions as the First Horse Inspection.

*f. Appeal*

At the three inspections where a horse may be eliminated from the competition, there can be no appeal against the decision of the committee concerned. However, if requested, the president must give a reason for the committee's decision after the completion of the whole inspection. The Veterinary Delegate will be a member of the committee present at these three horse inspections.

*g. During the Competition*

At any other time during the competition, any individual member of the Ground Jury has the right and the duty to eliminate any horse, which in his opinion is lame or unfit to continue.

*h. Public*

The Horse Inspections shall be open to viewing by the public.

i. If a CCN and CNC area held together at the same venue, a horse that is not accepted at the CCN inspection cannot start in the CNC competition.

**6. Explanation of Independence of Phases**

a. Phases A, B, C & D are quite independent of each other as far as the timekeeping is concerned. Loss of time in one cannot be compensated for by gain of time in another.

b. The timetable will provide for the competitor to start Phase B, one minute after he is due to finish Phase A.

(1) If the competitor is early or late finishing Phase A, the One-minute break will be increased or decreased accordingly. For example, if a competitor finishes Phase A 15 seconds early, his break will be 1 minute 15 seconds; if he finishes Phase A 20 seconds late, his break will be 40 seconds.

(2) If a competitor is so late finishing Phase A that he cannot start Phase B on time, he will be started on Phase B as soon as possible (no allowance being made for adjustments to saddlery, etc.). The optimum time for Phase B will start from the actual time the starter instructs him to start.

(3) The competitor who is late finishing Phase A need not attempt to regain the time lost, since the time is penalized on Phase A only.

c. The finishing time of Phase B is also the starting time of Phase C.

(1) Gain of 30 seconds on Phase B does not give the competitor an additional 30 seconds to complete Phase C. The optimum time of Phase C is not affected by the gain or loss of time on Phase B.

(2) The gaining of any time on Phase B and/or Phase C will result in additional resting time added to the Ten-minute compulsory halt provided for the Second Horse Inspection before the start of Phase D.

(3) The loss of any time on Phase B and/or Phase C will not reduce the Ten-minute compulsory halt except as provided below. The competitor's starting time for Phase D will have to be adjusted.

d. It is possible that a competitor might exceed the optimum time on one or more phases. Normally, the starting time of Phase D will be delayed by the sum of any time lost less the sum of any time gained. However, if this delay is small (i.e. the competitor was only a few seconds late finishing Phase C), the competitor may be started on Phase D at his scheduled time, in order not to interfere unduly with the timetable.

**7. TIME.**

a. Time Limit—On Phases A and C, the time limit is one fifth more than the

*optimum time. On Phase B, the time limit is twice the optimum time.*

*b. Time Faults—On Phases A and C, exceeding the optimum time will be penalized at 1.0 penalty point per second. On Phase B, exceeding the optimum time will be penalized at the rate of 0.8 penalty point per second.*

**8. PACE AND DISMOUNTING.** *Between the starts and finishes of Phases A and C, competitors are free to choose their own pace. They may dismount and proceed on foot beside their horse at any time, including while negotiating compulsory passages, except that they must be mounted to pass through the start and finish flags of both Phases. The rules for pace and dismounting on Phase B are the same as those for the Cross-Country Test of a Horse Trial.*

**9. MARKING OF THE COURSE.**

*a. Compulsory Passages on Phases A, B and C, shall be marked with the relevant letter of the Phase and numbered consecutively from the start of the Phase.*

*b. Kilometer Markers—The routes of Phases A and C will be marked at intervals of 1000 meters by signs. The signs shall indicate the distance from the start of the Phase and shall include the letter of the Phase.*

**10. FAULTS.** *Faults on steeplechase shall be scored in accordance with EV141.1.*

**11. ASSISTANCE.** *At the start of Phase B and of Phase D, and at any other point determined and announced by the Organizing Committee, it is permitted to assist the competitor and to attend to his horse (groom, water, etc.).*

---

**EV171 Ground Jury.** [Chapter EV. Eventing Division] **Effective 4/1/10:**

**1. COMPOSITION AND QUALIFICATIONS.**

*a. At Horse Trials, the Ground Jury may consist only of a President. ~~At Two Day Events, the Ground Jury must consist of a President and at least one member.~~ At Three-Day Events, the Ground Jury must consist of a President and ~~two~~ **one** members.*

*b. A Registered (R) eventing judge may officiate at any level of Eventing Competition. A Registered (R) eventing judge is required as President or Member of the Ground Jury for Intermediate and Advanced Horse Trials. ~~Preliminary and Intermediate Two Day Events, and National Three Day Events.~~ At National Three Day Events, either the President of the Ground Jury or the Technical Delegate must hold a current, Registered (R) license.* A recorded (r) eventing judge may officiate at any Test, and at the Beginner Novice, Novice, Training, or Preliminary Level of a Horse Trial, including as President or Member of the Ground Jury of such competitions.

[...]

**2. DUTIES:**

[...]

*d. At ~~Two Day Events and~~ Three-Day Events, the President of the Ground Jury will be based at the control center (or elsewhere as decided by the President) to*

*adjudicate any unforeseen eventualities. The other member, together with the Veterinary Delegate, will form the Committee for the Horse Inspection during the ten-minute halt.*

[...]

**3. JURISDICTION OF THE GROUND JURY:**

*a. At Horse Trials ~~and Two Day Events~~, the jurisdiction of the Ground Jury begins at 3:00 p.m. of the day prior to start of the relevant competition.*

[...]

---

**EV173 Technical Delegate.** [Chapter EV. Eventing Division] **Effective 4/1/10:**

**1. QUALIFICATIONS.**

*a. The Technical Delegate must be selected from the current roster of Eventing Technical Delegates of the Federation. For Intermediate and Advanced Horse Trials ~~and two and three day events~~, the Technical Delegate must have Registered status. At National Three-Day Events, either the President of the Ground Jury or the Technical Delegate must hold a current, Registered (R) license.*

---

**EV175 Course Designer.** [Chapter EV. Eventing Division] **Change to read:**

**1. QUALIFICATIONS.**

The Course Designer must be selected from the current roster of Eventing Course Designers of the Federation, or must have received training as a course designer. An individual recognized by the FEI or by another National Federation may serve as the course designer for a specific competition with the approval of the Federation Eventing Committee. A registered (R) course designer is required for Intermediate and Advanced Horse Trials, ~~Preliminary and Intermediate Two Day Events, and national Three Day Events.~~ A recorded (r) or a Registered (R) course designer is required for Preliminary Horse Trials. A license is not required for Novice and Training Horse Trials, however the course designer must attend the USEA Training program on Course Design at least once every three years.

---

**EV176 Veterinarians.** [Chapter EV. Eventing Division] **Change to read:**

**1. PERSONNEL AND QUALIFICATIONS.**

*b. ~~At Two Day Events, at least three veterinarians will be appointed by the Organizing Committee:~~*

*(1) ~~The Veterinary Delegate shall be present throughout the competition. He shall be a graduate veterinarian who has experience on the Veterinary Commission at a Three Day Event, or has served as the Examining Veterinarian at a Two Day Event, or has completed a training course for Three Day Event veterinarians.~~*

*(2) ~~The Examining Veterinarian shall be present during the Endurance Test. He shall be a graduate veterinarian who has experience in treating or riding horses in Eventing Competitions.~~*

~~(3) At least one veterinarian shall, in addition, be present during the Endurance Test for emergencies and treating injuries or exhaustion. He shall be a graduate veterinarian as described above for Horse Trials.~~

~~b. e—At Three-Day Events, at least four veterinarians will be appointed by the Organizing Committee:~~

~~(1) The Veterinary Delegate shall be present throughout the competition. He shall be a graduate veterinarian who has served as the Veterinary Delegate at a Two-Day Event, or has experience on the Veterinary Commission at a Three-Day Event. It is recommended that he has also completed a training course for Three-Day Event veterinarians.~~

~~[...]~~

2. DUTIES:

[...]

~~b. Two-Day Events—The duties of the Veterinary Delegate are described in EV156.10 and .11 of these rules. The duties of the Examining Veterinarian are described in EV156.12 of these rules. The duties of the treating veterinarian(s) are as described above for Three-Day Events.~~

~~[...]~~

---

### APPENDIX 3 - PARTICIPATION IN HORSE TRIALS AND EVENTS

[Chapter EV, Eventing Division] **Effective 4/1/10:**

A competitor and/or a horse may be entered in a Horse Trial without having fulfilled the qualifications noted below, provided the qualifications have been fulfilled by the closing date for entries.

In all cases, at least one Qualifying Result must be obtained in the current or preceding calendar year.

1. [...]

#### 2. LEVELS OF HORSE TRIALS AND EVENTS

2.1 BEGINNER NOVICE (B) - Open to competitors of any age, on horses four years of age and older.

2.2 NOVICE (N) - Open to competitors of any age, on horses four years of age or older.

2.3 TRAINING (T) - Open to competitors of any age, on horses four years of age or older.

2.4 PRELIMINARY (P) - Open to competitors from the beginning of the calendar year of their 14th birthday, on horses five years of age or older. The competitor must have obtained an NQR at four Horse Trials at the Training Level or higher.

**2.5 TRAINING THREE-DAY EVENT- Open to competitors of any age, on horses four years of age or older. Both the competitor and the horse must have obtained NQR's at Four Horse Trials at the Training Level or higher, one of which must be attained as a combination. A competitor established at the Preliminary Level must have obtained 2 NQR's at the Training Level or higher.**

**2.6 PRELIMINARY THREE-DAY EVENT- Open to competitors beginning the calendar year of their 14<sup>th</sup> birthday, on horses five years of age or older. Both the competitor and the horse, though not necessarily as a combination, must have obtained an NQR at Four Horse Trials at the Preliminary Level or higher.**

2.5 7 [...]

---

### APPENDIX 8 - SPECIFICATIONS FOR TWO-CLASSIC THREE-DAY EVENTS

1. Objective-~~Two-Three~~-Day Events are designed as preparatory competitions for ~~Three-Day Events~~. They provide experience for competitors and horses in the four-phase cross-country test. ~~However, by scheduling the jumping test before the cross-country test, and by using the minimum distances, the stressing of the horse is reduced.~~

2. Participation-A horse may be entered in a ~~Two~~ **Three**-Day Event without having fulfilled the qualifications noted in Appendix 3. ~~below, provided the qualifications have been fulfilled by the closing date for entries.~~ Completion, as noted below, means having completed the entire Horse Trial, and it means having completed the cross-country test with no more than one disobedience.

~~Exceptions to the qualifications noted below may only be approved by the Credentials/Grading Committee.~~

~~2.1 PRELIMINARY TWO-DAY EVENTS. Open to competitors from the beginning of the calendar year of their 14th birthday, on horses five years of age or older. Both the competitor and the horse, though not necessarily as a combination, must have completed two Horse Trials at the Preliminary Level or higher within the previous 24 months.~~

~~2.2 INTERMEDIATE TWO-DAY EVENTS. Open to competitors from the beginning of the calendar year of their 16th birthday, on horses six years of age or older. Both the competitor and the horse, though not necessarily as a combination, must have completed two Horse Trials at the Intermediate Level or higher within the previous 24 months.~~

3. Tables of Speeds, Times, Distances and Jumping Efforts -

4. Dimensions-For cross-country and jumping obstacles - see Appendix 2. The height of the fixed part of steeplechase obstacles shall not exceed 1 meter (3'3").

[Replace current chart with the following.]

Cross Country	CCN Half Star Training	CCN1+ Preliminary
A	220 mpm, 10-16 min. 2200-3520m	220 mpm, 16-20 min. 3520-4400m
B	500-520 mpm, 2.5 or 3 min. 1300-1250-1560m	600-570-640 mpm, 3 or 3.5 min. 1800 or 2100 1710-2240m
Jumping Efforts	4-6 Height of Brush fence 3'2" 3'6" 3'11"	4-6 5-7 Height of Brush fence 4'2 3"
C	160 or 220 mpm, 15-25 min. 3200-4000m C hold allowable if conditions warrant.	160 or 220 mpm, 20-30 min. 4400-6600m 20-30 min
D	450-470 mpm (Acceptable 420-470 mpm) 5-7 min. 2350-2820m 2250-3150m @420-450mpm or 2350-2820m-3290m @470 mpm	520 mpm, 6-9 min. 6-9 min. 3120-4680/4160m
Efforts, maximum	20-24 18-26 20-28 There should not be more than one effort per commenced 120 m @ 470 m or no more than one effort per commenced 110m @450m.	20-24 24-32 There should not be more than one effort per commenced 130m.
Jumping	Training Level	Preliminary
Speed Time	325 mpm	350 mpm
Allowed Length	Maximum 600m	Maximum 600 m
Height	See Appendix 2	See Appendix 2
Efforts, maximum	10-12	11-13

## CHAPTER HK – HACKNEY DIVISION

**HK101 General.** [Chapter HK. Hackney Division Subchapter HK-1 Definitions and Eligibility] **Effective 4/1/10:**

6. A pony may be shown in only one of the four sections (Hackney [short or cob-tail], Hackney Harness [long-tail], Hackney Roadster, or Hackney/Harness Pleasure Driving Pony) at the same competition. (*Ponies competing in Hackney Roadster Pony classes within the Hackney Division may enter Roadster Pony classes within the Roadster Division at the same competition. However, a pony shown in the Hackney, Harness, or Pleasure sections within the Hackney Division cannot enter a Roadster Pony class within the Roadster Division at the same competition.*) One change of section per year per owner of record with the American Hackney Horse Society is permitted. If a particular competition does not offer a Hackney/Harness Pleasure Driving Pony section, pleasure ponies may enter the Hackney, Harness or Roadster Pony section without jeopardizing their eligibility in the Hackney/Harness Pleasure Driving Pony section at subsequent competitions.

**HK107 Attendants.** [Chapter HK. Hackney Division. Subchapter HK-3 Conduct] **Effective 4/1/10:**

2. Ponies may be unchecked while lined up except in Ladies, Junior Exhibitors, Amateur and Owners classes where ponies must remain checked, but checks may be adjusted (*Exception: Pleasure ponies are to remain checked in the line up and may not be adjusted unless an additional workout is called, at which time, ponies remaining in the line up may be adjusted or unchecked*). In Ladies, Junior Exhibitors, Amateurs and Owners classes, attendant may stand an entry on its feet and thereafter he shall remain at least two paces distant from the head.

**HK112 Single Pony.** [Chapter HK. Hackney Division. Subchapter HK-4 Class Specifications] **Effective 4/1/10:**

**13. SINGLE HACKNEY OR HARNESS PONY COUNTRY PLEASURE DRIVING, AMATEUR, JUNIOR EXHIBITOR, AND CHAMPIONSHIPS.** *The Country Pleasure Pony may be less showy than the Single Hackney or Harness Pleasure Pony, but it should still be typical of the breed. Open to Jr. Exhibitors and Amateurs only. Stallions prohibited. Longtails and Cobtails shown together. Switches and artificial tails allowed. One attendant without whip is permitted to head each pony only during the line up. The attendant my stand the entry on its feet and then must stand at least two paces back from the pony and is not allowed to touch the pony except for safety purposes. Ponies shall remain checked in the line up and may not be adjusted, unless an additional workout is called, at which time, ponies remaining in the line up may be adjusted or unchecked. The use of artificial appliances or devices such as chains, shackles and rubber bands are prohibited on the grounds before or during the competition.*

*a. Shoeing: Country Pleasure Ponies must be plain shod. Permissible as plain shod shall be a shoe that may contain toe or side clips. Not permissible as plain shod: bands, bars, pads, wedges, lead, springs, or any attachment that extends below the bottom of the shoe. The sole and entire frog of the foot must be visible. Any animal with prohibited shoeing must be disqualified from further competition at that event.*

*b. Appointments: Appropriate harness (black or russet) with low crupper, sidecheck or overcheck, square or round blinkers, snaffle. Martingale optional, checkbit mandatory, no braids allowed. Must be shown to an appropriate vehicle either a two-wheeled basket type jog cart or road bike with basket.*

*c. Gaits: To be shown at a flat walk, pleasure trot, and road trot (showing a distinct difference in gait). Entries must halt on the rail, both directions of the ring. It is imperative that ponies stand quietly and back readily in the line up.*

*d. Judging: To be judged on suitability, manners, performance, quality, and conformation. Transition from one gait to another should be smooth and effortless. Ponies must be obedient with prompt transitions. Special emphasis*

is placed on a true, flat walk. Ground covering action is desired. Entries to be penalized for pulling, head tossing, laboring action, and going sideways.

e. Cross Entries: Country Pleasure Ponies are ineligible to compete in any other section of the Hackney Division at the same competition.

**HK126 Pleasure Hackney Horse - Under Saddle.** [Chapter HK. Hackney Division. Subchapter HK-8 Pleasure Hackney Horses] **Effective 4/1/10:**

1. These classes provide opportunities to show the Hackney Horse's stylish suitability as a riding horse, with distinct versatility within the breed. *Martingales are prohibited in all Pleasure Hackney Horse under saddle classes.*

2. PLEASURE HACKNEY SPORT HORSE, UNDER SADDLE. [...]

3. PLEASURE HACKNEY HORSE, COUNTRY PLEASURE, UNDER SADDLE.

To be shown under Saddle seat tack (~~cutback/flat~~ *English-type* saddle and show snaffle, weymouth or pelham bridle.) *No forward-seat saddles allowed. Girth should be either leather, web, string or suitable material. Nosebands must be cavesson-style. No flash, dropped, figure-8 or other non-cavesson style noseband permitted in these classes.* The horses will be ridden both directions of the arena, at the flat walk, working trot and canter. To stand quietly in the lineup, and rein back willingly. To be judged on manners, purity of gaits, suitability, and performance. This Hackney Horse shall demonstrate the classic way of going the breed is noted for. The Country Pleasure Hackney Horse is distinguished from the Pleasure Hackney Sport Horse by an upright frame, and by a significant generosity of knee and hock lift, resulting in high, lofty, eye-catching action and faultless cadence. Forwardness of the gaits, although important, shall not compromise high, square action in the trot and canter. Although this elegant action is not the only requirement of this class, it is an important element of this particular class. The canter should be calm, forward, straight and purely 3-beat. Wrong leads and cross leading are serious faults.

4. PLEASURE HACKNEY PARK HORSES, UNDER SADDLE. To be shown under Saddle seat tack (~~cutback/flat~~ *English-type* saddle and show snaffle, weymouth or pelham bridle.) *No forward-seat saddles allowed. Girth should be either leather, web, string or suitable material. Nosebands must be cavesson-style. No flash, dropped, figure-8 or other non-cavesson style noseband permitted in these classes.* The horses will be ridden both directions of the arena, at the flat walk and show trot. To stand quietly in the lineup. To be judged on manners, purity of gaits, suitability, and performance. This Hackney Horse shall demonstrate the classic way of going the breed is noted for. The Pleasure Hackney Park Horse is distinguished from the Pleasure Hackney Sport Horse by an upright frame, and by a significant generosity of knee and hock lift, resulting in high, lofty, eye-catching action and faultless cadence. Forwardness of the gaits, although important, shall not compromise high, square action in the trot. Although this elegant action is not the only requirement of this class, it is an important element of this particular class.

**CHAPTER HU – HUNTER DIVISION**

**HU135 Faults.** [Chapter HU. Hunter Division. Subchapter HU-5 Judging] **Effective 4/1/10:**

2. The following are considered major faults.

i. *Breaking stride, or Trotting while on course. (Exceptions-Where posted on the course diagram i.e. trot jumps, steep banks, etc, and also as outlined above in HU135.II. Striking off on a wrong lead on the courtesy circle.)*

**HU188 General.** [Chapter HU. Hunter Division. Subchapter HU-13 USHJA International Hunter Derby] **Effective 4/1/10:**

4. Bonus points will be awarded to each horse's respective division as declared at the time of entry except horses ridden by juniors or amateurs will be awarded points in their respective divisions. The point structure will be as follows:

~~Classic Round: 1st 100, 2nd 90, 3rd 80, 4th 70, 5th 60, 6th 50, 7th 40, 8th 30, 9th 20, 10th 10,~~

~~Handy Hunter: 1st 100, 2nd 90, 3rd 80, 4th 70, 5th 60, 6th 50, 7th 40, 8th 30, 9th 20, 10th 10,~~

~~Overall: Champion 250, Reserve 225, 3rd 200, 4th 175, 5th 150, 6th 125, 7th 100, 8th 75, 9th 50, 10th 25.~~

	<i>Round #1</i>	<i>Round #2</i>	<i>Overall Top 12</i>
<i>1<sup>st</sup></i>	<i>150</i>	<i>150</i>	<i>300</i>
<i>2<sup>nd</sup></i>	<i>140</i>	<i>140</i>	<i>275</i>
<i>3<sup>rd</sup></i>	<i>130</i>	<i>130</i>	<i>250</i>
<i>4<sup>th</sup></i>	<i>120</i>	<i>120</i>	<i>225</i>
<i>5<sup>th</sup></i>	<i>110</i>	<i>110</i>	<i>200</i>
<i>6<sup>th</sup></i>	<i>100</i>	<i>100</i>	<i>175</i>
<i>7<sup>th</sup></i>	<i>90</i>	<i>90</i>	<i>150</i>
<i>8<sup>th</sup></i>	<i>80</i>	<i>80</i>	<i>140</i>
<i>9<sup>th</sup></i>	<i>70</i>	<i>70</i>	<i>130</i>
<i>10<sup>th</sup></i>	<i>60</i>	<i>60</i>	<i>120</i>
<i>11<sup>th</sup></i>	<i>50</i>	<i>50</i>	<i>110</i>
<i>12<sup>th</sup></i>	<i>40</i>	<i>40</i>	<i>100</i>

[...]

6. Riders, owners, ~~and~~ trainers, *and horses* must be a current active members of USEF and USHJA before the start of the class.

[...]

10. Points structure for the - USHJA International Hunter Derby Finals

	<i>Round #1</i>	<i>Round #2</i>	<i>Round #3</i>	<i>Overall Top 12</i>
<i>1<sup>st</sup></i>	<i>150</i>	<i>200</i>	<i>250</i>	<del>350</del> <i>400</i>

2 <sup>nd</sup>	140	175	225	<del>300</del> 350
3 <sup>rd</sup>	130	150	200	<del>275</del> 325
4 <sup>th</sup>	120	125	175	<del>250</del> 300
5 <sup>th</sup>	110	100	150	<del>225</del> 275
6 <sup>th</sup>	100	90	125	<del>200</del> 250
7 <sup>th</sup>	90	80	100	<del>175</del> 225
8 <sup>th</sup>	80	70	90	<del>150</del> 200
9 <sup>th</sup>	70	60	80	<del>125</del> 175
10 <sup>th</sup>	60	50	70	<del>100</del> 150
11 <sup>th</sup>	50	40	60	<del>90</del> 140
12 <sup>th</sup>	40	30	50	<del>80</del> 130

---

## CHAPTER MO – MORGAN HORSE DIVISION

---

### **MO103 Shoeing Regulations.** [Chapter MO. Morgan Horse Division] **Effective 4/1/10:**

6. In all In-Hand classes, Parade, Park Saddle, Park Harness, Hunter, Jumper, Eventing, Cutting, Reining, Carriage, *Morgan Heritage*, Equitation and all other Morgan Classes (exception: English Pleasure, Pleasure Driving, Western Pleasure, Hunter Pleasure, and Classic Pleasure Sections) there are no specific shoe weight limits but the length of toe must not exceed 5 3/4" including pads and shoe.

### **MO156 General.** [Chapter MO. Morgan Horse Division. Subchapter MO-11 Morgan Heritage Driving Section] **Effective 4/1/10:**

**1. The Morgan Heritage class portrays the Morgan's place in history with detailed attire and correct tack and appointments conforming to the historical style of the entry. Historical styles should be pre-1950's. The horse should be appropriate for the historical style of the entry.**

1. ~~The Morgan Heritage class portrays the days of the Justin Morgan with detailed, authentic costuming of all personnel dated to the vintage of the carriage.~~

2. ~~Judges must seriously fault any horse that is laboring, pounding, landing on the heel, winging, or paddling whether due to faulty conformation or due to extremes of length and/or angle of hoof; weight and/or balance of the horse.~~

3. ~~2. Shoeing. In all Morgan Heritage Driving classes the length of toe must not exceed 5 3/4" including pads and shoe~~

### **MO157 Appointments.** [Chapter MO. Morgan Horse Division. Subchapter MO-11 Morgan Heritage Driving Section] **Effective 4/1/10:**

1. **Attire: Attire should be as authentic as possible for the historic style of the entry and conform to the type of turnout.** ~~Driver apparel: The required costumes should be dated to the vintage and style of the vehicles, i.e. formal with formal carriage and~~

~~sporting with a sporting vehicle. The driver should wear a hat, gloves, lap robe or apron, and carry a whip in hand at all times.~~

2. A one minute typewritten, double spaced description of the ~~equipage~~ **entry and its historical significance** is required for the announcer.

3. **Driving: Entries in harness must use an antique or authentic antique reproduction vehicle. Drivers must carry a whip in hand at all times.** ~~Vehicle: The antique type vehicle should be sound and safe for driving, the wheels and spokes tight. The horse should be appropriate to the vehicle and there should be a pleasing balance between the two.~~

4. **The tack should be in good condition, clean, fit properly and be appropriate for the historical style of the entry.** ~~Harness: The harness should be in good repair, clean and fit properly; all metal furnishings should match, be secure and polished and match the style of the vehicle.~~

### **MO158 Class Specifications.** [Chapter MO. Morgan Horse Division. Subchapter MO-11 Morgan Heritage Driving Section] **Effective 4/1/10:**

**To be shown individually, or in groups, from a line up at gaits appropriate for the type of turnout. To be judged: 30% on performance, manners and way of going; 30% on attire, tack, vehicle and appointments; 30% on over-all impression; and 10% on historical write up.** ~~To be shown at a flat walk, slow trot, working trot and strong trot with a rein back (back up) in the line up (refer to MO115 for definitions). To be judged 50% on performance, 20% apparel of driver and personnel, 15% vehicle, and 15% harness.~~

### **MO170 AMHA Hunter Seat On The Flat Medal Class.** [Chapter MO. Morgan Horse Division] **Effective 4/1/10:**

#### 4. TESTS FROM WHICH JUDGES MUST CHOOSE

Tests may be performed either individually or collectively, but only the following tests may be used. Instructions must be publicly announced. Individual workout instructions may be posted for all competitors to study at least one hour before the session containing the class, and, if so, announced to the exhibitors.

k. Change leads **or change diagonals** on a line demonstrating a simple or flying change of lead **or change of diagonal.** (See EQ113.4 for simple change.)

### **MO171 Hunter Seat Over Fences Medal Class.** [Chapter MO. Morgan Horse Division] **Effective 4/1/10:**

Exhibitors must be AMHA youth members in good standing and must not have reached their 22nd birthday as of December 1 of the competition year.

#### 4. TESTS FROM WHICH JUDGES MUST CHOOSE

k. Execute serpentine at a trot and/or canter on correct lead **and/or correct diagonal** demonstrating simple or flying change of lead **and/or change of diagonal.**

---

[Subchapter MO-15 Western Dressage] **Add new subchapter and renumber remaining, effective 4/1/10:**

**MO177 Object and General Principles.**

*The object of Dressage is the harmonious development of the physique and ability of the horse. As a result, it makes the horse calm, supple, loose and flexible but also confident, attentive and keen thus achieving perfect understanding with his rider. Refer to DR101 for detailed specifications.*

**MO178 The Halt.**

*1. At the halt, the horse should stand attentive, engaged, motionless and straight with the weight evenly distributed over all four legs being by pairs abreast with each other. The neck should be raised, the poll high and the head slightly in front of the vertical. While remaining on the bit and maintaining a light and soft contact with the rider's hand, the horse may quietly chomp the bit and should be ready to move off at the slightest indication of the rider.*

*2. The halt is obtained by the displacement of the horse's weight on the quarters by a properly increased action of the seat and legs of the rider driving the horse toward a more and more restraining but allowing hand causing an almost instantaneous but not abrupt halt at a previously fixed place.*

**MO179 The Walk.**

*1. The walk is a marching gait in which the footfalls of the horse's feet follow one another in "four time", well marked and maintained in all work at the walk.*

*2. When the foreleg and the hind leg on the same side move almost on the same beat, the walk tends to become an almost lateral movement. This irregularity, which might become an ambling movement, is a serious deterioration of the gait.*

*3. It is at the gait of walk that the imperfections of Dressage are most evident. This is also the reason why a horse should not be asked to walk on the bit at the early stages of his training. A too precipitated collection will not only spoil the collected walk but the medium and the extended walk as well.*

*4. The following walks are recognized: collected walk, medium walk, extended walk and free walk.*

*a. Collected walk. The horse, remaining "on the bit", moves resolutely forward, with his neck raised and arched, and showing clear self carriage. The head approaches the vertical position, the light contact with the mouth being maintained. The hind legs are engaged with good hock action. The gait should remain marching and vigorous, the feet being placed in regular sequence. Each step covers less ground and is higher than at the medium walk, because all the joints flex more markedly. In order not to become hurried or irregular the collected walk is shorter than the medium walk, although showing greater activity.*

*b. Medium walk. This is clear, regular and unconstrained walk of moderate lengthening. The horse, remaining on the bit, walks energetically but calmly with even and determined steps, the hind feet touching the ground in front of the footprints of the forefeet. The rider maintains a light, soft and steady contact with the mouth.*

*c. Extended Walk. The horse covers as much ground as possible without haste and without losing the regularity of his steps, the hind feet touching the ground clearly in front of the footprints of the forefeet. The rider allows the horse to stretch out his head and neck without, however, losing contact with the mouth.*

*d. Free Walk. The free walk is a pace of relaxation in which the horse is allowed complete freedom to lower and stretch out his head and neck. The degree of ground cover and length of strides, with hind feet stepping clearly in front of the footprints of the front feet, are essential to the quality of the free walk.*

**MO180 The Jog- Trot.**

*1. The jog-trot is a gait of "two time" on alternate diagonal legs (near left fore and right hind leg and vice versa) separated by a moment of suspension.*

*2. The jog-trot, always with free, active and regular steps, should be moved into without hesitation.*

*3. The quality of the jog-trot is judged by the general impression, the regularity and elasticity of the steps—originated from a supple back and well engaged hindquarters—and by the ability of maintaining the same rhythm and natural balance even after a transition from one jog-trot to another.*

*4. The following jog-trots are recognized: working jog-trot, collected jog-trot, medium, jog-trot and extended jog-trot. Both passage (DR113) and piaffe (DR114) are variations of the jog-trot.*

*a. Collected Jog-Trot. The horse remaining on the bit moves forward with his neck raised and arched. The hocks being well engaged maintain an energetic impulsion thus enabling the shoulders to move with greater ease in any direction. The horse's steps are shorter than in the other jog-trots but he is lighter and more mobile.*

*b. Working Jog-trot. This is a pace between the collected and the medium jog-trot in which a horse not yet trained and ready for collected movements shows himself properly balanced and, remaining on the bit, goes forward with even, elastic steps and good hock action. The expression "good hock action" does not mean that collection is a required quality of working jog-trot. It only underlines the importance of an impulsion originated from the activity of the hindquarters.*

*c. Medium Jog-Trot. This is a pace between the working and the extended jog-trot but more "round" than the latter. The horse goes forward with clear and moderately lengthened steps and with an obvious impulsion from the*

hindquarters. The rider allows the horse remaining on the bit to carry his head a little more in front of the vertical than at the collected and the working jog-trot and allows him at the same time to lower his head and neck slightly. The steps should be even and the whole movement balanced and unconstrained.

d. *Extended Jog-Trot.* The horse covers as much ground as possible. Maintaining the same cadence he lengthens his steps to the utmost as a result of great impulsion from the hindquarters. The rider allows the horse remaining on the bit without leaning on it to lengthen his frame and to gain ground. The forefeet should touch the ground on the spot towards which they are pointing. The movement of the fore and hind legs should be similar (parallel) in the forward movement of the extension. The whole movement should be well balanced and the transition to collected jog-trot should be smoothly executed by taking more weight on the hindquarters.

5. All Jog-Trot work is executed sitting.

#### MO181 The Lope

1. The Lope is a gait of “three time”, where at lope to the right, for instance, the footfalls follow one another as follows: left hind, left diagonal (simultaneously left fore and right hind), right fore, followed by a movement of suspension with all four feet in the air before the next stride begins.

2. The lope always with light, cadenced and regular strides should be moved into without hesitation.

3. The quality of the lope is judged by the general impression, the regularity and lightness of the three time gait originated in the acceptance of the bridle with a supple poll and in the engagement of the hindquarters with an active hock action and by the ability of maintaining the same rhythm and a natural balance even after a transition from one lope to another. The horse should always remain straight on straight lines.

4. The following type lopes are recognized: working lope, collected lope, medium lope and extended lope.

a. *Collected Lope.* The horse remaining on the bit moves forward with his neck raised and arched. The collected lope is marked by the lightness of the forehead and the engagement of the hindquarters: i.e., is characterized by supple, free and mobile shoulders and very active quarters. The horse’s strides are shorter than at the other lopes but he is lighter and more mobile.

b. *Working Lope.* This is a pace between the collected and the medium lope in which a horse, not yet trained and ready for collected movements, shows himself properly balanced and remaining on the bit, goes forward with even, light and cadenced strides and good hock action. The expression “good hock action” does not mean that collection is a required quality of the working lope. It only underlines the importance of an impulsion originated from the activity of the hindquarters.

c. *Medium Lope.* This is a pace between the working and the extended lope. The horse goes forward with free, balanced and moderately extended strides and an obvious impulsion from the hindquarters. The rider allows the horse remaining on the bit to carry his head a little more in front of the vertical than at the collected and working lope and allows him at the same time to lower his head and neck slightly. The strides should be long and as even as possible and the whole movement balanced and unconstrained.

d. *Extended Lope.* The horse covers as much ground as possible. Maintaining the same rhythm he lengthens his strides to the utmost without losing any of his calmness and lightness as a result of great impulsion from the hindquarters. The rider allows the horse remaining on the bit without leaning on it to lower and extend his head and neck; the tip of his nose pointing more or less forward.

e. The cadence in the transitions from medium lope as well as from extended lope to collected lope should be maintained.

5. *Counter- Lope.* This is a movement where the rider, for instance on a circle to the left, deliberately makes his horse lope with the right lope lead (with the right fore leading). The counter-lope is a balancing movement. The horse maintains his natural flexion at the poll to the outside of the circle, and the horse is positioned to the side of the leading leg. His conformation does not permit his spine to be bent to the line of the circle. The rider avoiding any contortion causing contraction and disorder should especially endeavor to limit the deviation of the quarters to the outside of the circle and restrict his demands according to the degree of suppleness of the horse.

6. *Change of Lead through the Jog-Trot.* This is a change of lead where the horse is brought back into the Jog-Trot and after a few Jog-Trot strides, is restarted into a lope with the other leg leading.

7. *Simple Change of Lead at Lope.* This is a change of lead where the horse is brought back immediately into walk and, after a few clearly defined steps, is restarted immediately into a Lope on the opposite lead, with no steps at the Jog-Trot.

8. *Flying Change of Lead or Change of Lead in the Air.* This change of lead is executed in close connection with the suspension which follows each stride of the lope. Flying changes of lead can also be executed in series, for instance at every 4th, 3rd, 2nd or at every stride. The horse even in the series remains light, calm and straight with lively impulsion, maintaining the same rhythm and balance throughout the series concerned. In order not to restrict or restrain the lightness and fluency of the flying changes of lead in series, the degree of collection should be slightly less than otherwise at collected lope.

#### MO182 The Rein Back.

1. The rein back is a movement in which the horse moves backwards by raising and setting down the feet in diagonal pairs. The feet should be well raised and the hind feet remain in line, and the direction of travel should remain straight.
2. At the preceding halt as well as during the rein-back the horse, although standing motionless and moving backwards respectively, should remain on the bit maintaining his desire to move forward.
3. Anticipation or precipitation of the movement, resistance to or evasion of the hand, deviation of the quarters from the straight line, spreading or inactive hind legs and dragging forefeet are serious faults.
4. If in a dressage test a jog-trot or lope is required after a rein back the horse should move off immediately into this pace without a halt or an intermediate step.

#### *MO183 The Transitions.*

1. The changes of gait and pace should be clearly shown at the prescribed marker; they should be quickly made yet must be smooth and not abrupt. The cadence of a gait or pace should be maintained up to the moment when the gait or pace is changed or the horse halts. The horse should remain light in hand, calm and maintain a correct position.
2. The same applies to transitions from one movement to another for instance from the passage to the piaffe and vice versa.

#### *MO184 The Half-Halt.*

The half-halt is a hardly visible, almost simultaneous, coordinated action of the seat, the legs and the hand of the rider, with the object of increasing the attention and balance of the horse before the execution of several movements or transitions between gaits or paces. In shifting slightly more weight onto the horse's quarters, the engagement of the hind legs and the balance on the haunches are facilitated for the benefit of the lightness of the forehand and the horse's balance as a whole.

#### *MO185 For definitions of the following movements, refer to DR109 through DR116.*

*(Changes of Direction, the Figures and the Exercises, Work on Two Tracts and Lateral Movements, The Pirouette, The Half-pirouette, The Quarter-pirouette, The Working Pirouette, The Working Half-pirouette, The Turn on the Haunches., The Passage, The Piaffe, The Collection, The Submission and The Impulsion)*

#### *MO186 The Position and Aids of the Rider.*

1. The stirrup should be just short enough to allow heels to be lower than the toes. Body should appear comfortable, relaxed and flexible. Feet should be placed in the stirrups with the weight on the ball of the foot. Consideration, however, should be given to the width of the stirrups, which vary on Western saddles. If stirrups are

wide, the foot may have the appearance of being home, when in reality, the weight is being properly carried on the ball of the foot.

- a. All movement should be obtained without apparent effort of the rider. The rider should be well balanced with lions and hips supple, thighs and legs steady and well stretched downward. The upper part of the body should be easy, free and erect.
- b. One hand. One arm should be in a straight line with the body and the arm in which the hand is holding the reins is bent at the elbow. Changing of hands is prohibited during a test. One finger between the reins is permitted when the ends of the split reins fall on the near side. No finger is allowed between the reins when using romal or when ends of split reins are held in the hand not used for reining. Rider may hold romal reins or end of split reins to keep from swinging and to adjust the position of the reins, provided there are at least 16 inches of reins between the hands. If romal reins are used, hands are to be above the horn and as near to it as possible. Bracing against the horn or coiled riata will be penalized.
- c. Two Hands. Hands should be low and close together without touching each other or the horse, with the thumb as the highest point. The elbows and arms should be close to the body, forming a reasonably straight line from the rider's elbow to the horse's mouth. The rider should follow the movements of the horse smoothly and freely and to apply aids imperceptibly. This is the only position that makes it possible for the rider to school the horse progressively and correctly.
- d. The Seat. The seat is of great importance; the rider who understands how to contact and relax his loin muscles at the right moment is able to influence his horse correctly
- e. Voice. The voice used in any way or clicking of tongue once or repeatedly is a serious fault involving the deduction of at least 2 points from those that would otherwise have been awarded for the movement where this occurred.

#### *MO187 Tests for Western Dressage*

1. The Federation approves and issues tests for use at licensed competitions in the United States. Tests cannot be modified or simplified without the approval of the Federation.
2. Objectives and standards of Federation levels of competition. Refer to DR118.2 In addition, Intro tests A and B are for the beginning levels of competition and are Walk-Jog only.

#### *MO188 Participation in Western Dressage Classes*

1. Horses may compete in no more than one Licensed Competition on the same day and are not limited to a maximum number of rides. Horses may enter no more than two consecutive levels, Freestyle levels included, at any one competition.

2. Junior Exhibitors are not permitted to show stallions in Junior Exhibitor Performance or Equitation classes.

3. When the entry is permitted to cross enter between Western dressage and other classes at a competition, the requirements for warm up apply to when the exhibitor is actually warming up for their Dressage ride.

4. False tails are not permitted and manes are not required to be braided; roached manes are not permitted.

#### *MO189 Appointments*

1. Saddlery. The use of any snaffle bit which meets the requirements of MO132 may be used on a horse of any age being ridden in Intro, Training and First Level. The rider must use two hands with the snaffle bit. The use of a curb bit which meets the requirements of MO132 may be used on a horse of any age being ridden at any level; rider may use either one or two hands with the curb bit. Hackamores and cavessons are not permitted in any test in any level. The rider may use one or two hands with a curb bit during a test but may not go from one hand to two during an individual test. Use of hands should conform to MO131.5. Whips, no longer than 47.2 inches (120 cm) including lash, are permitted in all classes with the exception of the AMHA Dressage Medal Seat. A standard stock saddle is to be used but silver equipment will not count over a good working outfit. A side saddle is considered legal equipment. Tapaderos are prohibited.

2. Martingales, bit guards, any kind of gadgets (such as bearing, side, running, balancing reins, nasal strips, tongue tied down, etc.), any kind of boots (including "easy-boots") or bandages (including tail bandages) and any form of blinkers, earmuffs or plugs, nose covers, seat covers, hoods are, under penalty of elimination, strictly forbidden. Fly hoods (ear covers) will only be permitted in order to protect horses from insects. The fly hoods should be discreet and should not cover the horse's eyes, and will only be permitted in extreme cases at the discretion of the judge. Permission must be granted prior to the class and applies to all competitors in the class. A breastplate and/or crupper may be used. A rein is a continuous, uninterrupted strap or line from the bridle bit to the hand. Rein additions or attachments are not permitted as reins may only be attached to bits. Any decoration of the horse with extravagant items, such as ribbons or flowers, etc. in the mane, tail, etc., is strictly forbidden.

3. The above restrictions apply to warm-up and other training areas, however, running martingales (only with snaffle rein of plain snaffle bridle), boots, bandages (without magnets) and ear muffs are permitted. Fly hoods (ear covers) that do not cover the horse's eyes are permitted in warm-up and other training areas. Single direct side reins or double sliding side reins (triangle reins) are permitted only when lungeing (mounted or unmounted). Only one lunge line is permitted only while lungeing. Driving or long lining is prohibited. A single direct side rein is defined as an auxiliary rein affixed to the bit and to the girth, saddle or

surcingle on the side of the horse (not between the legs). A lunge line must attach only to the snaffle bit of the bridle, halter or cavesson and go directly to the hand of the longeur. A running martingale consists of a divided strap attached to the girth or breastplate (at the front of the horse's chest); the extension of each strap must be connected from the point of division only to the rein on the same side and must be free to slide. The rings through which the reins slide may not be connected to a neck strap. The following whips are permitted for schooling only: One whip no longer than 47.2 inches (120 cm), including lash, may be carried by the rider when mounted. One lungeing whip is permitted only when lungeing. There is no restriction on the length of whip permitted for working a horse in hand.

4. Ring stewards appointed by competition management must check saddlery and inspect bits and spurs on both sides of the horse for at least one-third of the horses in each class. Inspection of saddlery and bits must be done at the direction of the Competition Steward/TD. Inspection of saddlery and bits must be done immediately as the horse leaves the arena. The checking of the bridle must be done with the greatest caution, as some horses are very touchy and sensitive about their mouths. Bit inspectors must use a new disposable protective glove for each horse. The responsibility for the correct attire and equipment, however, still rests with the competitor. When communicable disease is a concern, any deviations to established saddlery inspection protocol must be approved by the USEF prior to the competition.

5. Attire. Refer to MO132.

6. The competition Steward/TD will be responsible for the overseeing the checking of saddlery, bits, spurs, etc. A horse must be eliminated from the test just completed if the bit is in violation of the rules and/or the tongue has been tied. A minimum of one third of each class must be inspected.

#### *MO190 Judge.*

A Dressage judge(s) must officiate in the Western dressage classes. The competition should make every effort, in advance, to familiarize the judge with the special nature of Western Dressage.

#### *MO191 Execution and Judging of Tests*

1. Calling Tests. All Federation Tests may be called during the competition except at any Final or Championship Event at which time all tests must be ridden from memory. If test is announced, it is the responsibility of the competitor to arrange for a person to announce the test. Unless an exception is made by the judge, the announcing of the test must start with the first movement. Lateness and errors in announcing the ride will not relieve the rider from "error penalties". Announcing the tests is limited to reading the movement as it is written once only. However, the

repetition of reading of a movement is acceptable if there is reason to doubt that the rider heard the original call.

2. *Salute.* At the salute, riders must take the reins in one hand. A lady rider shall let one arm drop loosely along her body and then incline her head in a slight bow; a gentleman rider shall remove his hat and let his arm drop loosely along his body or may render the salute as does the lady rider.

3. *Voice.* The use of the voice in any way whatsoever or clicking the tongue once or repeatedly is a serious fault involving the deduction of at least two marks from those that would otherwise have been awarded for the movement where this occurred

4. *Errors.*

a. When a competitor makes an “error of the course” (takes the wrong turn, omits a movement, etc.) the Judge warns him by sounding the bell. The Judge shows him, if necessary, the point at which he must take up the test again and the next movement to be executed then leaves him to continue by himself. However, in some cases when, although the competitor makes an “error of the course”, the sounding of the bell would unnecessarily impede the fluency of the performance for instance if the competitor makes a transition from medium trot to collected walk at V instead of at K or cantering up the center line from A makes a pirouette at D instead of at L it is up to the Judge to decide whether to sound the bell or not. However, if the bell is not sounded at an error of course, or error of test in which the movement, or a requirement of the movement, is repeated and the error occurs again, only one error is recorded. If a rider performs in a rising trot when a sitting trot is required, or vice versa, the bell must be sounded and the rider warned that this is an error that accumulates if repeated, leading to elimination at the third occurrence.

b. In Western dressage tests, every “error of the course” whether the bell is sounded or not, must be penalized, except as noted above:

(1) the first time by 2 points;

(2) the second time by 4 points;

(3) the third time the competitor is eliminated. However, at the discretion of the judge, the rider may continue to finish to test. If the competitor’s continued presence in the ring is about to interfere with the start of the next scheduled ride, then the judge must excuse him/her from the ring.

(4) When the competitor makes an “error of the test”, he must be penalized as for an “error of the course”. In principle, a competitor is not allowed to repeat a movement of the test unless the Judge decided on an error of course (rings the bell). If, however, the rider has started the execution of a movement and attempts to do the same movement again, the judge must consider the first movement shown only and, at the same time penalize for an error of course.

(5) If the Judge has not noted an error the competitor has the benefit of the doubt.

5. *Lameness.* In the case of marked lameness the judge informs the competitor that he is eliminated. There is no appeal against his decision.

6. *Judging a test.*

a. The mark for each movement should first establish the fact of whether the movement is performed insufficiently (4 or below) or sufficiently (5 or above). The judge should state the reason for his judgment, at least when giving marks of 6 and below.

b. Accuracy (moderate) should be a factor only if the inaccuracy avoids the difficulty of the movement, i.e., a larger circle avoids the difficulty of a 10 meter circle. In a movement which must be carried out at a certain point of the arena it should be done at the moment when the competitor’s body is above this point, except in transitions where the horse approaches the letter from a line diagonal or perpendicular to the point where the letter is positioned. In this case, the transition must be done when the horse’s nose reaches the track at the letter so that the horse is straight in the transition.

c. If a problem appears once it may be treated lightly by the judge; if it appears successively he will score it more harshly each time, i.e., nodding, stumbling, shying, etc.

d. Grinding of the teeth and wringing of the tail are signs of tenseness or resistance on the part of the horse and should be considered in the marks for each movement where they appear, as well as in the Collective Marks. Horses which get their tongues over the bit or perform with an open mouth shall be marked down.

e. The levels of dressage are offered as a means of evaluating a horse that is changing. The purpose of each test is printed on the cover and the horse shall be considered in light of the degree of training it should have achieved to be shown at that level.

f. In the case of a fall of horse and/or rider the competitor will not be eliminated. He will be penalized by the effect of the fall on the execution of the movement being performed and also in the Collective Marks.

g. If the horse leaves the arena with or without the rider (all four feet outside the fence or line marking the arena perimeter) between the time of entry and the time of exit at A, the competitor is eliminated.

h. A test begins with the entry at A and ends after the final salute, as soon as the horse moves forward; except in Freestyle, where the test begins in the first stride after the salute and ends at the final salute. Except for leaving the arena as described above in 6.g, and for non-permitted movements shown in a freestyle test, anything before the beginning or after the end of the test has no effect on the marks. The competitor should leave the arena in the way

prescribed in the test; however, in Western Dressage tests, the competitor should leave the arena at “A” at a walk, on long or loose rein.

i. Horses which enter the arena with their tongues tied down shall be eliminated.

j. The judge may stop a test and/or allow a competitor to restart a test from the beginning or from any appropriate point in the test if, in his discretion, some unusual circumstance has occurred to interrupt a test. Time-outs, as defined in GR833, are not permitted in Western Dressage.

k. After the sound of the bell, the competitor should enter the arena at A as soon as possible. Exceeding 45 seconds before entering the arena after the bell has sounded will entail elimination. No competitor can be required to ride prior to his scheduled time except as required in GR830.

l. Any resistance which prevents the continuation of the test longer than 20 seconds is punished by elimination.

m. All movements and certain transitions from one to another which have to be marked by the judge(s) are numbered on the judge’s sheets. They are marked 0 to 10, 0 being the lowest mark and 10 being the highest.

8. The scale of marks is as follows:

10 Excellent	4 Insufficient
9 Very Good	3 Fairly Bad
8 Good	2 Bad
7 Fairly Good	1 Very Bad
6 Satisfactory	0 Not executed
5 Marginal	

“Not executed” means that practically nothing of the required movement has been performed. In Freestyle tests, half marks may be used for the artistic marks.

9. Collective marks are awarded (from 0 to 10) after the competitor has finished his performance for:

a. Gaits.

b. Impulsion.

c. Submission.

d. The rider’s position and seat; correctness and effect of the aids. The collective marks as well as certain difficult and/or infrequently repeated movements can be given a co-efficient which is fixed by the Federation Morgan Committee.

10. Unauthorized Assistance is forbidden under penalty of elimination. Any intervention by a third party with the object of facilitating the task of the competitor, including voice, signals, etc., is considered illegal assistance. A member of the Jury may not discuss a ride with a competitor before the bell or after the final salute.

11. The execution of the tests is not timed, except for the Freestyle Test. The time shown on the Judges’ sheet is for information only.

*MO192 Scoring, Classification and Prize-Giving.*

1. After each performance and after each judge has given his Collective Marks which must be done with due consideration, the judges’ sheets pass into the hands of 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 coefficients where applicable and then totaled. Penalty points incurred for errors in the execution of the test are then deducted on each judge’s sheet.

2. The total score for the classification is obtained by adding the total points. With more than one judge, the sum total classifies. If there are two or more judges, the points awarded by each judge will be published separately in addition to the total score. 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 posted on a public scoreboard as soon as possible after each ride.

3. Individual Classification. In all competitions the winner is the competitor having the highest total points, the second placed competitor is the one with the next highest total points and so on. In case of equality of points the competitor with the highest marks received under General Impressions shall be declared the winner. When the scores for General Impressions are equal the horses must remain tied. Errors on a test may not be used to break ties. Final results for each class must be posted as soon as possible after the class is completed and all results must include total points and percentages with numbers to three places after the decimal point, eliminated horses, and the placing of each horse that receives an award. If a competitor withdraws (scratches) prior to a class or is excused, eliminated or a “no show” prior to or during the performance of a test, the words “scratched”, “excused”, “eliminated”, or “no show” or abbreviations of each, must appear after the competitor’s name in the result sheet.

4. The judge is required to use Collective Mark #4 to consider the difficulty for the use of one hand with a curb bit or the use of a snaffle as compared with the use of two hands with a curb bit. The collective marks are as follows:

a. Gaits—multiple of 2 on score given

b. Impulsion---multiple of 2 on score given

c. Submission---multiple of 2 on score given

d. The rider’s position and seat; correctness and effectiveness of aids---multiple of 3 on score given

5. Video tape may not be used to dispute a judge’s decision.

6. When the total of the scores for General Impressions is equal, ties in classes which involve prize money shall remain tied for the purpose of dividing prize money.

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

8. 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 test sheets available to competitors immediately.

9. It is recommended that scorers may not be a competitor, or an owner, coach, trainer or family member of a competitor/horse in the class(es) in which they are scoring.

#### *MO193 Elimination.*

1. Horse and rider combinations shall be eliminated from the competition (for .a, .f and .i, below) or from the current or next class depending on which is closest to the time the incident occurred (for all others), under the following circumstances:

- a. Misrepresentation of entry or inappropriate entry (GR907);
- b. Dress code violations at the discretion of the Ground Jury (MO188, MO132)
- c. Use of illegal equipment (MO188);
- d. Unauthorized assistance (MO190)
- e. Three errors of the course and/or test (MO190)
- f. Horse's tongue tied down (MO190);
- g. Late entry into the arena (MO190);
- h. All four feet of the horse leave the arena with or without rider (MO190)
- i. Cruelty (GR839);
- j. Marked lameness (MO102.3, MO190)
- k. Resistance of longer than 20 seconds (MO190)
- l. Concern for the safety of rider, other exhibitors or their entries (GRI031.11 and .12);
- m. Evidence of blood on a horse in the competition arena shall be cause for elimination from the class by the judge. Evidence of blood on a horse outside the competition arena shall be cause for elimination by competition management, after consultation with the steward, from either the last class in which the horse competed or next class in which it is scheduled to compete, depending on which is closest to the time the incident occurred. Environmental causes such as insect bites shall normally not be cause for elimination.
- n. Failure to wear competitor number (GR801.9);
- o. Any situation where a direct rule violation can be cited. Where a violation cannot be cited, a competitor is not eliminated.

2. Only the officiating Judge may eliminate a competitor for a rule violation listed under MO188 Appointments, only from the test in question, and (except for late entry into the arena) only after the competitor has entered the arena. The judge has no authority to eliminate under any other circumstances, except during a test, for use of illegal equipment, not wearing a number, cruelty and abuse or leaving

the arena without the judges' permission. Authority for rule enforcement outside the competition ring rests solely with Show Management (see General Rules, GRI217). Competition Management/Show Committee has the authority to eliminate for use of illegal equipment during a test that is discovered after the competitor has left the arena.

#### *MO194 Scribes.*

A scribe is to be provided for the judge. Scribes should have a knowledge of the tests being ridden. Scribes should not be an owner, coach, trainer or family member of a competitor/horse in the class(es) in which they are scribing. Scribe changes should not be made more than once per day.

#### *MO195 The Arena.*

##### *1. The Arena*

a. The arena should be on as flat and as level ground as possible. Grass surfaces are not recommended, and if used, must be stated in the prize list. It is recommended that the difference in elevation across the diagonal or along the length of the arena shall in no case exceed 0.50 meters. It is recommended that the difference in elevation along the short side of the arena shall in no case be more than 0.20 meters. The Standard Arena is 60 meters long and 20 meters wide. The Small Arena is 40 meters long and 20 meters wide. The following must be held in a Standard Arena: First Level tests (except Test 1) and above. Arena measurements are for the interior of the enclosure. It is recommended that arenas be separated from the public by a distance of not less than 15 meters. For indoor competitions, the minimum distance should in principle be 3 meters. The enclosure itself should consist of a low fence about 0.3 meters high. The fence should be such to prevent the horse's hooves from becoming entangled and arena stakes, if used, must be covered with a ball or similar object so as to prevent injury. Rope, concrete or unbreakable chain fencing is not allowed. The part of the fence at A can remain open.

b. The letters outside the enclosure should be placed about 0.5 meters from the fence and clearly marked. So that the judge can note the exact point on the track opposite each letter, it is compulsory to place a marker on the fence itself, level with and in addition to the letter concerned. It is permissible to decorate the letters with flowers or greenery to enhance the appearance of the arena.

c. In case of inclement weather or during the winter the use of an indoor arena may be desirable. Under such circumstances, it is best if the indoor hall dimensions allow the following minimum conditions to be met. There should be 2m from the long sides of the arena fence to the indoor hall sideboards and 10m from the short sides of the arena fence to the indoor hall sideboards. With necessary modifications to meet local conditions, the other requirements for an outdoor arena apply. Where local conditions necessitate, use of a modified



## CHAPTER WS – WESTERN DIVISION

[Chapter WS. Western Division] **Effective 4/1/10:**

### SUBCHAPTER WS-2 WORKING COW HORSE SECTION.

It is the intent of the USEF Western Committee to comply with the National Reined Cow Horse Association (NRCHA) rules ~~and scoring system~~ and refer to *Chapter 6 Broken Equipment, Chapter 17 Scoring, Chapter 19 Judging, Chapter 20 Patterns, Chapter 21 Pattern Description (Maneuvers) and Chapter 22 Judges Score Sheet* regarding working cow classes held at licensed competitions. For further information regarding the conduct of Working Cow competitions, contact the NRCHA, 13181 US Highway 177, Byars, OK 74831; (580) 759-4949 phone; www.nrcha.com.

**WS112 Tack.** [Chapter WS. Western Division Subchapter WS-2 Working Cow Horse Section] **Add new rule after WS111 Working Cow Horse and before WS112 Broken Equipment and renumber remaining, effective 4/1/10:** See *WS105 regarding tack, or for an Arabian restricted class see AR195 (Western Pleasure Section-Appointments).*

**WS119 Working.** [Chapter WS. Western Division Subchapter WS-3 Trail Horse Section] **Effective 4/1/10:**

1. Trail horses are required to work over and through obstacles. No horse may enter the trail course area until the course and the judge are ready. Riders will be permitted to inspect the course on foot during the Judge's instructions prior to the start of the class. Tests which may be required are negotiating gate, carrying objects from one part of arena to another, riding through water, over logs or simulated brush, riding down into and up out of ditch without lunging or jumping, crossing a bridge, backing through obstacles, sidepassing, and performing over any reasonable conditions encountered along the trail. However, unnatural obstacles, such as fire extinguishers, perforated plywood in water boxes, exotic animals or unsafe elements such as hay bales, should be avoided. Course to include a minimum of six obstacles, ~~and a maximum of eight obstacles except in the case of damaged obstacles (See WS121.7).~~ **EXCEPTION:** Classics or Stakes with purses of \$1500 or more. Care in preparing the course should be exercised to prevent a direct advantage to either a small or large horse. Rider's hands shall be clear of horse to avoid cueing. Horses to be penalized for any unnecessary delay while approaching obstacle. Judges are encouraged to advance on to next obstacle any horse taking excessive time at an obstacle. Two or more horses may be entered by the same exhibitor and the same rider may elect to show more than one horse. Obvious unsoundness must be disqualified with no prize awarded. Rail work shall not be required.

**WS121 Conduct.** [Chapter WS. Western Division Subchapter WS-3 Trail Horse Section] **Effective 4/1/10:**

1. *Management may select a particular scoring system or allow the judge to use a system of his or her choice. (See WS123 for optional systems.)*  
±. 2. [...]

**WS121 Conduct.** [Chapter WS. Western Division Subchapter WS-3 Trail Horse Section] **Effective 4/1/10:**

- ~~12. Unacceptable obstacles~~
- ~~a. Animals~~
  - ~~b. Hides~~
  - ~~c. PVC pipe~~
  - ~~d. Dismounting~~
  - ~~e. Rocking or moving bridges~~
  - ~~f. Water box with floating or moving parts~~
  - ~~g. Flames, dry ice, fire extinguisher, etc.~~
  - ~~h. Logs or poles elevated in a manner that permits such to roll~~

**WS122 Definitions.** [Chapter WS. Western Division Subchapter WS-3 Trail Horse Section] **Effective 4/1/10:**

2. REFUSAL: Any action taken by the horse to avoid performing an obstacle, part of a combination of obstacles or portion of a trail course. These actions may include, but are not limited to the following:

- d. Any blatant action by the horse that demonstrates any unwillingness to approach, negotiate and/or complete an obstacle. ~~When a judge deems (3) refusals have occurred at an obstacle, the exhibitor will be instructed to proceed to the next obstacle. (In multi judge systems, the call judge will determine when to instruct the exhibitor to proceed to the next obstacle).~~ Negotiating an obstacle in a manner that does not constitute elimination, but is not in accordance with course directions.

**WS123 Scoring Procedures (This scoring system is optional).** [Chapter WS. Western Division Subchapter WS-3 Trail Horse Section] **Effective 4/1/10:**

- 1. The prescribed Score Sheet ~~must~~ **may** be used. Obstacle scores and any penalties will be totaled to arrive at a final score.  
[...]
- 3. Score Sheets ~~must~~ **may** be posted.  
[...]
- 9. The following deductions will result:
  - a. 0-SCORE  
[...]

*b. ½ POINT*

*(1) For each tick of log, pole, cone or obstacle.*

*b c. 1 POINT*

*[...]*

---

**WS125 Mandatory Dimensions of Trail Obstacles.** [Chapter WS. Western Division Subchapter WS-3 Trail Horse Section] **Effective 4/1/10:**

6. SERPENTINES (jog arounds)

a. Pylons 6 feet apart (base to base) minimum. Guardrails, if used, should be 3 feet to either side of the pylons.

~~b. Guardrails 3 feet to either side of the pylons.~~

~~e b.~~ Pylons 3 feet apart (base to base) minimum. Guardrails, if used, should be 6 to 8 feet to either side of the pylons.

~~d. Guardrails 6 to 8 feet to either side of the pylons.~~

e c. If tall standards are used, dimensions can be looser.

*[...]*

**10. Unacceptable obstacles**

*a. Animals*

*b. Hides*

*c. PVC pipe*

*d. Dismounting*

*e. Rocking or moving bridges*

*f. Water box with floating or moving parts*

*g. Flames, dry ice, fire extinguisher, etc.*

*h. Logs or poles elevated in a manner that permits such to roll*

---