

Rule Change Type	Effective Date	Draft Received	Board Action
Standard	12/1/2021	2/14/2021	

Rule Change Intent

The USHJA Equitation task force has submitted this rule change as part of an effort to update the Equitation Tests available for judge to choose from. That update includes several parts:

1. Amendments to the trot fence requirements in order to provide uniformity and rider safety
2. Removal of the ability for judges ask riders to mount and dismount individually in order to prevent undue stress on horse's backs due to saddle shift
3. Alignment of the turn on the forehand test with the Dressage chapter of the USEF rulebook
4. Addition of basic dressage movements and corresponding diagrams in order to create uniformity between multiple Equitation Finals and programs

Proponent Details	Contact Information
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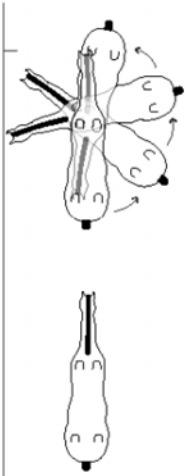
Linked Rules	Comments
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Committee Actions

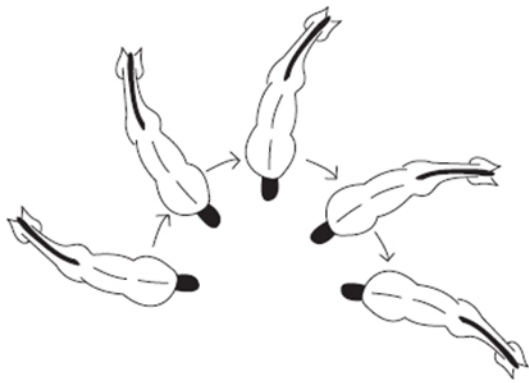
Tests may be performed either collectively or individually but no other tests may be used. Instructions must be publicly announced. A judge may ask ~~riders~~ **exhibitors** to re-jump an abbreviated or shortened form of the original course.

NOTE: In Hunter/Jumping Seat Equitation classes, any exhibitor who does not participate in the testing is placed last of those competitors called back to test. Should more than one exhibitor fail to return for testing they will be placed at the judge's discretion. If exhibitors are called back collectively to test, they must remain in the ring until all exhibitors have completed the test. Equitation tests must not have exhibitors trotting or cantering through in gate or out gate; any exhibitor choosing to trot or canter through the in-gate or out-gate must be eliminated (see EQ107). Obstacles jumped in an equitation test must have been included in the original course. Jumps must be jumped in the original direction unless otherwise specified.

1. Halt (4 to 6 seconds) or halt and back **and then continue forward at the walk**. ~~When riders working collectively are asked to halt and then back, they must not be penalized if they walk forward a few steps and halt after backing.~~
2. Hand gallop. A hand gallop may be used on the approach to a jump.
3. Figure eight at trot, demonstrating change of diagonals. At left diagonal, rider should be sitting the saddle when left front leg is on the ground; at right diagonal, rider should be sitting the saddle when right front leg is on the ground; when circling clockwise at a trot, rider should be on left diagonal; when circling counterclockwise, rider should be on the right diagonal.
4. Figure eight at canter on correct lead, demonstrating simple change of lead. This is a change whereby the horse is brought back into a walk or trot (either is acceptable unless the judge specifies) and restarted into a canter on the opposite lead. Figures to be commenced in center of two circles so that one change of lead is shown.
5. Work collectively or individually at a walk, trot, and/or canter.
6. Jump low obstacles at a trot, as well as at a canter. The maximum height and spread for a trot jump is **six (6) inches lower than class requirements. Oxers may only be used as a trot jump in classes listed at 3'6" or higher. The maximum spread for trot fences is 3'** for horses, 2' for ponies in classes restricted to ponies.
7. Question(s) regarding basic horsemanship, tack and equipment, and conformation.
8. Ride without stirrups, riders must be allowed option to cross stirrups.
9. ~~Dismount and mount. Individually.~~
9. Turn on the forehand done **from** ~~through the walk or the halt.~~

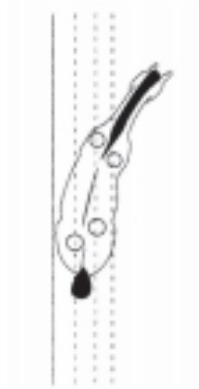


10. Figure eight at canter on **the** correct lead demonstrating flying change of lead.
11. Execute serpentine at a trot and/or canter on correct lead demonstrating simple or flying changes of lead. (See EQ113.4 for simple change.)
12. Change leads on a line demonstrating a simple or flying change of lead. (See EQ113.4 for simple change.)
13. Change horses. (Note: this test is the equivalent of two tests.) **Obstacles jumped in this equitation test must have been included in the original course or test.**
14. Canter on counter lead. (Note: no more than twelve horses may counter canter at one time.) A canter on the counter lead may be used on the approach to a jump.
15. Turn on the haunches from the walk.

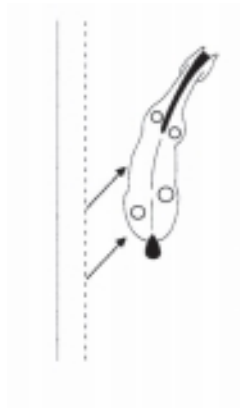


16. Demonstration ride of approximately one minute. Rider must advise judge beforehand what ride he plans to demonstrate.

17. Perform basic dressage movements at the collected trot. Judge may choose from: shoulder in, shoulder out, haunches in (travers), haunches out (renvers), leg yield, or half pass.



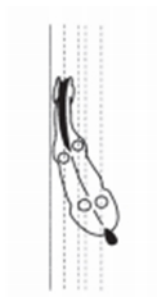
Shoulder In



Half Pass



Renvers (Haunches Out)



Travers (Haunches In)