



WORKING EQUITATION INTERNATIONAL REGULATION

Applicable from January 1st 2026



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PREAMBLE

The Fédération Internationale de Tourisme Equestre – FITE - is the sole international organisation with the authority to govern Working Equitation competitions.

Working Equitation is an equestrian activity whose scope is limited to all the movements of “pastoral equitation”, i.e., the practical skills required to lead horses used in traditional trades and cultures with the focus on working with and driving cattle. It identifies and incorporates the technical movements which are common to these pastoral practices within a general body of knowledge. This body defines the elements that can be normalised to organise a sporting regulation. Through the dissemination of working equitation competitions, the cultural ambition is one of protection and development of equestrian skills relating to cattle driving and sorting. Pastoral equitation is a culturalistic discipline practiced in many countries in Europe, but also in Asia and South and North America, as part of local and rural economies, using well-established and highly specific traditions. Working equitation as a sporting equestrian discipline seeks to recognise and encompass diverse equestrian cultures whilst respecting their specificities, but using what they have in common in leading the horse.

The equestrian skills common to all riders representing equitation of different identities include:

- ◆ specific cavalry dressage,
- ◆ leading a horse by hand,
- ◆ interpreting cattle and anticipating their behaviour for the sorting of one or more animals.

The cultural dimension relating to the discipline and different equitation identities are expressed in:

- ◆ the professional techniques handed down from previous generations
- ◆ the breeds of horses bred specially in the different identity-based equitation events
- ◆ the use of equipment which is characteristic of the culture of each identity-based equitation type
- ◆ specific apparel for each identity-based equitation type.

The desire to keep up professional techniques and cultural practices has led to the creation of sports events offering a sporting and cultural form of competition illustrating the intrinsic quality of the horses and their riders.

With its transposition of the day-to-day actions of equestrianism into a sporting format and code, cattle driving and sorting is by far the leading event in this category.

The international Working Equitation team events are designed to showcase the equestrian techniques described above.

Forms of working equitation identified to date are:

- ◆ Camargue equitation
- ◆ Doma Vaquera equitation
- ◆ Maremmana equitation
- ◆ Portuguese equitation
- ◆ Western equitation (Team Sorting)
- ◆ And all equitation identified by NETOs.

I – ORGANISATION

Art 1.1 - Ground and equipment

The organising committee must provide the following:

- ♦ A rectangle of 40m x 20 m for the dressage test and as a minimum for ease of handling
- ♦ An enclosed land of 60m x 20m minimum or 70m x 30m maximum for cattle sorting. Grounds should preferably be in sand. If they are in grass, they have to be of good quality.
- ♦ Stables in an enclosed area
- ♦ A veterinary inspection area,
- ♦ An area for the presentation to take place,
- ♦ A warm-up arena with a jumping obstacle for ease of handling.

This list is not exhaustive and may be supplemented by the specification for each competition.

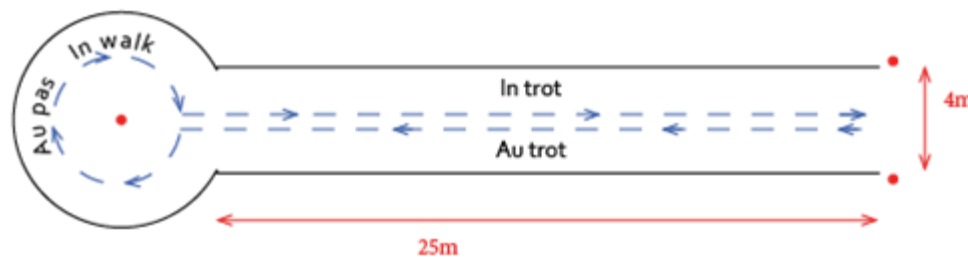
Art 1.2 – Vet

A vet is appointed by the Organising Committee.

Veterinary inspections must take place in a flat area, on a firm but yielding surface without slopes.

Presentation during the veterinary visit can be done either with a halter, cavesson or snaffle depending on the cultural tradition.

Difficult horses and stallions must be presented with a bridle.



Art 1.3 - Timing Official

The organising committee appoints:

- ♦ A timer.
- ♦ For the timed ease of handling an electronic stopwatch must be used, and if possible, one with a display and recording software.
- ♦ For the cattle sorting, 2 timers are necessary.

Art 1.4 – Sound system

For the purposes of the competition, the organizing committee will provide the jury with a sound system, complete with amplifier, loudspeakers suitable for public events, microphones and CD player.

II – COMPETITIONS

Art 2 – General

All FITE working equitation competitions must comply with the FITE international rules.

Certain articles may be modified by the organizing committee, depending on the event, with the formal agreement of the FITE.

Competitions consist of 4 phases:

- ♦ 1 dressage test,
- ♦ 1 technical ease of handling,
- ♦ 1 timed ease of handling,
- ♦ 1 cattle sorting test.

A – European championships for Juniors, Young riders and Seniors

European championships for Seniors, Young riders and Juniors are organised every year.

B – International competitions

- ◆ It aims to bring together during the sports season riders of Working Equitation, to promote the exchange of techniques and gather the competitors,
- ◆ Each NETO may organize, per season, international Working Equitation competitions registered in the FITE calendar.
- ◆ The FITE will include in the circuit calendar for the following year, the competitions that will be declared to it each year by the NETOs, no later than November 1st of the previous year.
- ◆ After been validated by the NETO, entries must be sent to the organizer on the FITE entry forms.

III – JURIES

Art 3 - Composition of juries

For the Championships, international judges are proposed by the organising committee and by their membership NETO, then they are validated by the FITE Board of directors.

Jury and the veterinary commission decisions are taken on an absolute majority voting basis of each of the members, with the jury president having the casting vote.

The jury president and the technical delegate must be informed of any incidents occurring during the competition.

Judges practice here arbitration in **independence** and impartiality in respect with rules enacted by FITE.

A – Jury

1 – Members

The president of the jury and 4 FITE international Working Equitation judges from five different nations, The FITE Technical Delegate, in a consultative role.

2 – Role

It must ensure that rules of fair play and sporting fairness are respected.

It must ensure that this regulation is applied.

It is responsible for its application by various judges.

It must receive and process claims.

It must validate the results of each phase and the final result.

Cases not appearing in this list are addressed by the Jury. The Jury is competent to take decisions based on common sense and rules of fair play most suitable to the spirit of FITE rules.

The Jury will take all necessary steps to deal with a competitor or horse deemed unfit to continue the competition.

For the respect of the animal welfare, the jury can interrupt a course and send back a competitor:

- if the inadequacy of his skills is a danger to himself and the spectators,
- if the physical condition of his horse is insufficient.

3 – Its decisions

They are irrevocable.

4 – Phase validation

The course is validated by the course designer, the president of the jury and the technical delegate.

Once a course has been validated, it can be freely used for reconnaissance.

B – Ethical Commission

- ◆ Presided over by the President of the FITE sports committee.
- ◆ It also comprises two international judges proposed by the President of this Committee.
- ◆ The FITE Technical Delegate, in a consultative role.

- ♦ It meets upon request from the FITE President, after the competition at a date and venue to be defined.
- ♦ Its role is to rule on events that the Ground Jury has failed to resolve: in cases of doping, cheating, behaviour, etc...
- ♦ It may call upon and consult ground judges and the competitors concerned.
- ♦ Expenses linked to meetings of this Jury, including travel and accommodation expenses, are fully covered by the FITE.

C – Technical delegate

The Technical Delegate is the FITE's technical point of reference.

He is designated by the Board of directors, as proposed by the FITE President.

He works under the authority of the FITE President to whom he reports on his activities, unless otherwise specified in the regulations.

The Technical Delegate is a qualified official:

- ♦ in specific riding techniques and the relevant teaching techniques,
- ♦ in sports events: organising and preparing competitions.

The Technical Delegate may be assisted by specialist officers: event organisers, course designers, etc... and may encourage training for them.

- ♦ In view of the specifications and to enable him to assume his responsibilities, both in technical terms and in terms of the general organization of the event, the technical delegate is required to carry out, in liaison with the candidate NETO and his designated manager, a feasibility visit to the proposed site, before the General Assembly called to give final approval to the dossier presented to him. The FITE's statutory General Assembly is held every year in September conjointly with an international TREC competition, and the feasibility visit for the following year's proposed site must have been carried out before this meeting.
- ♦ The relevant Technical Delegate's report is sent to the FITE President at least one month before the date of the General Assembly.
- ♦ The Technical Delegate reports to the FITE President on any possible difficulties encountered in carrying out his inspection.
- ♦ He checks the organisation during the championship and reports to the President of the Jury.

D – Judges

International judges and trainers must follow refresher courses and regularly officiate

at events. The protocol can be consulted on the FITE website www.fite-net.org

Each judge must have a secretary responsible for carrying his remarks on assessment protocols.

1 – Dressage test

They must note each movement by each rider in turn.

2 – Technical ease of handling

They must note each obstacle by each rider in turn.

3 – Timed ease of handling

This is arbitrated by the president of the jury. The judges are posted at different points on the course.

They must note down penalties incurred by each rider in turn.

4 – Cattle sorting test

Judges assist the president of the jury during the cattle sorting test.

E – Team leader

He is the unique interlocutor between the riders, the organizer and the jury. His role is to communicate information about the competition, the results, and technical requests and complains.

F - Timekeeper

Placed under the authority of the jury president, this official is involved in several phases.

G – The steward

He is a national judge that checks on both horse and riders when entering and leaving the warm-up arena. He notes potential injuries, traces of fresh blood on the lips, in the mouth or on the flanks, and/or in the event of any irregularity, must notify one of the jury members. A trace of blood from an insect bite is not a disqualifying factor.

No contact or intervention of a member of the team which is concerned is allowed.

His role is to indicate any incident which may occur during warm-up periods, and to organise the paddock according to starting orders.

H – Ground staff

During the ease of handling tests, sufficient numbers of ground staff must be present around the competition arena to put the course back together after the passage of each competitor.

IV - COMPETITORS**Art 4.1 - Nationalities**

The National Federation may hire a rider in European Championships if he has the same nationality as said federation. Proof of nationality may be required. For riders with more than one nationality, they will be asked at the age of 18, to decide what their sports nationality will be and therefore which federation they wish to join. For riders under the age of 18 and with more than one nationality, they can choose each year which federation they wish to join.

For international competitions, riders not residing in their home country can compete in international competitions under the flag of their country of residence, if they have the license of this country.

This regulation is based on the general regulation FEI, Article 119- Sport Nationality Status of Athletes.

Art 4.2 – General entry conditions**A- International Championships**

According to the schedule defined by the FITE, each NETO sends the following to the organiser of the International Championship:

- ◆ Their intention to participate, at least 90 days before the championship.
- ◆ The list of team members at least 21 days before the start of the championship.
- ◆ All riders compete in individual.
- ◆ Competitors must be aged at least 14 years old.

Age limits apply to the age of the competitor in the calendar year.

Example: a rider of 14 years in the calendar year is a rider who celebrates his birthday of its 14 years between 1st January and 31st December of the year concerned. Athletes take a year older every January 1st.

Seniors:

- ◆ Six riders, three or four of whom will make up the national team, the two remaining riders only competing as individuals.
- ◆ The organising NETO can enter a team + four individual riders.

Young Riders:

- ◆ Six riders, three or four of whom will make up the national team, the two remaining riders only competing as individuals.
- ◆ The organizing NETO can enter one team + four individual riders.
- ◆ Competitors must be between 16 and 21 years of age, in the calendar year.
- ◆ Riding with 1 hand is required for all phases.

Juniors:

- ◆ Six riders, three or four of whom will make up the national team, with the two additional riders competing only in individual events.
- ◆ Competitors must be between 14 and 18 years old, in the calendar year.
- ◆ Riding is either 1-handed or 2-handed. The competitor's choice applies to all phases. Scoring is identical for both situations.

Riders with disabilities:

Riders with disabilities are allowed to compete under the responsibility of their NETO. The jury is the entity that must adapt the regulation to facilitate their participation.

Art 4.3 – Clothing

Correct clothing is required.

Competitors must wear the traditional costume corresponding to the working equestrian culture for which they are entering the competition.

Loss of a hat during the phase is not penalised.

Art 4.4 – Image rights

Participants, team leaders and accompanying persons expressly authorize the FITE and the organizing committees of international competitions to use or have used, to reproduce or have reproduced their name, image and voice, captured within the framework of these competitions.

The photographs and videos may therefore be exploited and used directly by the FITE and the organizing committees, in all forms and media known and unknown to date, throughout the world, in full or in excerpts and in particular on the following media: press, publishing, catalogs, brochures and all printed documents, press kits, stationery, posters, flyers, advertising objects, advertising in all places. This use includes exploitation by all electronic means of communication (internet, cell phone, television, cinema) and more particularly on the competition website and the FITE website.

The image of the persons will not be used for commercial purposes but only for the promotion of horse riding and the discipline practiced.

This right of use is granted free of charge under the aforementioned conditions and for a period of twenty years after the competition.

V – HORSES**Art 5.1 - Requirements for the participation of horses**

Horses participating in FITE international competitions must:

- ◆ Be aged of at least 5 years old;
- ◆ Possess the appropriate identification document:
 - FEI passport or
 - National passport

The organizing committee must inform the FITE and all NETOs likely to take part in the competitions in good time of the preliminary program, health requirements and/or other national obligations.

Art 5.2 – Vaccination procedure

All regulatory vaccinations required by the competent services in each NETO are mandatory. It complies with FEI standards.

One month before the competition, the NETO entering the competitors must provide the organizer, with a copy to the FITE, with a copy of the identification document containing the various vaccinations for each horse entered.

Vaccination against equine influenza is required to enter a competition.

To be considered vaccinated against equine influenza, a horse must have been administered:

- Primary course:
 - 1st vaccination, day 0 (*March 1st*),
 - 2nd vaccination day + 21 to 92 days (*April 1st*),
- First booster
 - Within 7 months of the 2nd vaccination of the Primary Course (*October 1st*),
- Subsequent boosters
 - Minimum: within one year of previous booster vaccination (*before October 1st of the following year*).

Horses that have received only the first vaccination of the primary course are not allowed to compete or enter the FITE stables.

Horses that have received the primary vaccination may compete.

Horses that received their primary vaccination prior to 2005 are exempt from the requirement for a first booster within 7 months. Subsequent boosters must be administered at intervals of no more than 1 calendar year after the primary vaccination.

Horses must have been vaccinated within 6 months + 21 days prior to their arrival at the event.

Art 5.3 – Sanctions for failure to vaccinate

Penalties may be given by the jury to owners of horses that do not comply with FEI vaccination requirements.

Owners may be issued with a fine, ineligibility to compete or disqualification from the event.

Below is a complete list of penalties found in **Appendix VI of the FEI Veterinary Rules**.

- No evidence of Equine Influenza vaccination in passport: horse prohibited,
- Vaccination record not up to date, missing information required from the horse's veterinarian:
Warning: +100 euros,
- Failure to update the passport within 30 days of a warning for a vaccination record not up to date: 500 euros each time the horse is presented,
- Last vaccination against Equine Influenza administered within 7 days of the horse's arrival at the event: horse prohibited,
- Failure to give the first booster against equine influenza within 7 months of the second vaccination of the primary vaccination. Horses vaccinated prior to 2005 are exempted: warning and repeat vaccination protocol with primo, etc.
- Failure to complete primary vaccination again, after warning for first booster being incorrect: Horse prohibited,
- Failure to give booster vaccinations against Equine Influenza at less than 12-month intervals: Horse prohibited and the primo is to be repeated,
- Failure to give the last vaccination against Equine Influenza within 6 month +21 days of the Horse's arrival at the event (<1 week): Warning and 200 euros,
- Failure to give the last vaccination against Equine Influenza within 6 month +21 days of the Horse's arrival at the Event (<2 week): Warning and 300 euros,
- Failure to give the last vaccination against Equine Influenza within 6 month +21 days of the Horse's arrival at the Event (<4 weeks): Warning and 400 euros,
- Failure to give the last vaccination against Equine Influenza within 6 month +21 days of the Horse's arrival at the Event (>4 weeks): Horse banned.

Art 5.4 – Vet inspection

The inspection will take place the day before the start of the event.

The Jury and/or Veterinary Commission may conduct veterinary inspections at any place and time during the course of the four phases of the event and decide to stop of a horse they deem unfit to continue the competition.

Art 5.5 - Tack and equipment

Tack must be perfectly suited to the horse and the type of competition.

Horses participating in tests must be equipped with tack used in the traditional saddling corresponding to the working equitation culture for which they are entered.

Members of the jury representing different equestrian cultures are guarantors in their discipline, of the compliance of riders' appearance and the tack of the horses according to FEI standards.

The rider can only use one pair of reins.

Artificial help held in hands are not allowed in tests, except "calos", stick, etc for a maximum length of 1,5 m for the cattle sorting test.

Protections, gaiters, boots, etc are allowed for ease of handling and cattle sorting tests. All type of washers is banned, protect-girth, protect-curb chain and "false curb chain" are authorized.

A – Adjusting the noseband

The noseband is checked using the FEI Noseband Measuring Device.

B – Adjusting the curb chain

It must respect an angle of 30 to 45 degrees between the bridle axis / horse's mouth and the horse's cheek when adjusting the reins.

Art 5.6 - Shoeing

Horses may participate shod or unshod.

Hipposandals are accepted at:

- ♦ The veterinary visit,
- ♦ Ease of handling tests,
- ♦ Cattle sorting.

VI – TECHNICAL STANDARDS

Art 6.1 – Dressage

A – Warm-up arena

It must be sufficiently large to allow dressage figures to be practised by several competitors at the same time.

During competition, the horse cannot be ridden by another rider. Warming-up with tethers is not authorised.

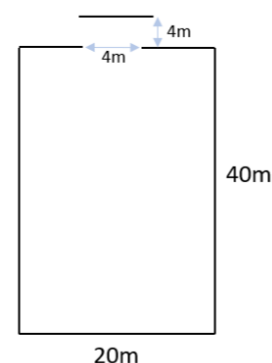
B – Dressage arena

The presentation ground used for the dressage test must be 40 m x 20 m, flat, with no stones or objects which may compromise the competitor's expression, and, as a result, jury marking. It is strongly recommended that the area be sanded. It must be marked out by a perfectly aligned border, not more than 50 cm high.

The arena must be located at all points at a suitable distance from any enclosures (barriers, walls, etc.). This distance must allow free circulation of riders at 3 different gaits around the arena.

The entry to the arena must be an opening at the centre of the smaller side, opposite the President jury.

The public must be separated from the arena by a distance of at least 5 meters.



C – Place of the juries

The jury sits on the small side, opposite the entrance to the dressage arena, and on the larger sides. The president sits in the middle, on the shorter side, and is surrounded by 2 other judges placed to his right and his left at the two ends of the shorter side, or on the 2 longer sides of the arena. If there are 5 judges, they shall be posted as indicated above, ie: 3 on the shorter side on each side of the President, and 1 on each of the longer sides.

The President of the jury starts each competitor by sounding a bell. The competitor has 1 minute after the bell has sounded to begin their dressage test. Any overshooting or departure before the bell will lead

to the competitor being eliminated.

D – Movements

Dressage test comprises movements to be executed in protocol order. The maximum time for this sequence of movements is 7.5 minutes from starting salute to final salute. If the competitor has not finished the dressage movement, he will not be judged on the remaining figures. The sound of the bell is the warning.

During the whole presentation, the competitor must lead the horse only by one and same hand, except for Juniors. The competitor can use the other hand to lengthen or shorten the reins, this action must be done in a maximum of 3 seconds and behind the leading hand. At the time of saluting the jury, it is understood that female riders will incline their heads slightly, whilst male riders will lift their hat with their free hand.

E – Music

For the dressage presentation, competitors can use a musical background of their choice. The music is provided to the organizer by USB key. Music must be harmonious with the movements executed and sequencing. It begins when the rider raises his hand up.

F – Scoring

Each movement, as well as overall scores, are scored by each judge from 0 to 10.

Any absence of a salute penalizes the rider with a penalty of 5 pts.

Course fault: - 5 pts / fault.

The President of the jury stops the rider and restarts the competitor where the fault took place. The clock stops.

The use of the voice: - 2 pts / figure.

Horse behind the vertical/too short in the neck: - 2 pts / figure.

A second course fault results in elimination of the phase.

Points attributed to each competitor are calculated from the average of points given by each judge after the lowest and highest scores have been removed.

Art 6.2 – Technical and timed ease of handling

A – General

Before the start of each handling test, competitors salute the jury.

Technical ease of handling phases can take place during a given period of time, at the course designer's discretion. Technical ease of handling takes place before the timed ease of handling.

In scoring this phase, judges must take into account the regularity and fluidity of movement for each obstacle, the ease with which the competitor negotiates the obstacles and the correction of aids.

If time allowed is exceeded, the president of jury lets it be known to the competitor by ringing the bell.

The stopwatch is stopped; the competitor goes out of the course without completing the test.

Obstacles have to be crossed in a forward motion.

For the timed handling, a first warning is given for any ride with two hands.

The entry and exit flags are located 2 m before and after each obstacle and are 3 m wide.

For the technical handling, the distance between two obstacles must be at least 12 m.

Entry transitions and exit transitions are judged from the forelimbs.

The use of the voice: - 2 pts / figure.

Horse behind the vertical/too short in the neck: - 2 pts / figure.

A second course fault results in elimination of the phase.

Any obstacle that has already been crossed may be traversed, without passing through the flags.

B – Walking the course

The course designer must ensure that all the obstacles can be negotiated as easily by a left-handed as a right-handed competitor.

The course designer can plan different courses for the technical ease of handling and timed ease of handling.

It indicates on the plans the direction of crossing by arrows.

Ease of handling courses are validated by the course designer, the jury president and the technical delegate.

Once the course has been validated, it can be freely used for walking the course.

Before the beginning of each phase, competitors can perform reconnaissance of the obstacles on foot through the course. For this, the course is opened by the jury president until 30 minutes before the start of the first competitor.

Every obstacle which has been passed can be crossed, including flags.

C – The course

Chosen from the list below, the course consists of:

- ♦ 10 or 11 obstacles for juniors,
- ♦ 12 or 13 obstacles for young riders,
- ♦ 14 or 15 obstacles for seniors.

Obstacles, start and finish line are flagged and numbered.

D – List of obstacles

1. Gate,
2. Jug,
3. Corridor with bell: straight for every category, in L for Young Riders and Seniors, in double L for Seniors,
4. Parallel slalom, for all levels,
5. The magic triangle, except for Juniors,
6. Rein back: straight for every category, in L for Young Riders and Seniors, in double L, for Seniors,
7. Spear pick-up,
8. Ring,
9. Spear drop off,
10. In-line slalom, for Seniors,
11. Figure-8 barrels,
12. Bridge,
13. Livestock pen,
14. Passage through the water, except for juniors if the device is artificial,
15. Hat,
16. The side pass to the left: straight for every category, in L for Young Riders and Seniors, in double L for Seniors,
17. The side pass to the right: straight for every category, in L for Young Riders and Seniors, in double L for Seniors,
18. Jump,
19. The step up,
20. The drop,
21. Bull's head,
22. Cup.

E – Description of obstacles

1. Gate

It is a gate with a minimum height of 1.3 m and a width of between 1.5 m and 2 m, closed using an iron ring or flexible material.

The gate may open to the right or left, according to the layout of the course, but it must always be such that it is opened on the opposite side to that by which the rider arrives.

With his free hand, the rider opens the gate, goes through it entirely and closes it behind him. The rider slides his hand along the door without releasing it. For the Junior category, the release(s) are not taken into account.

This obstacle can be negotiated twice. In this case it is passed to the other hand.

For the timed handling, the course designer can replace the gate by a rope.

2. Jug

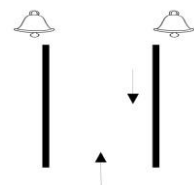
This is a table around 1 meter high with an object symbolising a jug of water and placed on the table. After a canter-stop transition, the rider maintains immobility, grasps the object on the table, raises it to minimum height of his shoulder and then puts it down in its original position.

3. Corridor with bell, straight, "L" or "double L", "U"

The rider enters the corridor, moves to the end, stops, rings the bell with his free hand before leaving, by moving backwards.

The corridor is 1.2 meters wide minimum for straight corridor and 1,50m wide for corridor with angle. Each segment of corridor has a minimum of 2 m, realised in planks or using bars of obstacles placed or not on brackets to a maximum of 30 cm from the ground. At the end of the corridor, a suspended bell can be reached by left and right-handed riders.

The rider must move backwards until the flags are crossed.



4. Parallel slalom

The obstacle comprises of 2 parallel rows of stakes remote 6 m from each other. In each row, each stake is remote 6 m that the one that precedes it. The first row includes the stakes n°1; 3; 5; 7, the second row includes the stakes n°2; 4; 6.

The obstacle is set out so that stake number 2 is located between stakes n°1 and n°3, and stake n°4 between stakes n°3 and n°5, and stake n°6 between stakes n°5 and n°7.

Any modification to the compulsory course constitutes a course error which must imperatively be rectified before the crossing of the next obstacle.

Changes of leg must be made between the stakes.

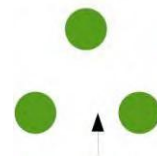


5. The magic triangle

The obstacle comprises 3 barrels, with letters and flags, placed at three corners of an equilateral triangle with 6m sides. It can be reduced to 4 m for senior.

The rider negotiates the obstacle, scrupulously respecting the course plan. Any modification to the compulsory course constitutes a course error which must imperatively be rectified before the crossing of the next obstacle.

Changes of legs are made in the center of the 3 barrels.



6. Rein back, straight, in "L" or "Double L"

This is a corridor made up of planks or obstacle bars placed on brackets, to a maximum of 30 cm from the ground. Each segment of the corridor is minimum 2 m long and 1.5 meters for a corridor with angle. The rider must position his horse's forelimbs after the flag's delimitation and rein back all along the corridor.

7. Spear pick-up

The obstacle comprises a barrel A containing a spear. The rider grabs the spear in barrel A. It is positioned parallel to the axis of progression towards the rider, pointing upwards and forwards.

For Young riders and Seniors, the competitor may have to perform one or more obstacles before the ring is taken.

8. Ring

It is a bracket from which a ring is suspended.

The diameter of the ring is at least 15 cm.

The competitor approaches the device at the pace of his choice and slips the ring onto the spear.

The bonus during the timed ease of handling will only be validated if the ring taken with the spear is placed in the barrel.

The ring must be able to be picked up by both left and right-handed riders.

9. Spear drop off

The device consists of an empty B barrel in which the competitor places the spear. It is placed with the tip upwards.

10. In-line slalom

It consists of mobile stakes of about 2 m high aligned and at a distance of 6 m from each other: 6 stakes for Seniors.

Any modification to the compulsory course constitutes a course error which must imperatively be rectified before the crossing of the next obstacle.

The route is done by passing near the stakes.

11. Figure-8 barrels

The obstacle comprises 2 barrels, with letters and flags, positioned 6m apart.

It can be reduced to 4m for Seniors.

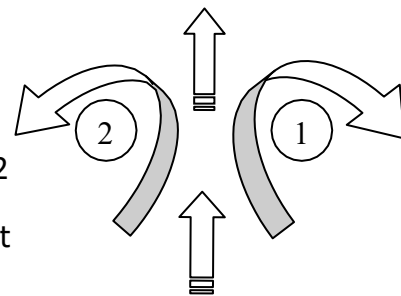
The rider approaches the obstacle from the middle, goes around the 2 barrels.

The rider must have performed a complete figure-8 around the 2 barrels.

For technical ease of handling, change of lead foot must be done between the 2 barrels.

Any modification to the compulsory course constitutes a course error which must imperatively be rectified before the crossing of the next obstacle.

The course designer decides about the direction to pass the barrels.



12. Bridge

This is a 3 to 6 meters long bridge and 1 to 1.20 meters wide, between 0.2 and 0.5 meters high. The obstacle must be built so as to ensure good overall stability and safety. It can be lined over the whole length by decorative elements connected with working equitation or the culture of the organising country, or ornamental trees.

It comprises 2 sidebars of 0.40 m to 1m high, not fix.

The obstacle must be crossed at the walk for technical ease of handling, and free gait in timed ease of handling.

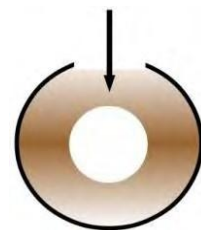
13. Livestock pen

It is a pen around 6m outside diameter and 3m inside diameter, around which competitors must circulate. The passage around the pen is delimited by mobile sections of ramp 1.50 m to 2 m long, 0.60 m high and placed at any point 1.50 m from the enclosure.

The inner part can be fixed or not.

The rider enters the passage between the board and the pen, using the direction of his choice, goes around the pen and re-enters the corridor using the other direction.

For the timed handling, the rider goes once by the hand of his choice.



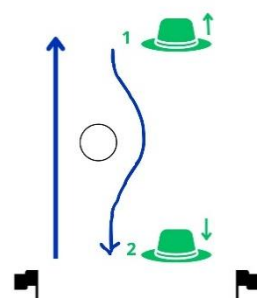
14. Passage though the water

This is a natural or artificial water area.

15. The hat

The rider crosses an opening 2m wide, 2m from the first of the three posts. Each post is around 1,8 m high, at 3m intervals. The rider moves in a straight line to the furthest post. He stops, he grabs the hat. For the return, the rein-back is done in a straight line for the Juniors and in slalom for the Young riders and the Seniors. He stops, he places the hat on the post nearest the opening door and continues to rein back to exit, above the flagged line.

The hat has to be reachable by left and right-handed riders.



16. Side pass to the left

One or more poles, 3-4 meters long, placed on brackets to a maximum of 0,10 m from the ground.

The horse must have two hooves on each side of the pole.

17. Side pass to the right

One or more poles, 3-4 meters long, placed on brackets to a maximum of 0,10 m from the ground. The horse must have two hooves on each side of the pole.

18. Jump

It is a natural obstacle, "jumping" and barred, 0.60m high maximum and 3m front minimum.

19. Step-up

The jumping obstacle is 0.60 m high and has a 3 m frontage. It must be called by a trunk at least 0.20 m high.

20. Drop

It is a jumping obstacle, 0.60m high and 3m front.

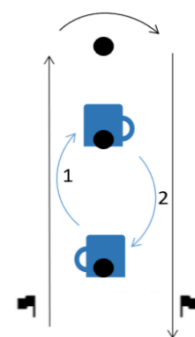
21. Bull's head

This is a stake topped with a bull's head that can be knocked backwards.

The competitor approaches the support and knocks the bull's head backwards using the lance.

22. Cups

The competitor passes through the gate marked by two flags, takes the cup placed on the first stake and places it on the second stake. He goes around the third stake, takes the cup again and puts it back on the first stake, then passes through the flags again.



All obstacles comprising raised bars require a 20 cm gap at the intersection of the bars so that the fall of one bar does not cause the other to fall.

F – Negotiating the obstacle and technical ease of handling scoring

Each obstacle is scored and the course is timed. Judges must take into account the regularity and fluidity of movements for each obstacle, the ease with which the competitor negotiates the obstacles and the correction of aids.

Each obstacle is scored from 0 to 10 according to 5 criteria.

A scoring grid in the appendix summarizes the scores according to the following criteria:

- ◆ Contract
- ◆ Style
- ◆ Gaits according to the concerned obstacles
- ◆ Overall score
- ◆ Shoeing and tack

The canter-walk and walk-canter transitions are made at the flags on the following obstacles:

- ◆ The hat
- ◆ Corridor with bell
- ◆ Passage though the water
- ◆ Side pass
- ◆ Gate
- ◆ Rein back
- ◆ Bridge

For a completed obstacle:

At walk, completion at walk results in a score of 0.

At trot, the maximum score is 4 out of 10.

In a four-beat canter, the maximum score is 6 out of 10

Each device must be attempted twice.

On the first unsuccessful attempt, a penalty of 5 points is applied.

- On the second successful attempt, the exercise is scored, including the 5-point penalty.
- If unsuccessful, the competitor is eliminated from the test.

The penalties are 2 points to subtract from the total points awarded to the competitor by each judge.

Obstacle	Style from 0 to 10	Penalties to - 2 pts	Score 0 on the exercise	elimination
Gate		Gate released (except for Juniors) Hit device	Not closed Gate overturned	
Jug		Insufficiently lifted, overturned pot Hit device	Reverse table	
Corridor with bell		Fallen bar	Do not ring the bell	
Parallel slalom		Fallen stake Hit device		
Magic triangle		Hit device	Barrel dropped	
Rein back		Falling bar	Do not exit the horse's forelimbs	
Spear pick-up		Volte Hit device	Barrel dropped, spear on the ground	
Ring		Ring fell off after picking it up	Missed ring	
Spear drop off		Place the spear upside down, volte Hit device	Barrel dropped, spear on the ground	
In-line slalom		Hit device	Fallen stake	
Figure-8 barrels		Hit device	Barrel dropped	
Bridge		Fallen bar	Gait other than the walk, One foot out	Two feet out or more
Livestock pen		Section of fallen bars	Horse out	
Passage through the water			Gait other than the walk, One foot out	Two feet out or more
Hat		Fallen bar Hit device	Fallen stake, fallen hat	
Side pass		Fallen bar	If both feet do not remain on either side of the bar	
Jump		Fallen bar		
Step up		Breaking forward motion		
Drop		Breaking forward motion		
Bull's head		Hit device, Breaking forward motion	Missed bull's head, Fallen device,	
Cups		Hit device, Breaking forward motion	Fallen stake, Fallen cup	

OTHER PENALTIES				
	Penalties to - 2 pts	Penalties to - 5 pts	Score 0 on the exercise	Elimination
Other faults	Refusal, Running-out, Volte, Falling of any part of a device or its decoration, Use of voice	Absence of a salute at the beginning of the phase		crossing the flags delimitation, ride with two hands (Seniors and Young riders)

-2 points for each missed lead change; the total score for each exercise cannot be negative.

In the event of a course error:

- ♦ The judge rings the bell and the competitor must begin again the course at the point of error. The competitor is awarded 5 penalty points.
- ♦ For the second mistake, the competitor is eliminated.

G – Negotiating the obstacle and timed ease of handling scoring

The ranking is performed from the time achieved by competitors to complete the course, increased penalties for the faults occurring in the obstacles.

Gaits are free.

Any obstacle attempted but not completed is penalized by time. The competitor must make a second attempt. If the competitor does not succeed in the second attempt, he/she is eliminated from the phase.

Gate	5 seconds ☒ for releasing the gate (except for juniors) 5 seconds ☒ for a horse which hit the gate 20 seconds ☒ for not having close the gate or knocking the obstacle over
Jug	5 seconds ☒ for not having lifted the object sufficiently 5 seconds ☒ for setting the object down wrongly: object knocked over 5 seconds ☒ for knocking the barrel over
Corridor with bell	5 seconds ☒ per fallen plank or pole 5 seconds ☒ for not going out in rein back between the flags
Parallel slalom	5 seconds ☒ for each stake knocked over
The magic triangle	5 seconds ☒ for each barrel knocked over or moved
Rein back, straight, in "L" or "Double L"	5 seconds ☒ per pole knocked over with a maximum of 20 seconds 5 seconds ☒ for not going out in rein back between the flags
Spear pick up	5 seconds ☒ for knocking over the barrel The number of exercises performed with the spear is one or more before grabbing the ring.
Ring	5 second bonus ☒ for successful ring 5 seconds ☒ for not dropping the ring
Spear drop off	5 seconds ☒ for not putting the spear in the barrel, or if it comes out or to put in upside down 5 seconds ☒ for knocking over the barrel
In-line slalom	5 seconds ☒ per pole knocked over or moved
Figure-8 barrels	5 seconds ☒ per knocked or moved barrel
Bridge	5 seconds ☒ per pole knocked over, foot partially inside. Faults can be combined.
Livestock pen	5 seconds ☒ per section of horizontal poles fallen with a maximum of 20 seconds
Passage through the water	The rider must pass between the two rows of flags at the entrance and exit of the obstacle
The hat	5 seconds ☒ for knocking the post over 5 seconds ☒ for failing to deposit the hat 5 seconds ☒ for not going out in rein back between the flags
Side pass	5 seconds ☒ for each pole knocked down
Jump	5 seconds ☒ for knocking over the pole
Step up	
Drop	
Bull's head	5 second bonus ☒ for successful exercise
Cup	5 seconds ☒ for knocking over a stake 5 seconds ☒ for not dropping the cup
Other faults	5 seconds ☒ fall of any element of a device or its decoration, use of the voice, no salute at the start of the ease of handling

Faults can be combined.

Cases of elimination:

- 2 refusals
- Uncorrected course error
- 2 feet out on the bridge and passage through the water

Art 6.3 – Cattle sorting

For international championships, this phase is individual and timed. It takes place in two rounds with domestic cattle.

For the first round, the starting order is as follows: Seniors, Young Riders and Juniors.

For the second round, the starting order is: Juniors, Young Riders and Seniors.

The draw for the animals is made by the members of the jury prior to the phase and must not be communicated to anyone under any circumstances.

Cattle is identified by a necklace with numbers or letters.

The phase takes place in a rectangle divided into two equal halves by a line materialized by two visible flags.

Before the start of the cattle sorting phase, one or two "non competitor" riders must be provided by the organizer to handle cattle and get them to discover the field.

Cattle will be moved in calm for 5 minutes maximum under the control of judges.

In the first half, called "parking area", are the 10 animals. It is located opposite to the entrance gate. The second half is called "sorting area". The designated animal should be conducted there and kept isolated for 15 seconds. The rest of the cattle must remain in the parking area.

The use of voice is authorized.

- ♦ The competitor has 60 seconds to enter the ground.
- ♦ The jury designates the animal that the rider has to sort when crossing the median line: verbally and by a sign.
- ♦ When the bell rings, the competitor has 60 seconds to cross the median line, when he crosses the line, the jury starts the stopwatch of the phase.
- ♦ In a time of 90 seconds, the competitor must separate the designated animal from the rest of the cattle and bring it in the sorting area. The four legs of the animal must cross the median line.
- ♦ This maximum time of 90 seconds is taken into account to break the tie.
- ♦ If any animal, maximum three, enters the sorting area, the competitor must bring these animals back into the parking area.
- ♦ The presence of four animals in the sorting area will result in elimination for this phase.
- ♦ The 15-second count begins when the designated animal is the only one to be present in the sorting area.
- ♦ If during the 15 seconds, one or several animals pass the median line to go in the sorting area, the timer stops. The rider must bring the animals in excess back in the parking area. When there is only one animal remaining in the sorting area, the count of 15 seconds will start again from the beginning.
- ♦ If the competitor exceeds the time limit without sorting the designated animal, he will be assigned a "No Time".
- ♦ The round ends with the sound of the bell of the president jury.
- ♦ Competitors are classified on the basis of the time that they put to end the round.
- ♦ At the end of the round, the competitor must bring the cow back in the parking area.

VII - PROCEDURE

Art 7.1 – General

Competitions take place over two days at least.

Schedules for the three phases are communicated at the latest on the evening of the previous day of the first phase.

Art 7.2 – Starting order

For the World or European Championships, the team starting order is decided by a random draw carried out by the Board of directors or the General assembly preceding the Championships.

If this is not the case, it is carried out by the president of the jury in the presence of the judges and the team leader of each NETO involved in the competition.

The starting order is posted at least 2 hours before the beginning of the phase. Each team leader decides in which order his riders will pass.

Individual riders must go after the departure of the last competitor of the last team. Individual competitors are interspersed in a way that two competitors from the same nation do not follow. The organizer may propose to the president of the jury that the starting order may be in reverse order of the provisional ranking as the competition progresses.

Failure to respect the starting order will result in the elimination of the competitor from that phase. However, in case of justified absence, the jury may make an exceptional modification to the starting order. For each phase, if a rider is not present for his start, he has 30 seconds after the president of the jury has called him to come forward. Beyond that time, the competitor is disqualified from that phase.

Art 7.3 – Outside help

During the trial, competitors are not allowed any outside help. Information or advice can only be given to riders during warm-up and after the competition. However, if a rider falls, he can be helped to control the horse.

Any rider having benefited from unauthorised outside help is automatically disqualified from the phase.

VIII – PENALTIES

Art 8.1- Elimination

A – Of a phase

Is eliminated, a rider:

- ♦ arriving outside the official starting time for one of the phases,
- ♦ starting without having been authorised to do so by the jury,
- ♦ who waits more than one minute after the bell has rung,
- ♦ who exits the arena during dressage execution and ease of handling (4 legs outside),
- ♦ whose horse refuses to move forward for more than 20 seconds, or repeatedly refuses to obey,
- ♦ who makes two mistakes on one of the phases,
- ♦ who crosses an obstacle when he has entered on track,
- ♦ who crosses an easy of handling obstacle before completion,
- ♦ Who executes an exercise that is not part of their course,
- ♦ after two attempts in the technical and timed ease of handling along the entire course,
- ♦ for two attempts on the same obstacle for the technical and timed ease of handling,
- ♦ who uses artificial aid held in hand, except those authorised for the cattle sorting,
- ♦ who does not-rectify a course fault during each phase,
- ♦ who gives up,
- ♦ having received 2 warnings,
- ♦ who makes contact with cattle, competitor or horse,
- ♦ whose horse falls, or falls from the horse,
- ♦ has exterior help,
- ♦ for a change of hand or riding with two hands for Seniors and Young riders.

B – Of the event

The following will lead to disqualification from the event:

- ◆ a rider found guilty of doping, according to prevailing FEI regulations,
- ◆ a rider who intentionally or unintentionally inflicts suffering or excessive discomfort to an animal, horse or cattle (FEI),
- ◆ any horse bleeding from the flank(s), mouth or nose, or showing signs of excessive use of the whip, crop or spur,
- ◆ a rider whose horse is stopped by the vet and/or the president of the jury,
- ◆ for injury or mistreatment of the horse,
- ◆ a rider whose horse is judged unfit to continue competing by the jury,
- ◆ for changing hands between phases.

Art 8.2- Warnings

The president of the jury can issue:

- ◆ A first warning for any behaviour which may be considered brutal, non-compliant with a sporting spirit, or leading to exaggerated disturbance amongst the cattle,
- ◆ A second warning, the competitor is eliminated from the phase.
- ◆ Warnings are cumulative in all phases.

For the cattle sorting phase:

The ground jury can give:

- ◆ a first warning for any behaviour judged violent or causing exaggerate confusion of cattle, the competitor is warned by a whistle. The jury shows a yellow card.
- ◆ In case of recidivism, the bell rings and the jury show a red card. The competitor is eliminated from the round.

Art 8.3- Exclusion

Any rider not respecting a judge's decision or behaving uncivilly towards a judge will be excluded from the competition, and his entry fee will not be reimbursed.

Art 8.4- Definitions**A – Refusal**

A stop followed immediately by a straight jump, is not penalised.

The horse may make a sidestep, but if he backs up, even by one step, this is considered a refusal. After a refusal, if the competitor tries again or repeats the movement unsuccessfully, or if the horse is presented to the obstacle after backstepping, and if the horse stops and steps back again, this is considered a second refusal, and so on.

B – Running-out

A horse is considered to have run-out if, when faced with the obstacle, he avoids crossing it in such a way that the rider has to present the horse to the obstacle again.

C – Volte

The competitor is penalised for a volte if he re-crosses the path taken before crossing an obstacle. Having been penalised for a refusal, run-out or volte, a competitor may retake the original path by completing a volte without incurring a penalty point so that he can present the horse to attempt the obstacle a second time.

D – Brutality

It can be defined as:

- ◆ 1 whipping on the head,
- ◆ More than 3 whippings,
- ◆ Suddenly tearing the mouth with bit or similar actions,
- ◆ An excessive or persistent use of lower leg or spurs,

♦ Etc.

E – Rider fall

A rider is considered to have fallen when there is physical separation between the horse and the rider.

F – Horse fall

A horse is considered to have fallen when the shoulder and/or haunches touch the ground, or lean on a part of an obstacle.

IX – CLAIMS

Art 9.1 – Complaints

Only the Team leader can lodge a complaint against a competitor or a horse during a phase or trial or against the ranking of the latter or concerning its organisation or its running on his own account, on behalf of the NETO he represents and/or on behalf of a competitor who is a member of his team.

The right to lodge a complaint is exclusively reserved to competitors in individual events.

Any complaint must be made in writing accompanied by the sum of 300 euros which is retained by the FITE if the complaint proves to be unsubstantiated.

No verbal complaints are admitted.

To be valid, any complaint must be submitted to the ground Jury President:

- ♦ Before the start of the event, if it concerns the organisation of a competition, the qualification of competitors or horses,
- ♦ At latest half an hour after the announcement/publication of each phase and/or the definitive ranking.

Any fortuitous events outside of the organiser's control cannot be a subject for a complaint.

Video material cannot be taken into account by the jury in the event of a complaint.

Art 9.2- Reports

The Team leaders, officials and organising committee members must submit a report to the jury concerning any presumed acts of cruelty as regards to horses or other violations of the Statutes and Regulations.

The jury, having listened to the parties concerned can impose the following:

- ♦ oral or written warning,
- ♦ 50 euros to 500 euros fine,
- ♦ disqualification for the current phase or for the rest of the event.

X – RANKINGS / PRIZES

Art 10.1 – Coefficient per phase

A coefficient applies according to the table below:

DRESSAGE	TECHNICAL EASE OF HANDLING	TIMED EASE OF HANDLING	CATTLE SORTING
1	1	1	1

Art 10.2 – Rankings

A – General

A rider eliminated on a phase, except in case of violent act, enters in the ranking, with a score of 0 for the phase. He can compete in the other phases. He **can** be ranked before a rider which participated at the 4

phases without being eliminated.

In no case can the marks of a better placed individual rider be substituted for use in the team result. The individual ranking, in which the team members will also figure, will be announced separately.

B – Juniors, Young riders, Seniors team ranking

A team comprises three or four competitors. The team rank will be calculated on the basis of the sum of the points of the best three riders of each team.

A national team of three people can only be placed if its three representatives have been placed in the championship.

C – Allocation of points

1st 0 point

2nd 2 points

3rd 3 points

4th 4, 5th 5, 6th 6, 7th 7, 8th 8, 9th 9, 10th 10, etc...

For a rider eliminated in a phase, number of riders + 5 points.

D – Phases ranking

1. Dressage

It is realised by summing all the scores.

2. Technical ease of handling

Same as the dressage test.

3. Timed ease of handling

Is made by taking into account the best time.

4. Cattle sorting

Is made by summing the number of animal and the times of the two rounds.

Example :

N	Rider	1 ^{er} round			2 ^{ème} round			Animal	Time	P / T
		Animal	Time	P / T	Animal	Time	P / T			
1	André	1	00:18,0		1	00:16,3		2	00:34,3	
2	Betty	1	00:21,5		1	00:22,8		2	00:44,3	
3	Charles	1	00:20,5		1	00:29,1		2	00:49,6	
4	Danny	0	01:30,0		1	00:31,0		1	02:01,0	
5	Julien	0	Éliminé		1	00:12,0		1	01:30,0 + 00:12,0	
6	Edouard	0	01:30,0		0	01:30,0		0	03:00,0	

E – Tie

In case of a tie for the podium, winner(s) are identified by summing the places in the ranking, example:

- rider n°1, ends 1st, 4th and 7th = 12th
- rider n°2, ends 2nd, 3rd and 5th = 10th, the 2nd rider is the winner.

In the event of a further tie, the riders are ranked according to the technical ease of handling, followed by the dressage test, then the timed ease of handling and the cattle sorting.

Art 10.3 – Award ceremony

In total, the competition results in a prize-giving, for:

- ◆ the first rider of the dressage test,
- ◆ the first rider of the technical ease of handling,
- ◆ the first rider of timed ease of handling,
- ◆ the first rider of cattle sorting,
- ◆ 1 combined ranking per individual,
- ◆ 1 combined ranking per team,
- ◆ An honorary award for the veterinary visit.

XI – APPENDIX



DRESSAGE TEST SENIOR

Competition of:	Date:
Name of the rider:	Category:
Horse:	Hand: left right

MAXIMUM TIME: 7,5 MN

	MOVEMENTS	NOTATION CRITERIA	RATING FROM 0 TO 10	OBSERVATIONS
1	Enter in canter over 20 m minimum, on the middle line Halt, immobility, salute	Straightness of the entrance and the halt, immobility		
2	Walk in a straight line for at least 5 strides	Impulsion and straightness of the gait, straightness and on the bit		
3	At walk, draw an 8 with two circles with the same diameter	Impulsion and regularity of the gait, on the bit, flexion		
4	Pirouette at a walk to the right	On the bit, flexion, regularity. No foot fixed on the ground		
5	Pirouette at a walk to the left	On the bit, flexion, regularity. No foot fixed on the ground		
6	Rein back of 6 steps minimum in straight line outside the track	On the bit Regularity of the movement and straightness		
7	Half-pass of at least 10 m to the right, without moving forward	On the bit, regular movement of the shoulders in front of the hips, Bend to the right		
8	Half-pass at of at least 10 m to the left, without moving forward	On the bit, regular movement of the shoulders in front of the hips Bend to the left		
9	Draw two successive circles of 20 m; and 10 m at the right hand starting with a extended canter and working canter	Precision of circles, change of the amplitudes of strides, respect on the bit, balance and rhythm		
10	Draw two successive circles of 20 m and 10 m at the left hand starting with an extended canter and working canter	Precision of circles, change of the amplitudes of strides, respect on the bit, balance and rhythm		

11	At canter, draw a 8 with two circles of same diameter with a flying change at the intersection of the two circles	Precision of circles, on the bit, balance and courage in the lead change		
12	Half turn on the haunches to the right	Ease of the horse, on the bit, flexion, respect of the hand in canter		
13	Lead change	Balance and courage in the lead change		
14	Half turn on the haunches to the left	Ease of the horse, on the bit, flexion, respect of the hand in canter		
15	Lead change	Balance and courage in the lead change		
16	Change of speed and amplitude on 3 sides (2 big, 1 small) : extent on the big sides and slowdown on the little side	Precision of transitions, obedience and ease of the horse, respect of the hand in canter		
17	Halt on the hind limbs	Engagement, straightness		
18	Rein back over 6 steps at least and start with canter without interruption	Succession without interruption, straightness, ease of horse		
19	Half-pass in canter from the long side towards the centre line, lead change in the centre and return to the long side.	On the bit, regular movement of the shoulders in front of the hips, bend in the direction of movement, amplitude and courage, precision of the lead change		
20	Line of 20 m minimum, Halt, immobility, salute	Straightness of the line and of the halt, immobility		
	Comments			
21	Gaits, franchise, regularity	Straightness, rhythm and amplitude on the gait		
22	Forward horse, availability	Obedience, ease in the movements, haunches mobility		
23	Use of aids by the rider	General attitude, seat, ease of the rider		
24	Artistic score	Harmony of the presentation, Clear movements and level of difficulty of the test		
25	Clothing, tack, grooming	Costume, bridle, saddle, horse grooming		
	TOTAL / 230			

	Points to subtract 1st course error: - 5 pts/fault 2nd mistake: elimination Use of voice: - 2 pts/fault Horse behind the vertical/too short in the neck: - 2pts/figure		
	TOTAL		

Judge

Signature.....



DRESSAGE TEST YOUNG RIDERS

Competition of:	Date:
Name of the rider:	Category:
Horse:	Hand: left right

MAXIMUM TIME: 7,5 MN

	MOVEMENTS	NOTATION CRITERIA	RATING	OBSERVATIONS
1	Enter in canter over 20 m minimum, halt, immobility, salute on the middle line	Straightness of the entrance and the halt, immobility		
2	Walk in a straight line for at least 5 strides	Forward horse and regularity of the gait, straightness and on the bit		
3	At walk, draw a 8 with two circles with the same diameter	Forward horse and straightness of the gait, on the bit, flexion		
4	Half-pirouette to the right	On the bit, flexion, straightness		
5	Half-pirouette to the left	On the bit, flexion, straightness		
6	Rein back of 6 steps minimum on a straight line outside the track	On the bit, regularity of the movement and straightness		
7	Lateral movement of at least 5 m to the right, moving forward as little as possible	On the bit, regular movement of the shoulders in front of the hips Bend to the right		
8	Lateral movement of at least 5 m to the right, moving forward as little as possible	On the bit, regular movement of the shoulders in front of the hips Bend to the left		
9	Draw two successive circles of 20 m and 10 m of Ø at the right hand starting with an extended canter and working canter	Precision of circles, changes of amplitudes of the stride, respect on the bit, balance and rhythm		
10	Draw two successive circles of 20 m and 10 m of Ø at the left hand starting with an extended canter and working canter	Precision of circles, changes of amplitudes of the stride, respect on the bit, balance and rhythm		
11	At canter, draw an 8 with a flying change at the intersection of the two circles	Precision of the circle, on the bit, balance, foot change precision		
12	Change of speed and amplitude on 3 sides (2 big, 1 small): extent on the big sides and slowdown on the little side	Precision of the transitions, on the bit, easy, respect of the canter foot		
13	Halt on the hind limbs	Engagement, straightness.		
14	Rein back over 6 steps at least and start with canter without interruption	Succession without interruption, straightness, ease of pony / horse		
15	Half-volte of 10 m with haunches-in, join the long side in lateral movement	On the bit, hind leg mobility, flexion. Regular movement of the shoulders moving forward		
16	Lead change	Balance and courage in the lead change		

17	Half-volte of 10 m with haunches-in, join the long side in lateral movement	On the bit, hind leg mobility, flexion. Regular movement of the shoulders moving forward		
18	Lead change	Balance and courage in the lead change		
19	Straight line of at least 20 m, halt, immobility, salute	Straightness of the line and the halt, immobility		
	Comments			
17	Gaits, franchise, regularity	Straightness, rhythm and amplitude on the gait		
18	Forward horse, availability	Obedience, ease in the movements, haunches mobility		
19	Use of aids by the rider	General attitude, seat, ease of the rider		
20	Artistic score	Harmony of the presentation Clear movements and level of difficulty of the test		
21	Clothing, tack, grooming	Costume, bridle, saddle, grooming of the horse		
	TOTAL / 210			
	Points to subtract: 1st course error: - 5 pts/fault 2nd mistake: elimination Use of voice: - 2 pts/fault Horse behind the vertical/too short in the neck: - 2pts/figure			
	TOTAL			

Judge.....

Signature.....



DRESSAGE TEST JUNIORS

Competition of:	Date:
Name of the rider:	Category:
Horse:	Hand: left right 2 hands

MAXIMUM TIME: 7,5 MN

	MOVEMENTS	NOTATION CRITERIA	RATING	OBSERVATIONS
1	Enter in canter over 20 m minimum, halt, immobility, salute on the middle line	Straightness of the entrance and the halt, immobility		
2	Walk in a straight line for at least 5 strides	Forward horse and regularity of the gait, straightness and on the bit		
3	At walk, draw a 8 with two circles with the same diameter	Forward horse and straightness of the gait, on the bit, flexion		
4	Half-turn on the haunches to the right	On the bit, flexion, straightness		
5	Half-turn on the haunches to the left	On the bit, flexion, straightness		
6	Rein back of 6 steps minimum on a straight line outside the track	On the bit, regularity of the movement and straightness		
7	Lateral movement to the right of at least 5 m moving forward	On the bit, regularity of movement of shoulders slightly in front of the haunches when moving forward or without moving forward		
8	Lateral movement to the left of at least 5 m moving forward	On the bit, regularity of movement of shoulders slightly in front of the haunches when moving forward or without moving forward		
9	Draw two successive circles of 20 m and 10 m of Ø at the right hand starting with an extended canter and working canter	Precision of circles, changes of amplitudes of the stride, respect on the bit, balance and rhythm		
10	Draw two successive circles of 20 m and 10 m of Ø at the left hand starting with an extended canter and working canter	Precision of circles, changes of amplitudes of the stride, respect on the bit, balance and rhythm		
11	At canter, draw an 8 with a simple change of leg at the intersection of the two circles	Precision of the circle, on the bit, balance, foot change precision		
12	Change of speed and amplitude on 3 sides (2 big, 1 small): extent on the big sides and slowdown on the little side	Precision of the transitions, on the bit, easy, respect of the canter foot		
13	Halt on the hind limbs	Engagement, straightness.		
14	Rein back over 6 steps at least and start with canter without interruption	Succession without interruption, straightness, ease of pony / horse		
15	Straight line of at least 20 m, Halt, immobility, salute	Straightness of the line and the halt, immobility		

	Comments			
16	Gaits, franchise, regularity	Straightness, rhythm and amplitude on the gait		
17	Forward horse, availability	Obedience, ease in the movements, haunches mobility		
18	Use of aids by the rider	General attitude, seat, ease of the rider		
19	Artistic score	Harmony of the presentation Clear movements and level of difficulty of the test		
20	Outfit, tack, grooming	Costume, bridle, saddle, grooming of the horse		
	TOTAL / 200			
	Points to subtract: 1st course error: - 5 pts/fault 2nd mistake: elimination Use of voice: - 2 pts/fault Horse behind the vertical/too short in the neck: - 2pts/figure			
	TOTAL			

Judge

Signature.....

* For simple change of leg, the competitor takes 3 to 5 strides at a walk.



TECHNICAL EASE OF HANDLING

Competition of:			Date:		
Name of the rider:			Category:		
Horse:			Hand: left right 2 hands		
Obstacles		Style /10	Penalties at 2 pts	Total	Observations
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
Total					
1	Gaits, courage, regularity				
2	Forward horse				
3	Submission				
4	Position of the rider Use of aids				
Total					

Judge:

Signature:

**TIMED EASE OF HANDLING**

Competition of:			Date:		
Name of the rider:			Category:		
Horse:			Hand: left right		
		2 hands			
Obstacles		Bonus -5 sec	Penalties at + 5 sec	Total	Observations
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
	Total				

Judge :**Signature :**