

## ARTICLE VII – EQUESTRIAN SPORTS

The Official Special Olympics Sports Rules shall govern all Special Olympics Equestrian Sports competitions. As an international sports program Special Olympics has created these rules based upon Federation Equestre Internationale (FEI), American Horse Shows Association (AHSA) and American Quarter Horse Association (AQHA) rules for Equestrian Sports competition. FEI or National Governing Body rules shall be employed except when they are in conflict with the Official Special Olympics Sports Rules. In such cases, the Official Special Olympics Sports Rules shall apply.

An athlete with Down syndrome who has been diagnosed with Atlanto-axial instability may not participate in equestrian events.

### SECTION A – OFFICIAL EVENTS

1. Dressage
2. Prix Caprilli
3. English Equitation (required as a preliminary test)
4. Stock Seat Equitation (required as a preliminary test)
5. Western Riding
6. Working Trails
7. Showmanship at Halter/Bridle Classes
8. Gymkhana Events
  - a) Pole Bending
  - b) Barrel Racing
  - c) Figure 8 Stake Race
  - d) Team Relays
9. Drill Teams of twos and fours
10. Unified Sports Team Relays
11. Unified Sports Drill Teams

### SECTION B – DIVISIONING

1. Riders are assigned to a division according to their ability to safely negotiate any movements required in the class. This ability is indicated by a Rider Profile which is completed by the Special Olympics coach prior to competition and submitted with the athlete entry form.
  - a. Rider Profiles must indicate the following information
    - 1) physical inability to post the trot – supported by a physician’s statement
    - 2) physical inability to sit the jog – supported by a physician’s statement
    - 3) physical inability to wear boots with a heel – supported by a physician’s statement
    - 4) The following tack requirements must be adhered to for athletes unable to wear boots with a heel:
      - a) Western tack style riders must have tapaderos or other safety stirrups
      - b) English tack style riders must use Peacock Safety stirrups, S-shaped irons or Devonshire boots
2. Riders may enter any or all classes from their division but may not cross enter Division levels
3. It should be noted that all athletes compete according to ability and age. Equestrian athletes are not separated by male-female. If there are less than three athletes in an age group, groups may be combined to make a competition but levels may not be combined.
4. Definitions
  - a. Support– rider needs the physical support of one or two sidewalkers and or the presence of a leader. Any help in the arena is considered “supported”
  - b. Independent– independent rider — may not be helped while competing
  - c. Physical limitations– unable to post the trot or sit the jog
5. Divisions
  - a. A Level: Walk, Trot/Jog, Canter/Lope — Independent only. Rider is expected to compete with no modifications to NGB rules.
    - 1) A: can perform any class requirements
    - 2) AP: riders that have a physical disability prohibiting them from posting the trot or sitting the jog

- b. B Level: Walk and Trot/Jog
  - 1) B-I: Independent, can perform any class requirements
  - 2) B-IP: Independent riders that have a physical disability prohibiting them from posting the trot or sitting the jog
  - 3) B-S: Supported, can physically perform any class requirements
  - 4) B-SP: Supported riders that have a physical disability prohibiting them from posting the trot or sitting the jog
- c. C Level: Riders will ride at the walk only
  - 1) C-I: Independent
  - 2) C-S: Supported

Rider's Division Level

	C-S	C-I	B-S B-SP	B-I B-IP	A AP
Dressage		x		x	x
Prix Caprilli					x
English Equitation	x	x	x	x	x
Western Equitation	x	x	x	x	x
Western Riding				x	x
Working Trails	x	x	x	x	x
Showmanship		x		x	x
Team Relays	x	x	x	x	x
Pole Bending				x	x
Barrel Racing				x	x
Figure 8 Stake Race				x	x
Drill Team 2 or 4	x	x	x	x	x

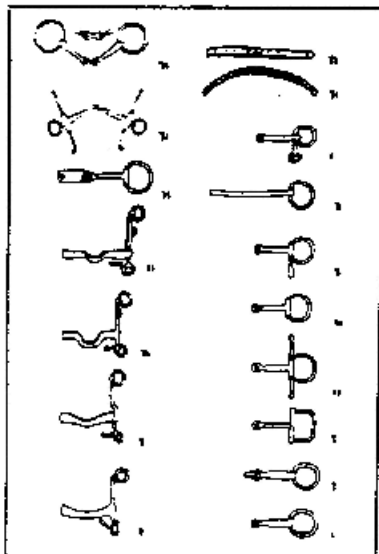
SECTION C – ATTIRE

1. General Rules: Clothing should be workmanlike and neat
  - a. All riders must wear a heeled boot appropriate to the tack style in which they are showing
    - 1) Riders who must wear other footwear as the result of a physical disability must have a physician's statement submitted with their entry form
      - a) English tack style riders must use peacock safety stirrups, S-shaped stirrups or Devonshire boots
      - b) Western tack style riders must use tapaderos or other approved safety stirrups
  - b. All riders must wear protective SEI-ASTM or BHS approved helmets with full chin harness which must be fastened at all times riders are working around horses
  - c. Competitors must wear their number prominently displayed on their back during competition, practice at competition and while in the competition "holding area"
  - d. During practice athletes must adhere to the helmet, boot and long pants rule but may wear short-sleeved shirts
2. English Tack Style Attire
  - a. A short, dark-colored riding coat
  - b. A solid color, preferably white, riding shirt or Oxford style long or short sleeved shirt
  - c. Tie or choker
  - d. Breeches or jodhpurs
  - e. Gloves and spurs are optional
  - f. Athletes will be permitted to wear a hat cover or conservative raincoat in the case of inclement weather
  - g. In the extreme heat (above 80 degrees) the judges may permit athletes to show without riding coats
3. Western Tack Style Attire
  - a. Pants/Jeans
  - b. A long sleeved shirt of conservative color and with a collar
  - c. A belt under loops
  - d. Neckties, kerchiefs, bolos, chaps and gloves are optional
    - 1) Chaps are prohibited in all gymkhana events and showmanship classes

- 2) Western type hat worn on approved helmet is optional
- 4. Drill Team
  - a. Athletes must wear SEI-ASTM or BHS approved helmets, and boots
  - b. Costumes, if worn, must not be a hindrance to the safety of either the athlete or the horse
  - c. Costumes should be ridden in and tried out so the rider and horse get used to them prior to the competition

**SECTION D – TACK**

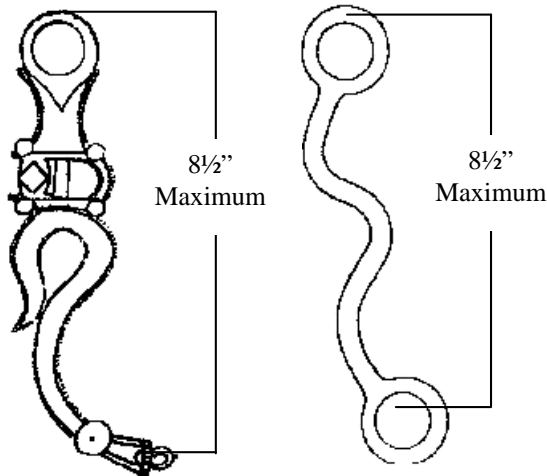
- 1. General
  - a. Saddles must fit the horse.
    - 1) An athlete may use his/her own saddle as long as it fits the horse he/she is riding
    - 2) Adapted saddles must be approved by the event director prior to the competition
  - b. Halters are required for all supported classes. Lead line must be attached to the halter and not to the bridle.
    - 1) The halter may be over or under the bridle so long as it doesn't interfere with the use of the bit or the reins
  - c. PROHIBITED Tack and Equipment (applies to warm-up area as well as competition)
    - 1) Earplugs of any kind
    - 2) Martingales of any kind (except in prix caprilli)
    - 3) Bearing, side or running reins
    - 4) Seat covers – if an athlete needs it must be declared on the Rider Profile and approved
    - 5) Boots, bandages or blinders
    - 6) Nose covers
    - 7) Bit guards
  - d. Riders may use adaptive equipment without penalty but they may in no way be attached to the horse or saddle. Adaptive equipment must be declared on the Rider Profile
  - e. Bridles must be appropriate to the class entered and meet the rule requirements
    - 1) In International, National and Chapter competition it is mandatory to have the bits dropped and inspected on all horses. Riders must be dismounted for this inspection.
- 2. Dressage and Prix Caprilli
  - a. An English saddle with stirrups is compulsory at all levels
  - b. A snaffle bit is required
  - c. A regular cavesson, a dropped, crossed or a flash nose band is mandatory
  - d. All bits must be smooth and solid. All parts of a bit coming into the horse's mouth (i.e. mouthpiece) must be made of 2 or more metals or material. Only the following bits are allowed for all test levels:



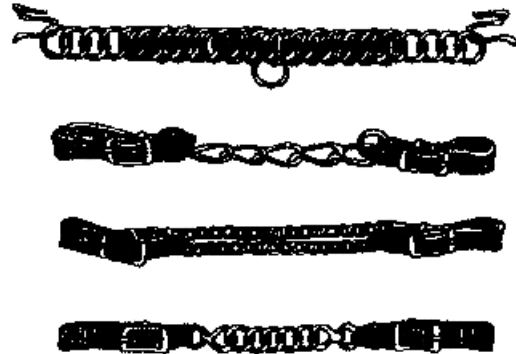
- 1) Ordinary snaffle with single-jointed mouthpiece
  - 2) Ordinary snaffle with double-jointed mouthpiece
  - 3) Racing (D-type) snaffle
  - 4) Snaffle
    - a) with cheeks, with or without keepers
    - b) without cheeks (egg-butt)
  - 5) Snaffle with upper or lower cheeks only
  - 6) Unjointed snaffle (Mullen-mouth)
  - 7) Snaffle with cheeks (Hanging or drop cheek, Baucher)
    - This may be a D-ring or other ordinary snaffle as pictured in # 1-6
  - 8) Dr. Bristol
  - 9) Fulmer snaffle
  - 10) French snaffle
- \*\* Note\*\* Any of the above may be covered with rubber or leather. Bits with a mouthpiece made of synthetic material are permitted, provided the contours of the bit conform to the contours of one of the bits pictured.

- e. Martingales are permitted in Prix Caprilli only
- f. Optional Equipment
  - 1) One whip no longer than 1 meter (3'3 1/2") including the lash may be carried in the Dressage and Prix Caprilli classes
- 3. English Equitation and English Trails
  - a. English style saddle of any type is required
  - b. Regulation snaffles and pelhams, with cavesson are recommended
    - 1) A judge at his/her own discretion can penalize a horse with non-conventional types of bits or nosebands
    - 2) Boots and conservative colored bandages are permitted in Trails classes only
    - 3) Martingales are prohibited
    - 4) Spurs, crops or bats are optional
- 4. Stock Seat Equitation, Western Riding, and Western Working Trails
  - a. Saddles
    - 1) The saddle must fit the rider. It may be slick or swelled fork and have a high or low cantle. Nothing that would prevent the stirrups from hanging freely shall be added to or deleted from a standard Western saddle.
  - b. Bits and Bridles
    - 1) A standard Western bit is defined as having a shank with a maximum length overall of 21cm. (8 1/2"). The mouthpiece will consist of a metal bar 75 mm. (3/8") to 3cm. (3/4") in diameter, varying from the straight bar to a jointed mouthpiece. Nothing may extend below the horizontal plane of the mouthpiece other than a roller attached to the center of the bit. Swivel ports and flat polo mouthpieces are permitted. Reins must be attached to each shank.
    - 2) A leather chin strap or curbed chain may be used but must be at least 1cm (1/2") in width and lie flat against the jaws of the horse

**From the Upper most part of the Headstall Slot to the Rein Ring**



**Some Acceptable Curb Chains**



- c. Optional Equipment
  - 1) Carrying a lariat or reata is optional in Stock Seat Equitation and Working Trail classes. When carried they must be attached to the fork of the saddle.
  - 2) Silver equipment may be used but should not be given preference over good working equipment
  - 3) Shin, bell and skid boots are permitted only where stock horse routine is required
- d. Prohibited Equipment
  - 1) Hackamores
  - 2) Tie-downs
  - 3) Running Martingales

- 4) Draw reins
  - 5) Bosals
  - 6) Cavesson-type nosebands
  - 7) Wire/metal/rawhide devices as part of the chin-strap
  - 8) Shoes other than standard horse shoes
5. Showmanship
    - a. Athletes showing horses under Western Tack Style may use a halter and lead shank made of leather or nylon.
    - b. Athletes showing horses under English Tack Style may use a suitable English bridle or halter of either leather or nylon. (see English Equitation rules for acceptable bridles)
  6. Gymkhana Events
    - a. Saddles as required in Equitation classes
    - b. Bridles as required in Equitation classes
    - c. Optional Equipment
      - 1) Shin, bell and skid boots
      - 2) Spurs, crops
    - d. Prohibited Equipment
      - 1) Lariat or reata
      - 2) Hackamores
      - 3) Tie-downs
      - 4) Running martingales
      - 5) Draw reins
      - 6) Bosals
      - 7) Cavesson-type nosebands
      - 8) Wire, metal or rawhide device as part of leather chin strap
      - 9) Shoes other than standard horse shoes
  8. Drill Teams of 2 and 4
    - a. Required apparel for safety must be adhered to.
    - b. Either tack style may be used. All rules for bridles and saddles must be followed as in the equitation classes.

#### SECTION E – RULES OF COMPETITION

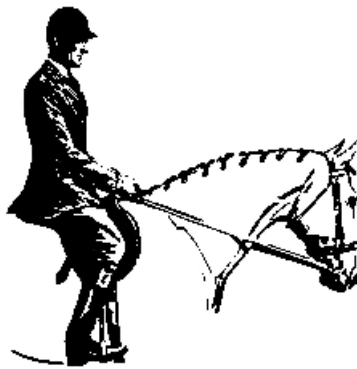
1. General Rules
  - a. All riders must have had at least 10 riding training sessions within the six months prior to competition
  - b. No post entries will be allowed
  - c. No dogs will be permitted on the show grounds, except seeing eye dogs or assistance dogs
  - d. There will be a safety inspection of tack and equipment before riders mount
  - e. If riders provide their own horses, the event director may require proof of a negative Coggins test
  - f. During World Games, all athletes will compete on horses provided by the organizing committee
  - g. If riders do not bring their own horses, adequate time must be set aside to determine suitability of the rider to the horse
  - h. Spotters, appointed by the event director, will remain in the ring at strategic places to act in case of emergency for unassisted riders
  - i. The official veterinarian's decision, if called by the judge, as to the serviceable soundness of a horse will be final for the purpose of awarding medals and ribbons in the class for which he/she has been called. Otherwise, the judge(s) and the equine director will make the final decision regarding a horse's ability to compete.
  - j. Where applicable, class commands shall be publicly announced first in English, second in French, third in Spanish, and signed for the hearing impaired. Cue cards may also be used for hearing impaired athletes. In order for the cues to be universal they should be designated as follows: 1=WALK, 2= SIT TROT/JOG, 3=POST TROT, 4=CANTER/LOPE, 0=REVERSE, universal stop sign ( )=HALT.
  - k. In the case of a grievance, the event director will consult the judge(s), competition steward and/or the Equestrian Sports Rules Committee. Their decision will be final.

- l. Unsoundness does not penalize a competitor unless it is sufficiently severe to impair the required performance. In such cases the imposition of a penalty is at the judge's discretion.
- m. An athlete with Down syndrome who has been diagnosed with Atlanto-axial instability may not participate in the sport of equestrian. For additional information and the procedure for waiver of this restriction, please refer to Article I, Section L, 7, f.
- n. Glossary Terms
 

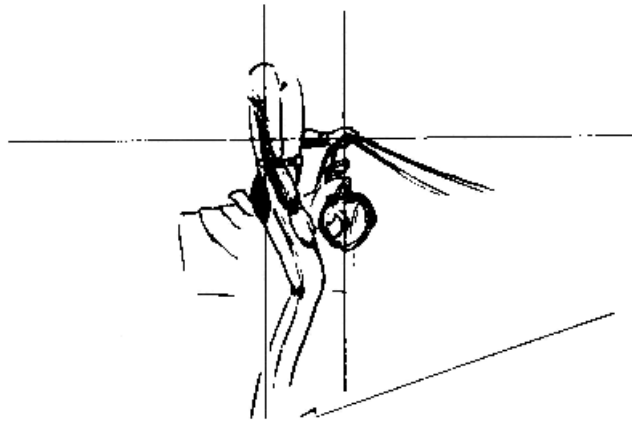
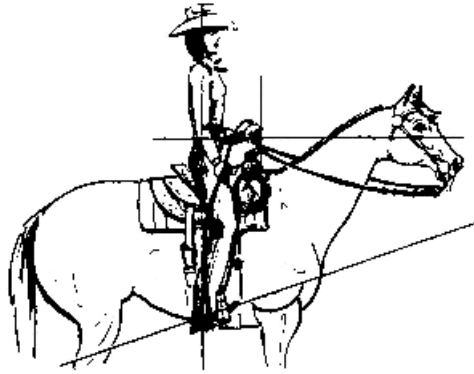
While many of the terms in this Glossary are often used in a general manner, they are specifically defined herein to offer precision to word usage when describing characteristics of the horse in motion.

  - 1) Bending the horse refers to lateral bending.
  - 2) Cadence is the clarity of the rhythm.
  - 3) Contact refers to the horse's stretching forward into the bit and accepting a taut rein as a means of communication with the rider.
  - 4) Diagonals– At left diagonal, rider should be sitting the saddle when left front leg is on the ground and 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 counter-clockwise at a trot, rider should be on right diagonal.
  - 5) Flexion in the horse refers to bending in the joints, specifically the poll and jaw.
  - 6) Freedom of Movement is the extent to which a horse can reach forward with its hip joints and shoulders by virtue of a lively impulsion and the suppleness of its joints free from the paralyzing effects of resistance.
  - 7) Impulsion is thrust. Impulsion in the horse is the elastic springing of the horse off the ground beginning in the haunches with a bending of the joints in the hindquarters and culminating in very energetic gaits. The tendency to go forward without rushing is seen in a supportive forward reaching action of the hind legs rather than a backward pushing motion. In order to show impulsion, the horse must be willing to go forward and must travel straight.
  - 8) Lengthening of Stride is a preliminary exercise to extension. It is characterized by the horse moving quietly and straight with the acceptance of the bit and showing a distinct increase in the length of the strides. Any or all of the characteristics of true extension may or may not be present.
  - 9) Lightness in the horse is exhibited by the ability to move with deftness and agility; a result of the suppleness, impulsion, balance and freedom of movement.
  - 10) On the Bit– a horse which is on the bit (on the aids) accepts a light contact of the rein with no resistance, is yielding in the jaw and poll to the rider's hand; moreover, the horse accepts the rider's aids to move forward into the rein. A horse which is on the bit moves with a supple back, shows no resistance in transitions and remains submissive to the rider. The position of the horse when on the bit depends on the conformation as well as the degree of training of the horse. Care should be taken to consider the action of the entire horse and not just the head when evaluating whether or not a horse is on the bit.
    - a) The head should remain in a steady position, as a rule slightly in front of the vertical with a supple poll as the highest point of the neck. No resistance should be offered to the rider.
  - 11) Position in the horse refers to the direction in which it looks. While flexed in the poll, the horse can be positioned to the left or the right. The rider sees the shadow of the horse's eye and nostril on the side to which it is positioned.
  - 12) Regularity refers to either the repeated rhythm in the horse's gaits as they are defined or the regularity of the tempo.
  - 13) Rhythm– the order of the footfalls. Simply the "beat" of the gait (Walk: 4-beat, Jog/Trot: 2-beat, Canter/Lope: 3-beat).
  - 14) Submission (obedience) is the horse's mental willingness and physical ability to follow the rider's will. The difference between resistance and disobedience can be explained in the following manner: a horse resists physically when responding to the rider's aids by showing a lack of suppleness in movements of transitions whereas disobedience involves willful escape.

- 15) Suppleness is the physical ability of the horse to shift the point of equilibrium smoothly forward and back as well as laterally without stiffness or resistance. Suppleness is manifested by the horse's fluid response to the rider's restraining and positioning aids of the rein and to the driving aids of the leg and seat. Suppleness is best judged in transitions.
  - 16) Tempo is the rate of repetition of the rhythm. It is not synonymous with speed. Speed is miles per hour which can be produced either by an increase in tempo or a lengthening of the strides.
  - 17) Halt– At the halt the horse should stand attentive, motionless and straight, with this weight evenly distributed over all four legs. This is recognized by the pairs of legs being abreast of each other.
  - 18) Reverse is a change of direction and should be done in the direction away from the rail.
    - a) On change of direction the horse should adjust body bend to a curvature of the line being followed, remain supple and following the indications of the rider without any resistance or change of pace, rhythm or speed.
    - b) The horse should maintain cadence and rhythm when changing direction.
      - i. Change of diagonal should be shown by the riders when at the rising trot.
      - ii. change of lead may be interrupted, simple or flying when a reverse is done at the canter/lope.
        - i) Interrupted is a change whereby the horse is brought to the halt then immediately asked to canter on the correct lead.
        - ii) Simple is a change whereby the horse is brought back into a walk or trot and restarted into canter on the opposite lead with no more than three walk or trot strides.
        - iii) Flying is a change whereby the horse changes in stride both hind and front simultaneously
  - 19) Transitions are changes of pace and speed. They should be quickly made yet must be smooth and not abrupt. The horse should remain light in hand, calm, and maintain a correct position.
- o. Judging the Classes
- 1) The following points (where appropriate) have equal consideration in judging all classes
    - a) Rider's balance
    - b) Rider's seat
    - c) Use of aids
    - d) Ability to follow directions
    - e) Ring etiquette and safety
    - f) Sportsmanlike conduct
    - g) Results as shown by the performance of the horse are not to be considered more important than the method used in obtaining them
  - 2) Rider's Position English Tack Style
    - a) Rider should have a workmanlike appearance, seat and hands light and supple, conveying the impression of control should any emergency arise
    - b) Basic position– The eyes should be up and the shoulders back. Upper body straight but not stiff or hollow backed. Toes should be at an angle best suited to rider's conformation. Ankles flexed in, heels down. Calf and leg should be in contact with horse and slightly behind girth. Stirrup should be on the ball of the foot and must not be tied to the girth.
    - c) The hands should be slightly apart over and in front of the horse's withers, with the knuckles thirty (30) degrees inside the vertical and making a straight line from the horse's mouth to the rider's elbow. Method of holding reins is optional and bight of reins may fall on either side. However, all reins must be picked up at the same time.
    - d) Position in Motion– At the walk, sitting trot, and canter, body should be a couple of degrees in front of or on the vertical; during the posting trot, inclined forward or on the vertical; galloping and jumping, same inclination should be present as the posting trot.



- 3) Rider Position Western Tack Style
- a) Riders will be judged on seat, hands, performance of horse, appointments of horse and rider and suitability of horse to rider.
  - b) Basic position– Body should appear comfortable, relaxed and flexible. The rider should sit in the center of the saddle with legs hanging to form a straight vertical line, from the ear, dropping down through the center of the shoulder and hip, touching the back of the heel. The stirrup should be just short enough to allow the heels to be lower than the toes with a slight bend in knee and toe directly under knee. Feet should be placed in the stirrup with the weight on the ball of the foot. Consideration 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 carried properly on the ball of the foot. Arms are held in a relaxed, easy manner, shoulders back and down and upper arm in a straight line with the body, the one holding reins bent at the elbow forming a straight line from elbow to horses mouth.
  - c) Hands– Only one hand is to be used for reining and hands shall not be changed. Hand to be around reins. Rein hand is to be above horn and as near to it as possible. Bracing against horn or coiled reata is penalized. When split reins are used and ends of rein fall on same side as reining hand, one finger between reins is permitted. No finger between reins is allowed when using romal, or when ends of split reins are held in hand not used for reining. The position of the hand not being used for reining is optional but it should be kept free of the horse and equipment and held in a relaxed manner straight with the rider’s body at all times. Rider can hold romal or end of split reins to keep from swinging and to adjust the position of the reins, provided it is held at least 41 cm (1’4 1/4”) from the reining hand.
  - d) Position in motion– Rider should sit to jog and not post. (Unless otherwise specified in division rules) At the lope, he should be close to the saddle. All movements of the horse should be governed by the use of imperceptible aids and the shifting of the rider’s weight is not desirable.



- 4) Unauthorized assistance from horse handlers and sidewalkers will result in penalties
  - a) Sidewalkers may not give verbal commands or extra physical prompting except in the case of an emergency
  - b) Special consideration will be given to riders with visual or auditory impairments or severe physical disability
  - c) Coaches may not act as horse handlers, sidewalkers or spotters for their own athletes any time while being judged
2. Dressage and Prix Caprilli
  - a. 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 a perfect understanding of his rider. The horse thus gives the impression of doing of his own accord what is required of him. Confident and attentive, he submits generously to the control of the rider.
  - b. At all work, even at the halt, effort should be made to have the horse 'on the bit'. As this is a result of consistent and continuous work between horse and rider, in competitions where the rider is not permitted to ride their own horse, reasonable contact will be sufficient. The coefficient value for Collective Marks regarding submission will be reduced, and the value for Rider's position and seat, correctness and effect of the aids will be increased.
  - c. The halt– At the halt, the neck should be raised, the poll high, and the head slightly in front of the vertical
    - 1) 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
  - d. The following walks are recognized:
    - 1) Working

- a) A regular and unconstrained walk in which the horse should walk energetically but calmly with even determined steps with distinctly marked four equally spaced beats the hind feet covering the print of the fore feet
    - b) The rider should maintain a light and steady contact with the horse's mouth
  - 2) Medium
    - a) A free, regular, unconstrained walk of moderate extension with even, determine steps, the hind feet touching the ground in front of the footprints of the fore feet
    - b) The rider maintains a light but steady contact with the mouth
  - 3) Free
    - a) The free walk is the pace of relaxation in which the horse is allowed complete freedom to lower and stretch out his head and neck
- e. The following trots are recognized:
  - 1) Working
    - a) This is a pace in which the horse moves in proper balance, 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 required. It only underlines the importance of an impulsion originated from activity of the hind quarters.
  - 2) Medium
    - a) The horse goes forward in a more "round" pace with free and moderately extended steps and an obvious impulsion from the hindquarters
    - b) The rider allows the horse remaining "on the bit" head carriage a little more in front of the vertical with a slight lowering of the head and neck at the same time
    - c) The steps should be as even as possible and the whole movement balanced and unconstrained.
- f. The following canters are recognized
  - 1) Working
    - a) This is a pace in which a horse moves in proper balance, 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 canter. It only underlines the importance of an impulsion originated from the activity of the hindquarters.
  - 2) Medium
    - a) The horse goes forward with free, balanced and moderately extended strides, and an obvious impulsion from the hindquarters
    - b) The rider allows the horse remaining "on the bit" head carriage a little more in front of the vertical with a slight lowering of the head and neck at the same time
- g. The Position and Aids of the Rider
  - 1) All the movements should be obtained without apparent effort of the rider
    - a) The athlete should be well balanced and the legs should be steady. The upper part of the body should be easy, free, and erect with the hands low and close together without, however, touching either each other or the horse. The thumb will be the highest point, the elbows and arms shall be close to the body enabling the rider to follow the movements of the horse smoothly and freely and to apply his aids imperceptibly.
    - b) Riding with both hands is obligatory. However, when leaving the arena at a walk on a long rein after having finished his/her performance the rider may, at his/her own discretion, ride with only one hand.
- h. Execution and Judging of Tests
  - 1) Calling Tests
    - a) All Special Olympics tests may be called/read
    - b) If tests are announced it is the responsibility of the coach to arrange for a person to call/read the test. At World Games, the coach may read the test in the athlete's native language.
    - c) Lateness and errors in announcing the ride will not relieve the rider from "error penalties"
    - d) Announcing the tests is limited to reading the movement as it is written once only

- i. Additional repeating of movements by caller will constitute unauthorized assistance
  - ii. Except for safety reasons, unauthorized assistance by anyone is prohibited and is cause for elimination
- 2) Salute
  - a) At the salute, riders must take the reins in one hand, let one arm drop loosely along the body, and then incline the head in a slight bow
- 3) Voice
  - a) 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 1/2 mark for the movement where this occurred
- 4) Errors
  - a) When an athlete makes an “error of the course” (e.g., takes the wrong turn, omits a movement, etc.), the judge(s) warns the athlete by sounding the bell or blowing the whistle. The judge(s) shows the athlete, if necessary, the point at which the test is to be taken up again and, the next movement to be executed. The judge(s) then leaves the athlete to continue by himself/herself.
  - b) In some cases when the athlete makes an “error of the course,” the sounding of the bell might unnecessarily impede the fluency of the performance. In these instances, it is up the judge(s) to decide whether to sound the bell or not.
  - c) In Special Olympic tests, every “error of the course,” whether the bell is sounded or not, must be penalized in the following manner:
    - i. The first time by 1 point
    - ii. The second time by 2 points
    - iii. The third time by 4 points
    - iv. The fourth time the athlete is eliminated although he/she may continue his/her performance to the end
  - d) When an athlete makes an “error of the test” (e.g., trots rising instead of sitting, does not take the reins in one hand at the salute, etc.), he/she must be penalized as for an “error of the course.” The same applies for a rider leaving the arena at the end of his/her performance in a way other than prescribed in the test.
  - e) If the judge has not noted an error, the athlete has the benefit of the doubt
  - f) The penalty points are deducted on each judges sheet from the total points earned by the athlete
- i. Judging a Test
  - 1) The mark for each movement should first establish the fact of whether the movement is performed either insufficiently (4 or below) or sufficiently (5 or above)
  - 2) Accuracy (moderate) should be a factor only if inaccuracy avoids the difficulty of the movement. A movement which must be carried out at the certain point of the arena should be performed at the moment when the competitor’s body is above the specified point.
  - 3) If a problem appears once, it may be treated lightly by the judge
  - 4) Grinding of the teeth and wringing of the tail are signs of tension 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 and General Impressions
  - 5) Horses which get their tongues over the bit or perform with an open mouth shall be marked down
  - 6) In the case of a fall of horse and/or rider, the athlete will not be eliminated. He/she will be penalized by the time and by the effect of the fall on the execution of the movement being performed and also in the Collective Marks and the general Impressions.
  - 7) If, during the test, the horse leaves the arena (all four feet outside the fence or line marking the arena perimeter), the rider is eliminated, although the performance may be continued to the end
  - 8) An athlete leaving the arena at the end of a ride in any way other than prescribed in the test will be penalized by an error
  - 9) Horses which enter the arena with the tongues tied down shall be eliminated

- 10) The judge may stop a test and/or allow an athlete to restart from the beginning or from any appropriate point in the test if some unusual circumstance has occurred to interrupt a test
- 11) A rider who does not enter the arena within 90 seconds after the entry bell is rung or the whistle blown for their ride shall be eliminated. No rider can be required to ride prior to their scheduled time without at least 1/2 hour's notice.
- 12) 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 from 0 to 10, with 0 being the lowest mark and is given to a movement that is "not executed," and means that practically nothing of the required movement has been performed, and 10 representing the highest mark.
  - a) The scale of marks is as follows:
 

10	Excellent	4	Insufficient
9	Very Good	3	Fairly Inadequate
8	Good	2	Inadequate
7	Fairly Good	1	Very Inadequate
6	Satisfactory	0	Not Executed
5	Sufficient		
- 13) The collective marks as well as certain difficult and/or frequently repeated movements can be given a co-efficient. Collective marks are awarded after the athlete has finished his/her performance in the following:
  - a) Paces
  - b) Impulsio
  - c) Submission
  - d) The rider's position, seat and use of the aids
- 14) After each performance and after each judge has given his Collective Marks (which must be done in due consideration), the judge's sheets pass into the hands of the scorers
  - a) The marks are multiplied by the corresponding coefficients where applicable and then totaled
  - b) Penalty points incurred for errors in the execution of the tests are then deducted on each judges sheet
  - c) The total score for the classification is obtained by adding the total points
    - i. With more than one judge, the sum total classifies
    - ii. If there are two or more judges, the points awarded by each judge will be published separately in addition to the total score
  - d) In all competitions the winner is the athlete having the highest total of points, the second winner is the one with the next highest total of points, and so on.
  - e) In case of equality of points, the athlete with the highest marks received under General Impressions shall be declared the winner
  - f) When the scores for General Impression tie, the judge may be required to decide on the winner after review of both score sheets, or may decide to maintain the tie

j. Prix-Caprilli

- 1) The test may be called/read to the athlete (see rules for calling tests under "Dressage")
- 2) The walk will be performed working and the trot will be performed rising unless otherwise stated
- 3) Scoring– each of the movements in the test is awarded 0 – 10 as in a regular dressage test
- 4) Penalties– Jumping
  - a) Knocking down obstacle 2 faults
  - b) First refusal/run out 3 faults
  - c) Second refusal/run out 3 faults
  - d) Third refusal/run out The athlete is eliminated although he/she may continue his/her performance to the end.
- 5) Errors of Course
  - a) First error 1 penalty point
  - b) Second error 2 penalty points
  - c) Third error 4 penalty points
  - d) Fourth error The athlete is eliminated although he/she may continue his/her performance to the end.
  - e) Use of voice 2 penalty points

- 6) On the judges sheet the marks allotted for each movement as in dressage, and penalty points are deducted from the total

### 3. Equitation

- a. General: Riders must maintain the same mount throughout all phases of a class. Any rider not having his mount under sufficient control will be excused from the rings and disqualified from that class.
  - 1) If the health and safety of the rider is in jeopardy while on a horse supplied by and borrowed from the venue management or any borrowed horse outside of the athlete's regular training program, the coach may request a change
  - 2) Attendants are not allowed in the ring except at the request of the judge(s) or when specified in the class requirements
  - 3) Outside assistance/railside coaching will be penalized at the judge's discretion. Electronic communication devices used for the purpose of coaching, etc., between riders and individuals outside the ring, shall be prohibited.
  - 4) In cases of broken equipment or loss of shoe, the rider may continue or be excused from the ring at the request of his/her coach
- b. Judging the Class
  - 1) Riders will be judged on seat, hands, ability to control and show the horse. Results as shown by performance of the horse are not to be considered more important than the method used by the rider.
  - 2) The following are the class specifications for judging equitation classes. Level A riders are expected to compete with no modifications to the NGB rules of each class entered.
- c. All Divisions – Class Routines and Expectations
  - 1) All riders will ride around the ring in both directions at all required gaits, in a group and/or individually at the command of the judge
  - 2) Riders will perform the gaits appropriate for their division
  - 3) All riders will be asked to back their horses
  - 4) All riders may be required to execute any appropriate tests as determined by the judges and the Event Director
- d. English Equitation Class Routine
  - 1) Competitors shall enter ring at a called for gait
  - 2) They must be worked both ways of the ring. They must always be on the correct diagonal if appropriate
  - 3) Entries then line up and back their horse on command
  - 4) Any or all riders may be required to execute any appropriate tests included in the class requirements. All tests used must be on the flat. Tests may be performed either collectively or individually, but no other tests may be used. Instructions must be publicly announced.
  - 5) Tests from which the judges may choose include in English Equitation
    - a) Halt (4 to 6 seconds)
    - b) Figure eight at trot, demonstrating change of diagonals
    - c) Figure eight at canter on correct lead, demonstrating simple change of lead; demonstrating simple, interrupted or flying change of lead
    - d) Work collectively at walk, trot or canter
    - e) Hand gallop to a halt (4 to 6 seconds)
    - f) Execute serpentine at a trot demonstrating change of diagonal
    - g) Change leads on a line demonstrating a simple, interrupted or flying change of lead
    - h) Perform circles at any gait appropriate for the division
    - i) Turn on forehand and/or haunches
    - j) Reverse direction at the halt, walk, trot and/or canter
- e. Stock Seat Equitation Class Routine
  - 1) Competitors shall enter ring at a walk or a jog and are judged at a flat-footed four beat walk, two beat jog and a three beat lope in accordance with the division specifications
  - 2) They must always be on the correct lead
  - 3) Entries then line up and back their horse on command
  - 4) Any or all riders may be required to execute any appropriate tests included in the class requirements. Tests may be performed either collectively or individually, but no other tests may be used. Instructions must be publicly announced.
  - 5) Tests from which the judges may choose for Stock seat Equitation
    - a) Large circle at walk, jog
    - b) Perform a halt

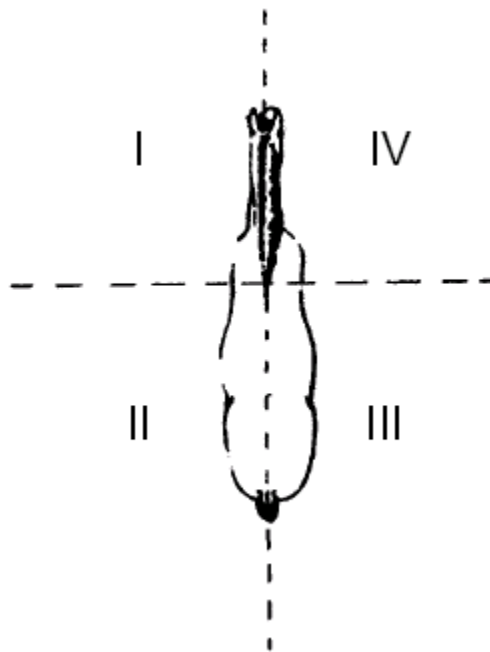
- c) Reverse direction from a halt or walk or jog or lope
- d) Lope stop
- e) Demonstrate a sliding stop
- f) Roll back OR haunch turns OR spins
- g) Figure 8 at a jog
- h) Figure 8 at a lope on correct lead demonstrating simple, interrupted or flying change of lead
- i) Change of leads down center of ring demonstrating at least 3 changes of lead
  - \*\* Judges are encouraged to call for at least two tests to be performed. Riders will not be asked to change horses.

#### 4. WESTERN RIDING

- a. General: This contest is neither a stunt nor a race, but should be performed with reasonable speed. It is a competition in the performance and characteristics of a good, sensible, well-mannered, free and easy moving horse. Horses will be judged on riding qualities of gaits, change of lead (interrupted, simple or flying)
  - 1) All Special Olympics tests may be called/read. (see the rules on calling tests under “Dressage”)
  - 2) The judge will select the pattern to be performed at the appropriate level. The judge is responsible for the pattern being correctly set
- b. Judging the class
  - 1) Riders will be evaluated on:
    - a) Ability to guide the horse through the designated course
    - b) Responsiveness
    - c) Willingness
    - d) General attitude
    - e) Only one hand on the reins
    - f) While horse is in motion, riders hands shall be clear of horse and saddle
    - g) Credit shall be given for the emphasis placed on smoothness, even cadence of gaits, and the horse’s ability to change leads precisely and easily rear and front at the center point between markers. The horse should cross the log without breaking gait or radically changing stride.
- c. Scoring will be on a basis of 0–100 with 70 denoting an average performance
  - 1) Scoring guidelines to be considered: points will be added or subtracted for the maneuvers on the following basis, ranging from plus 1.5 to minus 1.5: -1.5 extremely poor, -1 very poor, -.5 poor, 0 average, +.5 good, +1 very good, +1.5 excellent. Maneuver scores are to be determined independently of penalty points.
  - 2) A contestant shall be penalized each time the following occur:
    - a) Five points
      - i. Failure to change leads
      - ii. Kicking out
      - iii. Blatant disobedience.
    - b) Three Points
      - i. Not performing the specific gait (jog or lope) or stopping when called for in the pattern, within 3 meters (10’) of the designated area.
      - ii. Break of gait at the lope.
      - iii. Additional repeating of movements by caller or reader.
      - iv. Failure to change after one stride but changes before next designated change area.
      - v. Additional lead changes anywhere in the pattern.
      - vi. In pattern one, division A, failure to start the lope within 30 feet after crossing the log at the jog. Division B, failure to start jog within 20 feet after crossing the center line.
      - vii. Break of gait at the walk or jog for two or more strides.
    - c) One Point
      - i. Break of gait at walk or jog up to two strides
      - ii. Hitting or rolling log
      - iii. Failure to change leads for 1 stride
      - iv. Splitting the log (log between the front or two hind feet) at the lope
    - d) One-Half point
      - i. Tick or light touch of the log
      - ii. Hind legs skipping or coming together during lead change
      - iii. Failure to change leads from  $\frac{1}{2}$  to 1 stride

- e) Disqualified – 0 score
    - i. Illegal equipment
    - ii. Willful abuse
    - iii. Off course
    - iv. Knocking over markers
    - v. Completely missing log
    - vi. Major refusal – stop and back 2 strides or 4 steps with front legs
    - vii. Major disobedience – rearing, schooling
    - viii. Fall to ground by horse or rider
    - ix. Except for safety, unauthorized assistance
  - f) Credits
    - i. Changes of leads, hind and front simultaneously
    - ii. Changes at designated point
    - iii. Accurate and smooth pattern
    - iv. Even pace throughout
    - v. Easy to guide and control with rein and leg
    - vi. Manners and disposition
  - g) The following characteristics are considered faults and should be judged accordingly in maneuver scores:
    - i. Opening mouth excessively;
    - ii. Anticipating signals or early lead changes;
    - iii. Stumbling.
5. Working Trail
- a. General: Management is encouraged to design courses that can be negotiated in 90 seconds.
    - 1) The course is to be designed to require each horse to show all gaits appropriate to division level as a part of its work and will be scored as a maneuver.
    - 2) Course designers should keep in mind that all courses and obstacles are to be constructed with safety in mind so as to eliminate any accidents. Enough space must be provided for the horse to jog/trot at least 10 meters (30') and lope/canter at least 15 meters (50') for the judge to evaluate these gaits in the appropriate divisions.
    - 3) Outdoor facilities may and are encouraged to include natural obstacles (i.e. trees, creeks, brush, hills, ditches) as long as they may be maneuvered safely and designed within easy access of the judge.
    - 4) Judges must walk the course and has the right/duty to alter the course in any manner or remove/change any obstacle deemed unsafe or non-negotiable
    - 5) Safety of the gaits between obstacles shall be at the discretion of the judge
    - 6) The winner will be the rider incurring the fewest penalty points who also executes the course in the most competent manner
  - b. Entry will be evaluated on:
    - 1) Responsiveness
    - 2) Willingness
    - 3) General attitude
    - 4) Rider's ability to guide the horse through a designated obstacle course
    - 5) While the horse is in motion, the rider's hands shall be clear of the horse to avoid cueing
    - 6) Western riders may use only one hand on the reins except that it is permissible to change hands when working an obstacle
  - c. Judges are encouraged to advance on to the next obstacle any horse taking excessive time at an obstacle
  - d. Horses to be penalized for any unnecessary delay when approaching an obstacle
  - e. Off course is defined as:
    - 1) Taking an obstacle in the wrong direction or from the wrong side;
    - 2) Taking an obstacle in a manner other than described in the pattern;
    - 3) Skipping an obstacle unless directed by the judge;
    - 4) Negotiating obstacles in the wrong sequence;
    - 5) Failure of rider to attempt obstacle per judge's instructions;

- 6) The above constitutes no score for that obstacle, but not necessarily elimination from the class. Those riders having the above errors place below all other entries following the prescribed courses.
- f. Required Obstacles (Obstacles are listed in section G – Facilities and Elements)
- 1) Riders in Divisions A and A-P
    - a) The course will include three elements from the mandatory list and at least three from the optional list.
    - b) The course will be a minimum of six elements and a maximum of 10.
  - 2) Riders from Divisions C-I, B-I and IP
    - a) The course will include three elements from the mandatory obstacles.
    - b) The course will be a minimum of five elements and a maximum of seven.
      - i. If a gate is used in this division, the rider will be asked to open the gate only and pass through but not close it.
  - 3) Riders from Divisions C-S, B-S and SP
    - a) The course will include two elements from the mandatory obstacles
    - b) The course should be a minimum of four elements and a maximum of six.
      - i. If a gate is used in this division, for the safety of the sidewalkers, the rider will be asked to pass through an open gate only, not open/close the gate.
6. Showmanship at Halter and Bridle classes
- a. General: The emphasis should be on the athlete's ability to handle and show the horse with safety as the major consideration. The horse is merely a prop to show the ability of the showman.
    - 1) The Quarter method will be used. The following suggested guidelines of movement are meant to serve as an illustration of movement around the horse while showing in showmanship and are for the exhibitor's/coach's information. Imaginary lines bisect the horse into four equal parts as seen in the figure. (Note: the quadrants will be numbered I, II, III, IV for ease of identification.) One line runs across the horse just behind the withers. The other imaginary line runs from head to tail. When the judge is in I, the handler should be in IV. As the judge moves to II, handler should move to I. When the judge moves to III, the handler moves to IV. As the judge moves up the horse to IV, the handler returns once more to I. This method is based on safety as the handler can keep the horse's hind quarter from swinging toward the judge should the horse become fractious.
  - b. Show management must post individual test patterns a minimum of one hour before the class is to be held



- c. Class routine
  - 1) Enter the arena leading the animal at an alert walk in a counter clockwise direction (unless otherwise directed by the judge). The horse should lead readily at a walk or trot.

- 2) After the class has been lined up, the judge will call on each exhibitor to move his horse individually. When moving the horse, be sure the judge gets a clear, unobstructed view of the horses action.

d. Judging

- 1) Appearance of Horse Totals total = 20 points
- a) Condition and thriftiness 5 points
  - b) Grooming 5 points
    - i. Clean, well-brushed hair coat (dust and stains are objectionable)
    - ii. Areas which must be clean are around the eyes, ears, muzzle, nostrils, between the legs, and around the tail
    - iii. Mane, tail, foretop and wither tufts are to be free of tangles and clean. It is prohibited to use any ornaments on the aforementioned. Manes, foretops, and wither tufts may be English braided or may be Western braided if the exhibitor so desires.
    - iv. Hoofs should be trimmed properly and be clean. If shod, shoes must fit properly and clinches should be neat.
  - c) Trimming 5 points
    - i. Manes may be roached, but foretop and tuft over withers must be left
    - ii. Inside of ears may be clipped
    - iii. Long hair on jaw, legs, and pasterns should be clipped
  - d) Tack 5 points
    - i. Tack should be neat, clean, and in good repair
    - ii. Horses shown Western must be in halter of leather or nylon
    - iii. Horses shown English may be in either bridle or halter of leather or nylon
- 2) Appearance of Exhibitor Total=10 points
- a) Clothes and person – neat and clean
  - b) Appropriate Western tack-style clothes
  - c) Appropriate English tack-style clothes, jackets are optional
- 3) Showing Horse in Ring Total=60 points
- a) Leading 40 points
    - i. The athlete should lead from the left side of the horse with the lead shank/reins held with the right hand about 20-30 cm (8-12”) from the halter/bit and shall not be on the chain portion of the shank. Athletes may be penalized for this at the judge’s discretion. Smaller athletes may need a longer hold.
    - ii. The athlete should stay in position by the left side of the horse’s head, “eye to eye” with the horse
    - iii. Excess lead shank/rein should be held safely and neatly in the left hand. A tightly coiled/rolled lead shank or reins wrapped around the athlete’s left hand will be cause for points to be deducted from the athlete’s score.
    - iv. A loose, flapping lead shank or rein will be considered a fault
    - v. Emphasis should be placed upon the light control of the horse with a minimum of pressure on the lead shank/reins, to allow the horse to hold its head naturally. The horse should move out and continue readily, freely, and quietly at the walk, jog/trot, with a minimum of urging by the athlete.
    - vi. It is permissible for the athlete to pass between the judge and the horse as the judge moves around the animal, but the athlete should avoid blocking the judge’s view beyond the movement required to step between the horse and judge. The athlete should step quickly and quietly to the zone where both horse and judge can be observed.
    - vii. It is to be remembered that the athlete is also being judged on safety. The athlete shall not crowd the athlete next to him/her when positioned in a side by side line-up or in front of him/her when lined up head to tail.
    - viii. If the judge or ringmaster requests a change in position, the athlete should first look around to see that the nearby athletes have their horses under control, then move out promptly as indicated
  - b) Posing 20 points
    - i. When posing your horse, stand toward the front facing the horse but not directly in front of the horse and always in a position where you can keep your eye on the judge
    - ii. Pose the horse with his feet squarely under him. Do the showing with the lead shank/reins. Never kick a horses leg into position
    - iii. When a judge is observing other horses, let your horse stand if posed reasonably well
    - iv. Be natural; over showing, undue fussing, and maneuvering are objectionable

- 4) Poise Alertness and Merits 20 points
  - a) Athlete's awareness of position of judge at all times
  - b) Athlete shows animal at all times and is not distracted by persons and things outside of the ring. He/she shows the entire time until the class has been placed and excused from the ring.
  - c) Athlete remains attentive for any instructions from the judge or ringmaster and cooperates readily with them
  - d) Athlete is businesslike yet friendly, courteous, and maintains sportsmanlike conduct towards officials and other athletes

#### 7. Gymkhana Events

- a. General: all are timed events and the winner will be the competitor with the fastest time
  - 1) Riders shall be required to start the course inside an enclosed ring and may not start until after all gates are closed and secured. Gates may not be opened until the rider has completed the course and returned to a walk or halt.
  - 2) Each athlete will begin from a running start, and time shall begin and as the horse's nose crosses the line
  - 3) Time will be complete when the horse's nose crosses the finish line
  - 4) 5 Second penalty will be added to the time for each of the following:
    - a) Knocking over a pole or barrel. An athlete may touch a pole or barrel with his/her hand.
    - b) For each three strides over the allowed gait for that division
  - 5) A disqualification will be assessed for the following:
    - a) Failure to follow the course
    - b) Failure to cross the start and finish line between the markers
    - c) If the helmet chin strap is not properly fastened on the athlete's head for the entire time the rider is in the arena
    - d) Recrossing the start/finish line after completing the course
    - e) The judge, at his/her discretion, may disqualify an athlete for excessive use of a bat, crop, whip or rope
  - 6) In the event of a tie, there will be a run off using the same course. The competitor declared the winner in the runoff must re-run the pattern within five seconds of his original time or the run-off must be held again.
- b. Pole Bending (Pattern in section G)
  - 1) Judging – At a signal from the starter, the athlete will;
    - a) Run down the right side of the poles to the last pole in the line
    - b) Turn the last pole to the left
    - c) Weave the poles passing them alternately right to left until reaching the first pole
    - d) Turn the first pole to the right
    - e) Then weave the poles alternately left then right until reaching the last pole
    - f) Turn the last pole to the left and run straight down the line of poles and cross the finish line
  - 2) A horse may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly
- c. Barrel Racing (Pattern in section G)
  - 1) Judging – At a signal from the starter, the athlete will;
    - a) The athlete will run barrel number 1, pass to the left of it and complete an approximately 360 degree turn around it
    - b) Then the rider will go to barrel number 2, pass to the right of it, and complete a slightly more than 360 degree turn around it
    - c) The rider will then go to barrel number 3, pass to the right of it, and do another approximately 360 degree turn around it
    - d) The rider will then sprint to the finish line, passing between barrels number 1 and 2
  - 2) The barrel course may also be run to the left. For example, the competitor would start at barrel number 2 turning to the left of this barrel. He/she would then proceed to barrel number 1 and turning to the right, continue to barrel number 3, turning again to the right, and completing the event with a final sprint to the finish line.
- d. Figure 8 Stake Race
  - 1) Judging – At a signal from the starter, the athlete will;
    - a) start by crossing the center line between the upright markers, run to the second pole
    - b) turn around the second pole to the right
    - c) run to the first pole

- d) turn the first pole to the left (Hence the figure 8)
- e) complete the course by running back across the start/finish line
- 2) The course may also be run by turning the second pole to the left first and first pole to the right
- 3) The contestant may start at either end
- 4) Disqualifications
  - a) Failure of athlete to cross over start/finish line between the markers before turning the second pole and crossing back over the start/finish line after turning the second pole and going to the first pole
  - b) Knocking over a marker indicating the start/finish line
- e. Team Relays
  - 1) Walk-only, trot only, and canter/lope divisions will be offered
  - 2) Teams in a division must be equal in number with either 2, 3, or 4 riders
  - 3) Two teams may compete at the same time (if it can be done safely)
  - 4) The clock is started when the nose of the first mount crosses the starting line
  - 5) The clock is stopped when the nose of each team's last mount crosses the finish line
  - 6) If horse handlers are being used, they must walk behind the horse's nose. If a horse handler passes the horse's nose at any time that rider must make a circle at a walk before continuing.
  - 7) Riders entering without a team may draw for partners
- 8. Drill Teams of Two and Four
  - a. Judging the drill team – 200 possible points
    - 1) Team Horses and Riders = 35 total
      - a) Costuming = 5
      - b) Uniformity = 10
      - c) Appearance = 10
      - d) Attitude = 10
    - 2) Performance = 130 total
      - a) Overall effect = 80
      - b) Speed = 10
      - c) Timing = 10
      - d) Spacing = 10
      - e) Precision = 10
      - f) Positioning = 10
    - 3) Effect = 35 total
      - a) Suitability of Movements = 20
      - b) Special Effect: Music/Props, etc = 15
  - b. Drill team may be made up of different divisions of riders however the riders must stay within the qualifications of their division within the drill's execution
    - 1) For example, C division rider must not be allowed or asked to trot/jog. Nor may a B division rider be asked to canter/lope. A division riders do not necessarily have to canter/lope.
  - c. A reader may call the directions for the drill but is bound by the same rules as those for Dressage and Western Riding
  - d. A theme may be portrayed by music and costuming
    - 1) Care should be taken in designing costumes to enable the athletes to see and move clearly
    - 2) Safety is of most importance and no athlete should be attached to the saddle or horse
    - 3) Costuming the horse should allow for freedom of movement and sight. Hanging or flapping costumes should be avoided
      - a) Horses need to practice with the costumes and it would be wise to ride through the whole routine with costumes to allow horses to see costumes from all sides
- 9. Unified Sports Events
  - a. Unified Sports Team Relays (2 or 4 riders)
    - 1) During competition, the team shall contain 1 Athlete and 1 Partner at all times (two Athletes and two Partners for a four person team). Failure to adhere to the required ration results in a forfeit.
    - 2) Walk-only and trot-only divisions will be offered
    - 3) The clock is started when the nose of the first mount crosses the starting line
    - 4) The clock is stopped when the nose of each team's last mount crosses the finish line
  - b. Unified Sports Drill Teams (2 or 4 members)

- 1) During competition, the team shall contain 1 Athlete and 1 Partner at all times (two athletes and two Partners for a four person team)

Failure to adhere to the required ratio results in a forfeit

## SECTION F – REQUIRED TESTS AND PATTERNS

### 1. Dressage Tests

The following are tests and patterns that are used for Special Olympics events. One may order the Dressage Judges Sheets, with the coefficients indicated, from the United States Dressage Federation.

Note – In order for the Introductory Level Tests to be used by all Division B riders, Working Trot Rising was omitted from sections # 1,3,6 and 7. The Working Trot can be sitting, rising or any combination as indicated at the bottom of the test.

### 2. Western Riding Patterns

#### a. Division A Test #1

Start Enter, proceed at a walk

H Jog

K Jog over log and immediately Lope

M Turn left across arena

F Weave the stakes changing lead after each stake

A Lope across the arena

H Bend H and across arena changing lead at center line

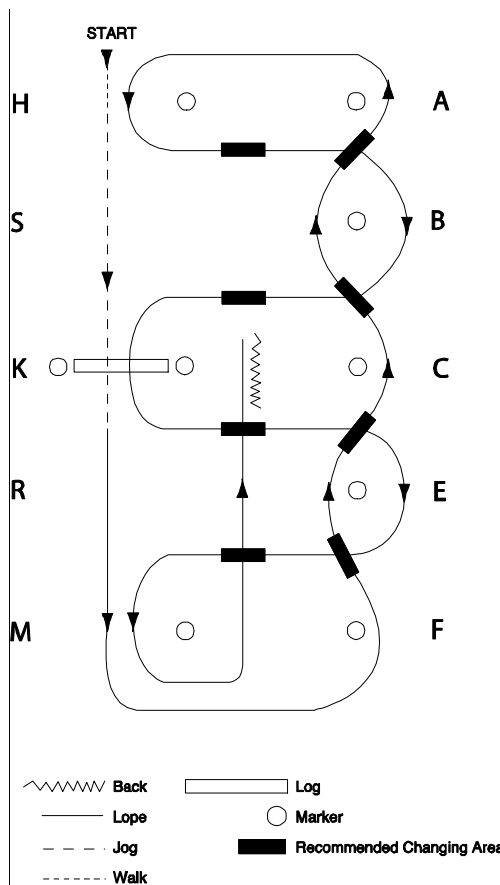
B Bend B and across arena changing lead at center line

K Lope over log and across arena changing lead at center line

E Bend E and cross arena changing lead at center line

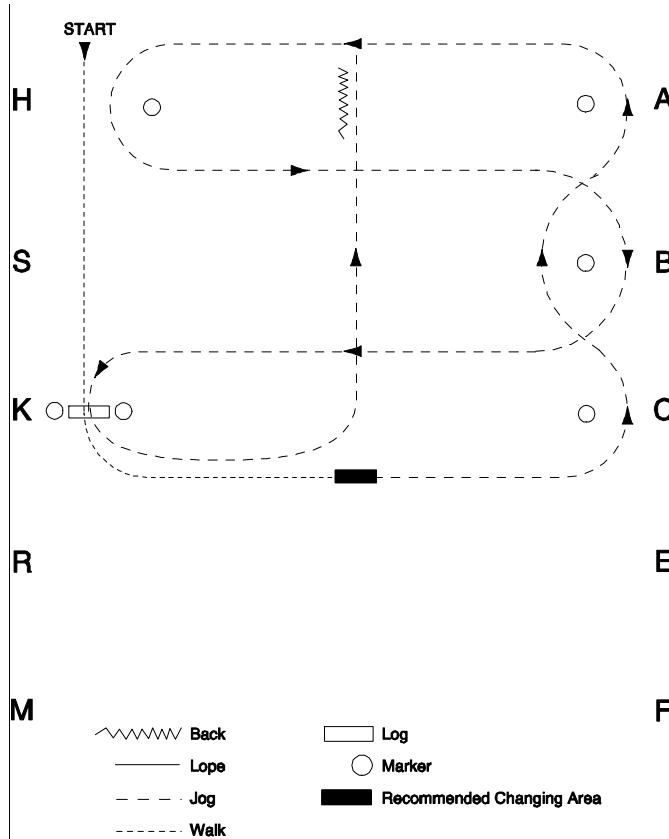
M Bend M and then turndown center line....Between...

C&K On center line Halt and Back. Proceed to judge for dismissal.



b. Division B Test #1

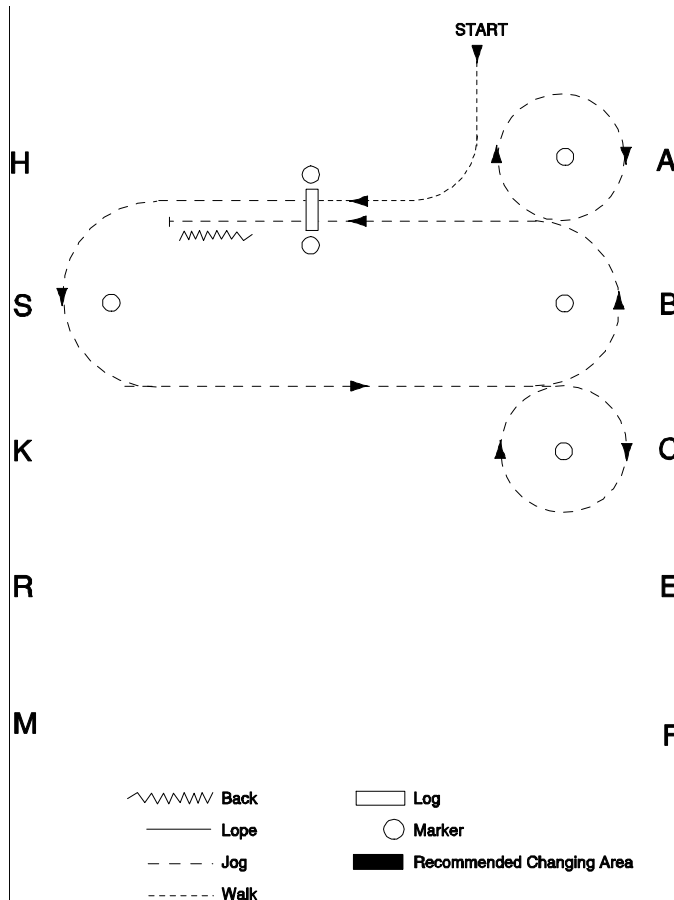
- Start Enter, proceed at walk  
 H Walk  
 K Walk over log and turn left across arena. Jog at center line  
 C Bend and then jog weave to A  
 A Cross arena at a jog  
 H Bend H and cross arena at a jog  
 B Bend B and cross arena at a jog  
 K Bend K crossing over log and turn down center line between  
 A&H Halt and back. Proceed to judge for dismissal





d. Division B Test #2

- A Walk – Bend A Cross log and immediately jog
- S Bend S and jog across arena
- C Circle right around C then weave to A
- A Circle right around A
- A Cross arena jogging over log between
- H&S Halt and back. Proceed to judge for dismissal



SECTION G – FACILITIES AND ELEMENTS

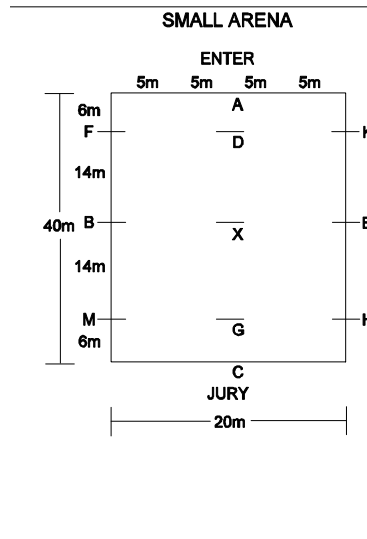
1. General Requirements for All Events

- a. a sound system
- b. a portable fencing system for crowd control and designating other restricted areas
- c. a designated spectator area is required and shall be located well away from the in and out gates of the arena/ring
- d. during competition an exercise/warm up area should be provided far enough from the competition ring so as not to interfere with the athletes who are being judged
- e. Arenas with sturdy fencing and solid gates, good drainage, and suitable level footing with the following minimum dimensions are required:
  - 1) Gymkhana Events, Dressage, Western Riding, Prix Caprilli and Drill Teams – 50 meters by 30 meters
  - 2) Working Trails, Showmanship, Equitation – 30 meters by 25 meters
  - 3) Warm up arenas – 40 meters by 20 meters, or any combination that equals 110 feet of overall rail space with no less than 20 meters in length for the short wall.

2. Dressage

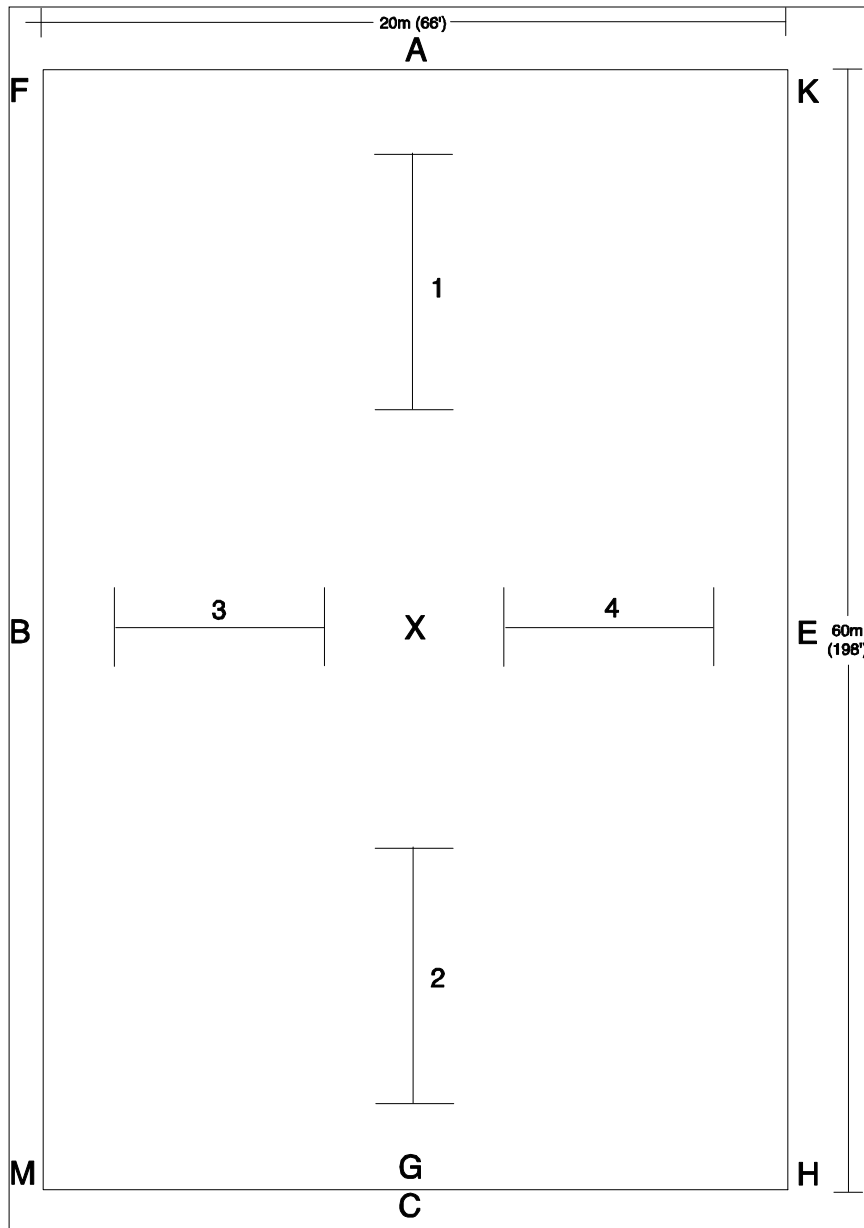
- a. The arena should be on as level ground as possible and should measure 40 meters by 20 meters
- b. These measurements are for the interior of the enclosure

- c. The enclosure itself should consist of a low fence about .30 meters high (12"). The part of the fence at letter A should be easy to remove to let the competitors in and out of the arena in a suitable way. Letter A should be placed at least 5 meters away from the arena.
- d. The letters outside the enclosure should be about .50 meters from the fence and clearly marked. So the judges can note the exact point on the track opposite each letter, there is either a red stake inside and against the fence or a red line painted on it.
- e. The center line, throughout its length and the three points D, X and G should be as clearly marked as possible. On a grass arena the center line should be mowed shorter than the other parts of the arena. On a sand arena the center line should be rolled or raked.
- f. It is permissible to decorate the arena with flowers and greenery as long as they are not distracting to the horses
- g. Location of the Judges
  - 1) Ideally there should be two judges – one at the letter C and other at either B or E
  - 2) If there is only one judge he/she should be placed 5 meters from the end of the arena at C
  - 3) A separate enclosure should be provided for each judge and it should be raised at least .50 meters above the ground to give them a good view of the ring



### 3. Prix Caprilli

- a. The arena should be set up the same as for Dressage with the following modifications:
  - 1) Arena should measure 20m x 60m
  - 2) The Arena Jump Fences
    - a) Fences 1 and 2 to be placed on the line AXC with their centers exactly 10.97m (36') from X
    - b) The height of fences 1 and 2 will be set at 18"
    - c) Fences 3 and 4 should be placed on line BXE 2.5m (8') from arena fence
    - d) The height of fence 3 will be set at 24"
    - e) Fence 4 will be an oxer set at 24" height and no more than 24" spread
    - f) Top elements of all fences must rest in jump cups mounted on jump standards
    - g) Fences will be painted white or a natural color and may be tastefully decorated with flowers, shrubs etc.
    - h) Minimum width of jumps is 10 feet. Maximum width of jumps is 12 feet



#### 4. Western Riding

##### a. The arena measurements are:

- 1) The markers must be a minimum of 9.14m (30') and a maximum of 15.24m (50') apart on the sides with 5 markers
  - a) In all patterns, markers must be in line with appropriate markers on the opposite side
  - b) Markers should be a minimum of 4.7m (15') from the wall
  - c) The pattern width should be a minimum of 15.24m (50') and a maximum of 24.38m (80') as the arena permits

- 2) A solid log or pole, a minimum of 2.44m (8') in length should be used

#### 5. Working Trails

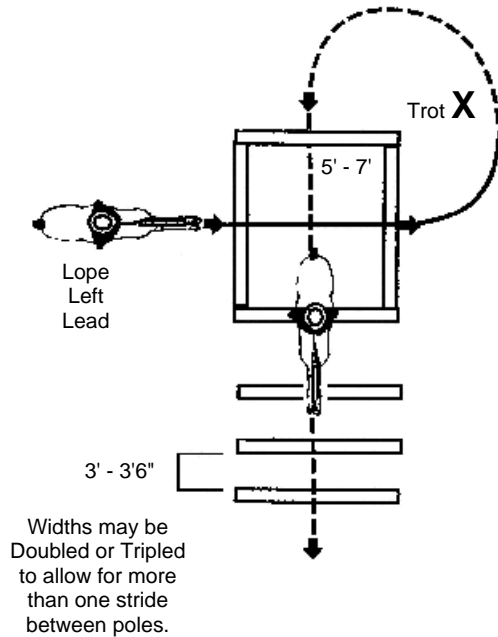
##### a. The course is to be designed to require each horse to show all gaits appropriate to division level as a part of its work. Enough space must be provided for the horse to jump/trot ten meters (30') and lope/canter at least 15 meters (50') for judge to evaluate gaits.

- 1) Course designers should keep in mind that all courses and obstacles are to be constructed with safety in mind
- 2) Courses should be such that they can be safely negotiated in 90 seconds

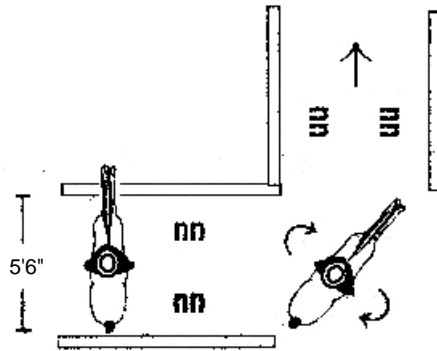
- 3) Outdoor facilities may and are encouraged to include trees, brush, hills etc. as long as they can be safely maneuvered and designed with an easy access/view of judge
  - 4) Judges must walk the course and have the right to alter any part that they deem unsafe and/or unsuitable
  - 5) Safety of the gaits between obstacles shall be at the discretion of the judges
- b. Working Trail Elements
- 1) Unacceptable Obstacles
    - a) tires
    - b) animals (alive or dead)
    - c) hides
    - d) remounting after dismounting
    - e) jumps
    - f) rocking, floating or moving bridges
    - g) flames, dry ice, fire extinguishers etc.
    - h) logs or poles elevated in a manner that causes them to roll
  - 2) Mandatory Obstacles
    - a) Passing through a gate. The gate should be approximately 1.53m (5') high and have a latch at that height.
    - b) Ride over at least 4 logs or poles
      - Poles can be in a straight, curved or zig-zag line
      - Space between logs is to be measured on the path the horse is to take
      - i. Walk overs (not elevated) – space should be a minimum 40–50cm (15–20") apart
      - ii. Walk overs (elevated) – space should be a minimum 56cm (22") apart and may be elevated a maximum 30cm (12") measured from the ground to the top of the element
      - iii. Trot/jog overs – minimum of 90-107cm (3'–3'6") spacing
      - iv. Canter/lope overs – minimum of 2m (6–7') spacing
      - v. Trot/jog overs and canter/lope overs may not be elevated
    - c) Backing obstacles
      - i. Back through obstacles should be spaced a minimum of 70cm (28") apart or, if elevated, a minimum 75cm (30") apart
      - ii. Obstacle poles may be elevated no more 60cm (24") and must be set in a standard jump cup or similar type cup
      - iii. Obstacles may include the following:
        - i) walk in, back out of straight chute (recommended for beginning athletes)
        - ii) back through and around at least 3 markers
        - iii) back through L, V, U, straight or similar shaped courses
  - 3) Optional Obstacles
    - a) Water hazard: natural ponds, ditches or man-made – \*no metal or slick bottomed boxes will be used
    - b) Serpentine obstacles at a walk, trot/jog or canter/lope
      - i. Obstacles may include:
        - i) Orange safety cones
        - ii) Stakes 2m (6'6") high, made of plastic, wood or other suitable, safe materials that are set in a base constructed so as not to interfere with the horse's path
        - iii) barrels or quarter drums
        - iv) plants in safe tubs or planters
        - v) natural obstacles such as trees and bushes that are trimmed high enough so as not to be a safety hazard for the athletes
        - vi) Spacing should be a minimum of:
          - 1.83m (6') for the walk or the jog/trot. (Note: when designing a course for assisted riders designers must remember to figure in space for the sidewalkers)
          - 10m (32'10") for the lope/canter
    - c) Carry object from one part of the arena to the other
    - d) Ride over a wooden bridge
      - i. Bridge must be sturdy
      - ii. Bridge must be a minimum of 1m (36") wide and a minimum of 1.83m (6') long

- iii. Suggested bridge is 1.22m (4') by 2.44m (8') wide piece of 2cm (3/4") plywood laid directly on the ground
- e) Put on and remove slicker, coat, vest etc.
- f) Remove and replace materials at a mail box
- g) Side pass
  - i. elements may be elevated a maximum of 30 cm (12")
  - ii. elements are a minimum of 1.06m (3'6") apart if all 4 hooves of horse are within obstacle; a minimum 51cm (20") apart if only front hooves or 61 cm (24") if only hind hooves of horse are within the obstacle
  - iii. Side pass may be through L,T,V,Z, or straight paths and may include
    - i) Haunch and/or forehand turns
    - ii) Confined space (path) for front hooves, hind hooves, or all 4 hooves
- h) A square consisting of 4 logs (rails) a minimum of 1.53m (5') long
  - i. Athlete will enter square over designated log (rail), execute any maneuver as indicated and depart over log (rail) as indicated
- i) Any other safe, negotiable obstacle which could be expected to be encountered on trail rides and meets the approval of the judges may be used
  - i. Figure the horses wheelbase at 1.53m (5') front hooves to back hooves
- j) Pass between two sawhorses of standard dimensions with solid ends and 1.83m (6') apart at the center with a saddle blanket draped over each
- k) Ride through water
- l) Ride through or under brush
- m) Guide horse through L, V, or Z of ground poles
- n) Into or out of ditch with out lunging or jumping
- o) A combination of 2 or more obstacles is acceptable

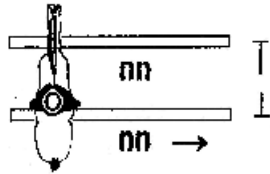
**TROT OVERS, LOPE OVERS, AND WALK OVERS**



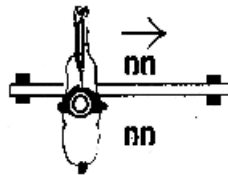
## VARIATIONS OF SIDEPASS



Sidepass right, turn right  
sidepass left

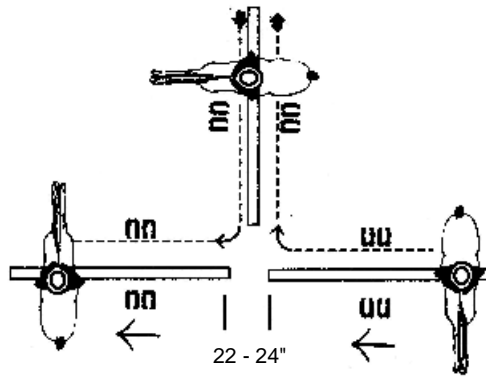


Front feet inside or  
back feet inside

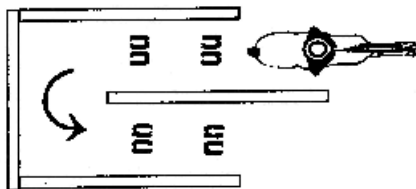
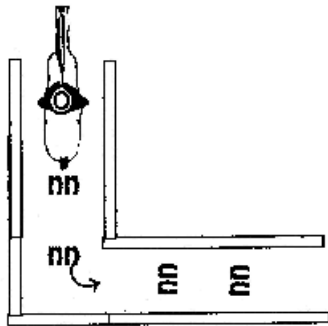


Raised object  
(no more than 12")

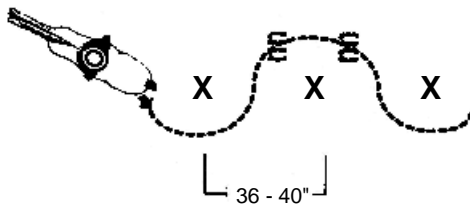
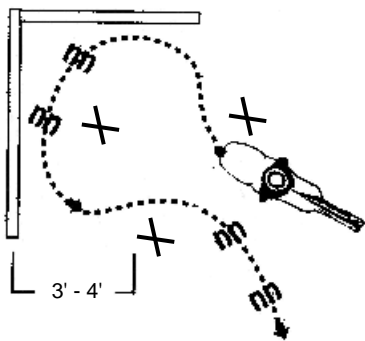
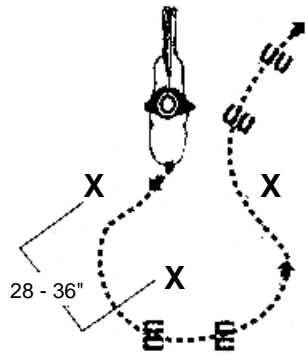
### VARIATIONS OF SIDEPASS



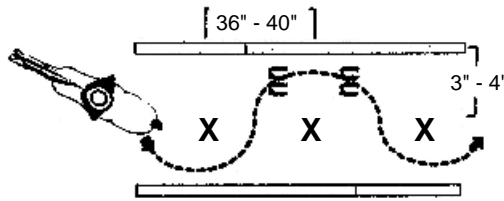
### VARIATIONS OF L BACK THROUGH



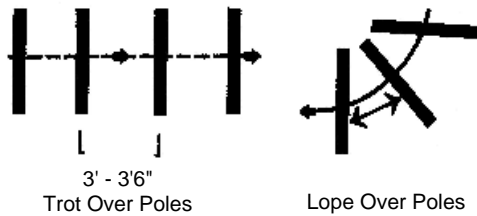
# BACK THROUGH AND AROUND THREE MARKERS



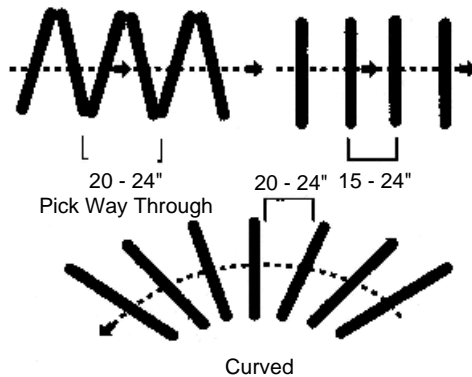
## BACK THROUGH AND AROUND THREE MARKERS



## TROT OVERS, LOPE OVERS



## WALK OVERS



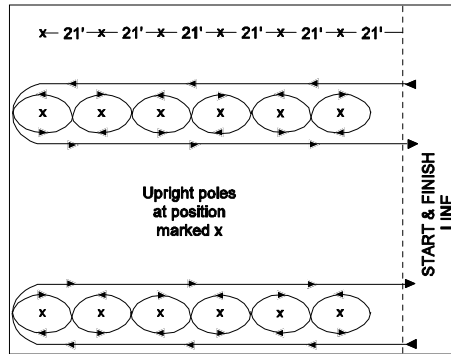
## 6. Gymkhana

### a. General

- 1) Starting line markers or electric timers shall be placed where at all possible, against the arena wall
- 2) The start/finish line shall be clearly marked
- 3) The course must be measured exactly

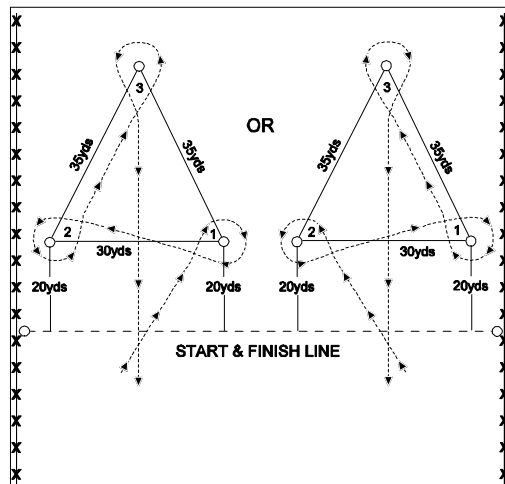
### b. Pole Bending

- 1) The pole bending pattern is to be run around 6 poles set in a straight line
- 2) Each pole is to be 6.4m (21') apart and the first pole is to be 6.4m (21') from the start line
- 3) Poles shall be set on top of the ground at a minimum of 1.83m (6') in height, with no base more than 37cm (14") in diameter



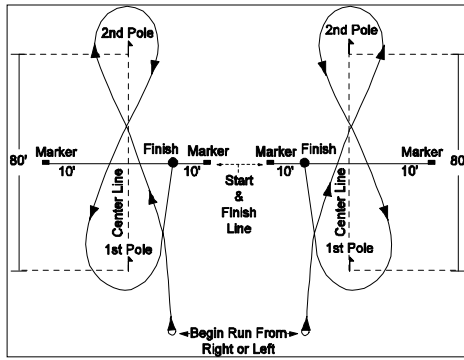
c. Barrel Racing

- 1) Three barrels set in a triangle are used with the following measurements:
  - a) Barrels 1 and 2 are set 27.43m (90') apart and 18.29m (60') from the start/finish line
  - b) Barrel 3 is set in the center (as the top of the triangle) 32m (105') away from barrels 1 and 2. See diagram
- 2) If the course is too large for the available space, the pattern should be reduced 4.57m (15') at a time until it fits the arena. Remember to leave adequate space between barrels and any obstacle.
- 3) The distance from barrel 3 to the finish line need not be reduced 4.47m (15') at a time if there is sufficient room for the horse to stop
- 4) Brightly colored 55 gallon plastic or metal drums may be used
- 5) When measuring the area for the barrel course, remember to leave ample room for horses to complete their turns and stop at the finish at least 13.77m (25') from the start/finish line to the end of the arena



d. Figure 8 Stake Race

- 1) The start/finish line is 6.1m (20') wide, marked by two upright markers
  - a) Markers are 3.5m (10') on each side of the center line and short enough not to interfere with the electric timer
- 2) The first and second poles marking the center line are each 12.9m (40') from the start/finish line, making them a total of 24.83m (80') apart



e. Team Relay Events

- 1) The course shall be a total of 30 meters (98' 5'") long for the walk-only division, and a total of 50 meters (164') long for the trot-only division depending on the course design
- 2) Batons are prohibited. Riders go when the nose of the previous horse crosses the line
- 3) Suggested relay patterns are to use the barrel, pole or figure 8 stake race or simply race a straight line

7. Drill Teams

- a. The arena will be the small dressage arena with the letters in place as a reference for riders