HRCAV

HORSE RIDING CLUBS ASSOCIATION OF VICTORIA INC.

THREE PHASE EQUITATION RULES

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Section 7 Three-Phase Equitation

PREAMBLE

The following Rules have been adopted by The Horse Riding Clubs Association of Victoria Inc. (HRCAV) and must be followed by all bodies running Official Three Phase Equitation Events.

Every eventuality cannot be provided for in these Rules. In any unforeseen or exceptional circumstances, it is the duty of the Ground Jury or the Organising Committee to make a decision in a sporting spirit whilst adhering as closely as possible to the intention of these Rules, so providing fair conditions for all Competitors.

These Rules have been drawn up in the broadest possible spirit to allow Organising Committees the fullest freedom in the management of their Events and in the preparation of their Programs. The Rules are established so that Competitors may compete against each other under fair and equal conditions.

These Rules are only complete when read in conjunction with all Rules and Regulations of the HRCAV.

1. GENERAL

1.1. Three Phase Equitation competitions (3PE) consist of three phases aimed at testing the partnership of horse and rider. It is an opportunity to display the skill and ability of the working horse within the confines of a competition arena while demonstrating harmony, relaxation and confidence.

- Phase 1 –Dressage
- Phase 2 – Obstacles: Style
- Phase 3 – Obstacles: Speed and Accuracy

1.2. The same Horse/Rider Combination must complete all phases mounted

1.3. Phases are to be run in the order shown above. Organising Committee can choose either Format 1 or Format 2.

a) Format 1:

- Phase 1 - Dressage is completed as per the Dressage rules
- Phase 2 - Obstacle – Style, once completed the rider leaves the arena
- Phase 3 – Obstacle – Speed and Accuracy can be completed in a different arena, or the rider will return to the same arena at a later time as per the draw.

Note: This format to only be used when multiple rings and equipment are available. e.g. Min of one for each Style and Speed and Accuracy

b) Format 2:

- Phase 1 – Dressage is completed as per Dressage rules
- Phases 2 and 3 are completed consecutively, without the rider leaving the arena. The rider will complete the style phase and remain in the arena. The judge will ring the bell for the rider to commence the Speed and accuracy phase.

1.4. The draw is required to meet the following requirements:

1.4.1. Include a break in-between each level and/or section for each phase.

1.4.2. Where phase 2 & 3 are run consecutively as per Format 2, the draw is to allow a minimum of 10mins for each competitor in Levels 3 to Advanced and 12mins for each competitor in Levels 4 and 5.

1.4.3. The obstacle course/s are to be available for inspection at least 15 minutes before the start of Phase 2 and 3 for each level and/or section. No walk is required between Phase 2 and 3, where phases 2 & 3 are run consecutively as per Format 2 (refer to rule 1.2 (b))

1.4.4. Draw and course map to be forwarded to judges

2. LEVEL OF COMPETITION

2.1. Combinations will compete at their assessed level for 3PE.

2.2. Deleted

2.3. Each level must be run separately i.e.: Levels cannot be combined unless Event rule 3.4 applies.

3. SADDLERY AND EQUIPMENT

3.1. Dressage Phase: Saddlery and equipment as specified in the Dressage Rules applicable to the level of competition shall apply regardless, of the combination's assessed Dressage level.

3.2. Saddlery and equipment may be changed between Phase1 and 2.

3.3. Style Phase and Speed/Accuracy Phase: Saddlery and equipment as specified in Dressage Rules applicable to the level of competition shall apply, regardless of the combination's assessed Dressage level with the following inclusions:

3.4. Horses may be fitted with protective boots in phases 2 and 3. This includes leg boots, bell boots and hoof boots.

3.5. In Phase 2 & 3, any type of bridle may be used. Reins must be attached to the bit(s) or directly to the bridle. Hackamores are permitted. Where a bit is used refer to Dressage rules.

3.6. Medical Details Refer to Event Rule 18.3.

3.7. Any form of protective skin covering on the horse such as plaster/tape/belly band covering or towel, whether the skin is broken or not, is strictly forbidden at an event when the horse is under saddle, during training, warm-up and competitions and will entail elimination.

3.8. A double bridle is optional for all phases in Level 1 and Advanced by combinations which are assessed at Level 1 or Advanced for Dressage.

4. GEAR CHECK

4.1. A gear check is required prior to commencement of phase 1 and 2 as per Event rule 13.2.

5. JUDGES

5.1. The Judges for Three Phase Equitation Competitions are appointed by the Organising Committee.

5.2. Phase 1- Dressage; Dressage Rule 4.1 applies except where modified in these rules.

5.2.1. Where a 3PE competition is not run in conjunction with an official dressage only competition, the dressage phase judge, of a level 2 accreditation, can be allocated to judge all levels and be exempt from Dressage Rule 4.1.

5.3. Phase 2 – Style and Phase 3 – Speed and Accuracy; Official 3PE Judges to be used, where possible. Should an external judge be required, the judge must be competent in the knowledge of these rules including obstacle guidelines and have a strong understanding of HRCAV level requirements. External Judges are to be approved by the 3PE Sub-committee.

5.4. A Judge should not be asked to judge in excess of 32 Competitors on any one day. However, this is at the discretion of the Judge.

5.5. HRCAV THREE PHASE EQUITATION JUDGE ACCREDITATION SCHEME

The HRCAV has a list of Three Phase Equitation (3PE) Judges who have undergone the necessary examinations to judge at Official Events. Accreditation examinations are conducted by the HRCAV at regular intervals.

5.5.1. Selection Criteria for Judges

- Financial member of an affiliated HRCAV Club.
- Current Working with Children Check or be exempt from the requirement to have a WWCC
- Assessed at level 4 or above for Dressage or 3PE
- Over 18 years of age
- Must have access to the HRCAV Manual
- Candidates who do not ride must provide proof of experience or qualification of equivalent criteria
- Previous 3PE or equivalent experience.
- Sound knowledge of HRCAV Rules
- Candidates will be required to undertake an open book written examination. Pass mark is a minimum of 90%

5.5.2. Criteria to be completed in the order listed below, with in a 12 month period:

5.5.2.1. Current HRCAV Dressage Judges:

- Complete 3PE Judges' Training Clinic
- Pass open book exam

5.5.2.2. All other candidates:

- Complete 3PE Judges' Training Clinic
- Pass open book exam
- Pencilling
- Shadow judging

5.5.2.3. Show Jumping Judges (Speed Phase only)

- Complete 3PE Judges' Training Clinic
- Pass open book exam

5.5.3. Requirements

5.5.3.1. If required in rule 5.5.2, Candidates must 'pencil' a minimum of 10 Dressage tests or Style Phase combinations, at an Official HRCAV dressage competition, official HRCAV 3PE competition or Mock Competitions organised by the HRCAV. And,

5.5.3.2. If required in rule 5.5.2, Candidates must shadow judge with the presiding judge a minimum of 10 Style Phase combinations, across 3 different levels and 10 Speed Phase combinations across 3 different levels at an Official HRCAV 3PE competition or Mock Competitions organised by the HRCAV. The Presiding Judge must be a current unrestricted accredited 3PE judge.

5.5.3.3. Candidates may only become accredited to judge up to their highest assessed Level for Dressage/3PE, either by assessment or pointing up. (This may include higher Levels attained on a different horse, providing HRCAV records of the higher Level/s are held. The 3PE Sub-committee may at its discretion, on application from the candidate, allow a higher level eligibility after considering prior HRCAV accreditations/experience.

5.5.3.4. A Member may, however, elect to become accredited to judge only certain Levels but these Levels must begin from Level 5 and go upwards, ie. Level 4 and 5 3PE Judge only.

5.5.3.5. Any Member may attend Clinics and Accreditation Examinations to attain knowledge.

5.5.3.6. Level 5 riders may attend Clinics and Accreditation Examinations to attain knowledge, however, are not eligible to become accredited.

5.5.4. First steps to becoming a 3PE Judge

5.5.4.1. A completed Expression of Interest Form (refer General Rules Appendix 14) must be forwarded to the HRCAV.

5.5.4.2. HRCAV 3PE Judges Training Clinics are held periodically and are advertised in the HRCAV's Newsletter. Training may be held over 1 - 2 days depending on the number of Candidates or current 3PE Judges refreshing their qualification.

5.5.5. 3PE Judges Examination

5.5.5.1. Any Member may undertake the accreditation examinations to attain knowledge without seeking accreditation.

5.5.5.2. Relevant Candidates must forward a completed Log sheet (see Appendix 7) to the 3PE Sub-Committee prior to being considered for accreditation.

5.5.5.3. Upon attendance at the Training Clinic Candidates will be required to sit an open written Rule Book exam and the completion of log sheet, Candidates will be required to sit an open written Rule Book exam. This exam covers all aspects of the HRCAV's General and Event Rules and Regulations including those pertaining to 3PE and a pass

mark of 90% is required. Candidates who fail the open Rule Book exam at the first attempt may re-sit the exam within 3 months.

5.5.5.4. Upon satisfactory completion of the requirements, the Candidate will be accredited as an Official HRCAV 3PE Judge for the relevant Levels. HRCAV Certificates are issued to the successful Candidates stating the Levels accredited to judge.

5.5.5.5. Before applying to become accredited to judge a higher Level, Candidates must have been assessed or pointed up to that level or higher and have judges at least two Official competitions at the previous Level. A completed Log sheet must be forwarded to the 3PE Sub-Committee prior to undertaking a refresher accreditation examination.

5.5.5.6. The HRCAV may at its discretion, on written proof of relevant judging and/or coaching qualifications, allow an exemption to the riding requirement only.

5.5.5.7. Upon written proof of judging qualifications, current EA Dressage Judges may be granted an exemption to the riding and practical (shadowing and pencilling) requirements, however, would still be required to undertake the 3PE Judges' Training Clinic and open book exam with a pass mark of 90%.

5.5.5.8. Candidates with considerable relevant experience in the field of Dressage/3PE or Working Equitation may apply to the 3PE Sub Committee to be considered for fast track accreditation. Applications will be considered on a case by case basis having regard to the following criteria. Applicants will be required to show proof of satisfying at least two of the following criteria:

- Relevant HRCAV Competition experience, a minimum of 6 occasions in the past 4 years
- Past judging qualifications or experience within the past 5 years
- Current judging qualifications
- Equivalent international qualifications
- Current EA Level 1 and above Coaches

5.5.5.9. Candidates accepted to the fast track program shall be required to attend an HRCAV 3PE Judges Clinic and pass the Open Rule Book exam and the Theory exam/s. Upon satisfactory completion of these requirements, the candidate may be accredited as an official HRCAV 3PE Judge for the relevant Levels.

5.5.6. Maintaining Official Judging Status.

5.5.6.1. Official Judges must attend refresher clinics to remain on the HRCAV Judges' List. These refresher clinics are advertised in the HRCAV newsletter from time to time and a Judge must attend a refresher course once every two years. Refreshing Judges are required to pass an Open Rule Book exam and attend all lectures, etc and judge up to and including the Level at which they are currently qualified to judge.

5.5.6.2. When due to attend a refresher course, a reminder letter will be forwarded to the Judge. The Judge must then attend the next available exam/refresher day. If the Judge fails to attend one of the next two consecutive refresher days, they will be advised their names will be deleted from the Official Judges' List. Exceptional circumstances will be considered upon written application to the 3PE Sub-Committee.

5.5.6.3. All Official Judges must remain financial Members of an affiliated HRCAV Club to maintain their judging status.

5.5.6.4. In order to maintain accreditation, a HRCAV Judge must officiate at a minimum number of 1 HRCAV 3PE event per annum. However, in the year that a Judge attends a Refresher/Exam Day, this will suffice.

5.5.6.5. A request for Leave of Absence from judging responsibilities may be granted by the 3PE Sub Committee upon written request from the judge. Each request will be considered on its merits, taking into consideration the seniority and activity of the judge in preceding years. To be reinstated, a judge will be required to complete outstanding refresher requirements

6. REPORTING TO JUDGE - PHASE 2 AND 3

6.1. All riders must report to the judge immediately upon entering the arena, unless the Ground Jury gives other instructions.

6.2. For special reasons, the Ground Jury can decide reporting to the judge is not necessary.

7. ARENAS

7.1. Competitors may not, under penalty of elimination, ride on, over or near any part of the obstacle course, nor enter the dressage arena except when actually competing.

7.2. The arena should be level and separated from the public by a distance all round of 10 metres if possible; but a minimum of at least 5 metres is MANDATORY.

7.3. No unauthorized person, Competitor or Photographer, to enter the arena on foot once the Competition has started, unless prior permission is given by the Judge.

7.4. In the case of any equipment/technical failure or unforeseen circumstances that will interfere with the competition, the Judge shall ring the bell to interrupt the test. The affected rider should return to complete their test from the point of the interruption, as directed by the Judge.

8. FALLS.

8.1. Deleted (Refer to Event Rule 69. FALL OF HORSE OR RIDER)

9. UNAUTHORISED ASSISTANCE

9.1. Outside assistance is forbidden under penalty of elimination at the discretion of the judge or ground jury. Any intervention by a third party, whether solicited or not, with the object of facilitating the task of the Competitor or of helping his horse, is considered illegal assistance. Exceptions:

- If a competitor voluntarily dismounts, they may be assisted to catch the horse, to adjust saddlery, to remount, or be handed any part of their saddlery or equipment, while dismounted or after remounting.
- A Competitor may be handed their whip or spectacles or any aids as pre-approved by the HRCAV at any time without incurring penalties.

10. MARKING SHEETS

10.1. The Judges' marking sheets for Phases 1 and 2 must be made available to Competitors when the scores for all competitors in their section have been posted and prior to presentations. The Phase 3 score sheet must also be posted with the Phase 3 results.

10.2. Riders have 30 minutes from the posting of results to advise of errors or lodge a protest

11. PHASE 1 – DRESSAGE

11.1. In the Dressage phase, the judge will reward horse and rider combinations displaying a harmonious partnership. While there are different expectations at different levels, the overall aim is to develop a horse which is calm, supple, loose and flexible but also confident, attentive and keen. Balance and lightness is progressively developed.

11.2. Rules for Dressage shall apply to Phase 1, except where modified in these rules.

11.3. The following HRCAV dressage tests are to be used.

- Advanced Competitors – Test A.1 or A.2
- Level 1 Competitors – Test 1.1 or 1.2
- Level 2 Competitors - Test 2.1 or 2.2
- Level 3 Competitors - Test 3.1 or 3.2
- Level 4 Competitors - Test 4.1 or 4.2
- Level 5 Competitors - Test 5.1 or 5.2

11.4. Tests may be commanded (called).

11.5. A modified mark, calculated from the table below, shall be applied after all other calculations have been applied to/from the Total Achieved – Dressage points. The modified mark is based on the competitors straight Dressage level as shown on their dressage performance card, to enable the dressage scores to exert the appropriate influence on the result of the whole competition. The total score for the Dressage Phase is scored in good (positive) points, therefore the competitor with the highest score, after modifying marks have been applied, has the highest placing.

Dressage Level	3PE Level	Modifying Mark
Advanced	1	-5
Advanced	2	-10
Advanced	3	-15
Advanced	4	-20
Advanced	5	-25
1	1	0
1	2	-5
1	3	-10
1	4	-15
1	5	-20
2	2	0
2	3	-5
2	4	-10
2	5	-15
3	3	0
3	4	-5
3	5	-10
4	4	0
4	5	-5
5	5	0

12. PHASE 2: OBSTACLES – STYLE

12.1. In the Obstacles – Style competition the horse and rider negotiate a course of obstacles designed to replicate challenges found in the field. The obstacles should be completed correctly and accurately showing balance and rhythm according to the level requirements. The horse should be completely accepting of the obstacles with no hesitations or refusals.

12.2. Level expectations below are subject to any specific directives for individual obstacles mentioned under rule 20.

12.2.1. Rider can choose sitting or rising trot at all levels.

Level	Description – Style phase
5	Riders to compete over a simplified obstacle course. No rein back required. Obstacles are completed in walk or trot and cantering is permitted between obstacles. (Canter is permitted in obstacles in the speed round). Transitions are progressive.
4	At this level some backward steps are required to negotiate obstacles. Riders may walk or trot the course, and cantering is permitted between obstacles. (Canter is permitted in obstacles in the speed round). Transitions are progressive. The horse should be going forward willingly and calmly. Halts should be square in front.
3	Riders may walk, trot or canter the course and should canter between obstacles. Transitions are more direct. Changes of lead should be through trot
2	Riders should be cantering between obstacles and cantering some obstacles. Transitions are direct. Changes of lead should be through trot. Transitions should be performed as the rider's body aligns with the prescribed marker.
1	Most obstacles are completed in trot or canter with simple changes. Direct transitions including walk to canter. Transitions should be performed as the rider's body aligns with the prescribed marker.
Adv	Most obstacles are completed in trot or canter and flying changes are encouraged. Working towards completing the course in canter and walk only. Showing canter/walk transitions. Transitions should be performed as the rider's body aligns with the prescribed marker.

12.3. Safety of obstacles/course to be Judge's responsibility. Judge to have authority to adjust the course or remove obstacles to address safety concerns

13. PHASE 3: OBSTACLES – SPEED AND ACCURACY

13.1. The Speed and Accuracy phase is a test of precision and control, where the competitor aims to complete an obstacle course quickly but without penalties.

13.2. Where a course differs significantly from the style course, or where the Speed and Accuracy phase is held on a different arena competitors must be given the opportunity for a separate course walk.

13.3. Safety of obstacles/course to be Judge's responsibility. Judge to have authority to adjust the course or remove obstacles to address safety concerns.

13.4. The time is taken from the instant at which the combination crosses the starting line to the moment when the combination crosses the finishing line.

13.5. If handheld timing equipment is used, time may be recorded in seconds and tenths of seconds. If fixed electronic timing is used, then time may be recorded to hundredths of a second.

13.6. The Speed and Accuracy test may be ridden at any gait unless otherwise specified in the course instructions. All other requirements specified in the Obstacle Guidelines must be followed. The bridge, varied footing and timber bank must always be ridden at a walk

14. COURSE PLAN

14.1. Obstacles will be selected from those listed under rule 20. Course plans must be submitted to the HRCAV office with the competition program for approval, or at least 6 weeks prior to the date of the event. Course plans must be distributed with the draw.

14.1.1. Where the varied footing is used, clubs must forward a photo of the varied footing frame and a description of what will be used in the obstacle, along with the course plan to form part of the approval process. The footing must be only one type of footing and the description of footing stated on the course map.

14.2. The course/s will comprise of between 8 and 16 numbered obstacles with a minimum of 10 metres between each obstacle. Obstacles must only carry numbers of the current class. The numbers should be placed on the right hand side of the obstacle.

14.2.1. The starting line must not be less than 10m from the first obstacle. The finishing line must not be less than 10m from the last obstacle.

14.2.2. Where transition markers are in use for obstacles such as Bridge, Wooden Bank, or Varied Footing, the obstacle before or after must be 10m or more from the transition markers – not from the obstacle itself.

14.3. The dimensions of obstacles are laid down under rule 20, these must be observed with the greatest care. In no circumstances will marginally decreasing the minimum or exceeding the maximum dimensions be acceptable, regardless of limitations caused by material used for construction and/or position of the obstacle on the ground.

14.4. The plan must indicate the following: The position of the starting and finishing lines. During a round, unless otherwise indicated, these may be recrossed without penalty.

14.4.1. The relative position of obstacles, their type and numbering.

14.4.2. The position of the mounting block.

14.4.3. Any compulsory turning points marked by a white flag on the left side and a red flag on the right.

14.4.4. Where necessary, arrows showing the direction in which an obstacle must be approached.

14.4.5. The list of obstacles, arena dimensions and any relevant instructions for their completion.

14.5. Red and white flags/markers mark the start and finish of the course. Red to be on the riders' right and white on the riders' left.

14.6. Red and white flags/markers may be used to mark the entrance and/or exit of an obstacle. Red to be on the riders' right and white on the riders' left.

14.6.1. Where necessary, yellow caution markers may be used on course.

14.7. Three Phase Equitation Sub-Committee has the right to request changes to the course plan prior to approval.

14.8. No changes are allowed to the course map including instructions once the course map has been approved by the Three Phase Equitation Sub-Committee.

15. TABLE OF PENALTIES - PHASE 2 STYLE:

0 score for obstacle	Error of Course (Judge will ring the bell and ask for a correction unless it will impede on the fluency 2 penalties. On the third occasion elimination)	ELIMINATION Judge will ring the bell and ask the competitor to leave the arena.
Bridge, varied footing or timber bank: One or more trot or canter strides on the surface of the obstacle.	2 barrels: Directional error e.g. commencing obstacle on incorrect rein. Incorrect pattern	Failing to cross starting flags within 45 seconds of judge's bell
Bridge, Wooden Bank, or varied footing: Stepping off sideways with min of 2 hooves	3 barrels: Directional error: e.g. commencing obstacle on incorrect rein. Incorrect pattern	Gate: Raising rope of gate above the riders' shoulder height
Missing an obstacle	Single Slalom: Directional error: e.g. commencing obstacle on incorrect rein. Incorrect pattern	Fall of horse or rider
Changing hands while negotiating an obstacle	Double Slalom: e.g. Directional error: commencing obstacle on incorrect rein. Incorrect pattern	Outside unauthorized assistance.
Knocking over an obstacle so that it cannot be completed	Side pass pole: Directional error	Third Error of course
After the rider has passed through the transition markers, entering the Bridge, Varied Footing or Wooden Bank from the long side of the obstacle.	Stock Pen: Directional error: e.g. commencing obstacle on incorrect rein	Third Refusal/Resistance* on course exceeding 8 seconds
	Incorrect gait for the level – error of test	Facing up to or touching an obstacle before commencing the round.
	Incorrect order on course	Putting whole hand through the rope loop of gate
	Level 5 & 4 – closing the gate	Level 4 & 5 – opening the rope gate and passing/throwing the rope under the horse's neck to the opposite side. Example: opening the gate with the left hand and dropping to the right under the horse's neck.
		Missing 3 obstacles on course.

*Resistance is defined as excessive circling, not moving forward, stopping, running backwards or sideways

Note: Side pass – knocked off the stands is reflected in the score.

16. TABLE OF PENALTIES - PHASE 3 SPEED AND ACCURACY

10 seconds each Obstacle	**Error of Course (Judge will ring the bell and ask for a correction, the clock remains running. On the third occasion elimination.)**	**ELIMINATION Judge will ring the bell and ask the competitor to leave the arena.**
Contacting an obstacle (including the pole) with any part of the horse or rider	2 barrels: Directional error: commencing obstacle on incorrect rein. Incorrect pattern	Failing to cross starting flags within 45 seconds of judge's bell
Picking up the pole from the barrel or placing the pole (and ring) in the barrel with the rider's thumb down.	3 barrels: Directional error: commencing obstacle on incorrect rein. Incorrect pattern	Gate: raising rope of gate above the rider's shoulder height. Level 4 & 5 – opening the rope gate and passing/throwing the rope under the horse's neck to the opposite side.
Changing hands while negotiating an obstacle	Single Slalom: Directional error: commencing obstacle on incorrect rein. Incorrect pattern	Third Refusal/Resistance* exceeding 8 seconds
Failure to pick up the ring or dropping the ring	Double Slalom: Directional error: commencing obstacle on incorrect rein. Incorrect pattern	Bridge, varied footing or timber bank: One or more trot or canter strides on the surface of the obstacle.
Switch cup: Failure to replace.	Side pass pole: Directional error	Failing to complete an obstacle (with exception to the ring)
Move item: failure to replace	Stock Pen: Directional error: commencing obstacle on incorrect rein	Knocking over an obstacle so that it cannot be completed
Knocking pole/s off the jump stand	Pole: Failure to replace	Fall of horse or rider
Level 4 not showing min of 2 backward steps in Bell Corridor	Incorrect order on course or missing an obstacle	Outside unauthorized assistance
	Levels 5 and 4 – closing the gate.	Third Error of course
		Stepping off the bridge/varied footing/bank
		Failing to complete the gate (including closing the gate Levels 3 and above)
		Putting whole hand through the rope loop of gate.
		Facing up to or touching an obstacle before commencing the round.
		After the rider has passed through the transition markers, entering the Bridge, Varied Footing or Wooden Bank from the long side of the obstacle.

*Resistance is defined as excessive circling, not moving forward, stopping, running backwards or sideways.

Note: Side pass pole- receives one penalty even if touch multi -times or knocked off stands.

17. SCORING

17.1. PHASE 1 – DRESSAGE

17.1.1. HRCAV Dressage Test sheets shall be used.

17.1.2. The combination with the highest score, after application of penalty points, has the highest placing

17.2. PHASE 2 – OBSTACLES: STYLE

17.2.1. The test for Phase 2 consists of a series of obstacles, which are listed on a score sheet. HRCAV Style Test sheets are to be used (Appendix 2). The Judge may allot from 0 - 10 points for each numbered movement. Half marks from 0.5 to 9.5 may also be used for both the movements and collective marks, at the discretion of the Judge. These points are then added together, and any penalty points are deducted to give the competitor's total score. The competitor with the HIGHEST score has the highest placing.

17.2.2. Scale of Marks

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

The marks 10 to 0 must be awarded where the performances warrant their use. It is recommended that all movements be given a comment, especially Levels 3 to 5, and particularly for marks below 6

17.3. PHASE 3 – OBSTACLES: SPEED AND ACCURACY

17.3.1. This is a timed event, and the competitor with the lowest time, after the addition of any penalties has the highest placing

18. DETERMINING OVERALL PLACINGS

18.1. The overall placings are awarded to the combination that completes all three phases with the highest number of points as per Event Rule 25.1.

18.2. Competitors in each phase are allocated points from first to last placing according to the number of competitors in the section. The competitor with the highest total points over the three phases will be declared the winner.

18.3. Competitors must successfully complete all three phases to be eligible for a placing.

18.3.1. If a competitor retires or is eliminated in a phase, they are not eligible for a placing but may continue to compete in the other phases (with the exception of a fall- refer to Event rules)

18.4. In the event of equal placings in the individual phases, the placing competitors' points are added together and divided by the number of competitors. The equal placings are skipped and the next points awarded.

Example: Section 1 (Level 5) – Dressage phase has 12 competitors.

The first placing will receive 12 points with subsequent placings awarded points on a sliding scale. If there were two eighths, 5 and 4 points are added together and divided by 2. The equal placings receive 4.5 points each. The next placing receives 3 points. Eliminated/retired competitors will receive 0 points.

Example point allocation for individual phase

Number of riders: 12

Placing	Points		
1st	12		
2nd	11		
3rd	10		
4th	9		
5th	8		
6th	7		
7th	6		
=8th	4.5		
=8th	4.5	Elim	E
10th	3	retired	R

18.5. In the event of equal overall points, the combination with the best Obstacles Style result will place higher. If there is still a tie, the combination with the best Dressage result will place higher. If there is still a tie, then the Competitor with the best result in the Speed and Accuracy phase shall be the winner. If there is still a tie, they shall be considered equal.

18.6. Prizes and other special awards for placings in each phase at the discretion of event organisers.

19. ELIGIBILITY FOR PERFORMANCE POINTS

19.1. The same Horse/Rider Combination must successfully complete all phases mounted with a minimum of 60% in the Dressage and Style phases to be eligible for performance points.

Example: Three Phase Equitation overall points scoring

(refer to clause 18)

Tests are recorded as %

Competitors are ranked according to their results

Asterix indicates countback for placing

No.	Rider	Club	Horse	Dressage			Style			Time			Total	Place
				%	Pl	Points	%	Pl	Points	Time	Pl	Points		
1	Sue	Rosedale	Timmy	65%	2	4	81%	1	5	6.15	5	2	**11**	1*
2	Tony	Sale	Texas	55.3%	5	1	59%	4	2	4.36	4	3	**6**	4
3	Maria	SEDC	Barney	75%	1	5	E	E	0	3.51	E	0	**E**	E
4	Jane	Penin	Ranger	63.5%	4	2	71.3%	2	4	3.13	1	5	**11**	2*
5	Andrew	Trar	Billy	63.8%	3	3	61.5%	3	3	3.21	2	4	**10**	3

Points are allocated according to place
Number of competitors is 5 therefore
1st place rider gets 5 points
2nd place – 4 points
3rd place – 3 points
4th place – 2 points
Eliminated riders receive 0 points

Rider #3 was eliminated in one of the phases therefore ineligible for a placing

20. OBSTACLE GUIDELINES INCLUDING STYLE PHASE DIRECTIVES

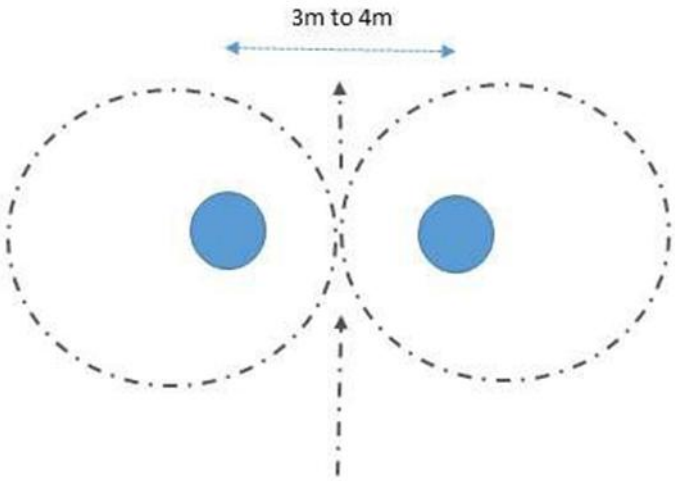
The design of the obstacle course will depend on the size and shape of the available area, the footing, and the obstacles and materials that are available. Whilst there may be some allowance for variation in design, all obstacles must be safe and comply with HRCAV standards and Level Requirements.

Note: A mounting block must be made available on the course.

List of allowed obstacles:

1 Two barrels
2 Three barrels
3 Double slalom
4 Single slalom
5 Bridge
6 Jump
7 Gate
8 Jug table
9 Side pass pole
10 Bell corridor
11 L corridor rein
12 Switch cup
13 Pole pick up
14 The Ring
15 Pole drop off
16 Water
17 Bank
18 Move item
19 Varied footing
20 Stock Pen

1. Two Barrels



This obstacle consists of two barrels (or similar) placed 3 to 4 metres apart.

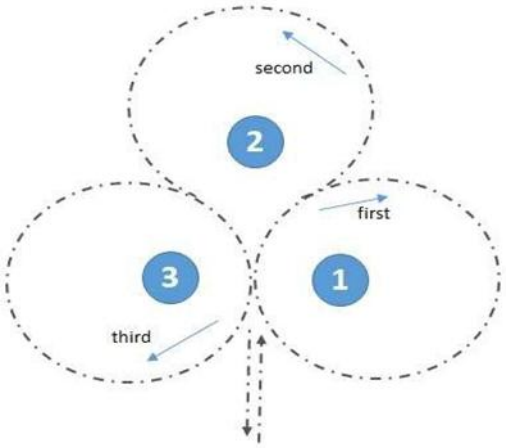
Enter the obstacle, perform circle around the right hand barrel, then circle around the left or right hand barrel as per course instructions.

Style phase (Judging Criteria)		
Level	**Gait**	**Directives**
5	Walk or trot*	Gait, shape and evenness of circles, circle size <20m diameter
4	Walk or trot*	Gait, rhythm, relaxation, shape and evenness of circles, circle size <20m diameter
3	Trot or canter*	Gait, rhythm, bend, shape and evenness of circles, circle size <15m diameter
2	Trot or canter*	Gait, rhythm, bend, shape and evenness of circles, quality of transitions, circle size <15m diameter
1	Trot or canter*	Gait, rhythm, bend, shape and evenness of circles, quality of transitions, circle size < 15m diameter
Advanced	Trot or canter*	Gait, rhythm, bend, shape and evenness of circles, quality of transitions, circle size < 10m diameter

Where canter is the chosen gait, a correct change of lead is required:
At level 3 and 2, changes of lead must be through trot
At level 1, simple changes of lead must be performed.
At Advance, simple changes of lead or flying changes** must be performed

** Correct execution of flying changes may receive a higher score than the same for simple changes of lead.
*Correct execution at the higher gait may receive a higher score than the same at the lower gait.

2. Three Barrels



This obstacle consists of three barrels (or similar) placed in a triangle. The distance between each barrel to be no less than 3 metres and no more than 5 metres. Lower levels may have the barrels at the greater distance.

Obstacle can be ridden with first barrel to the left or right as per the course instructions.

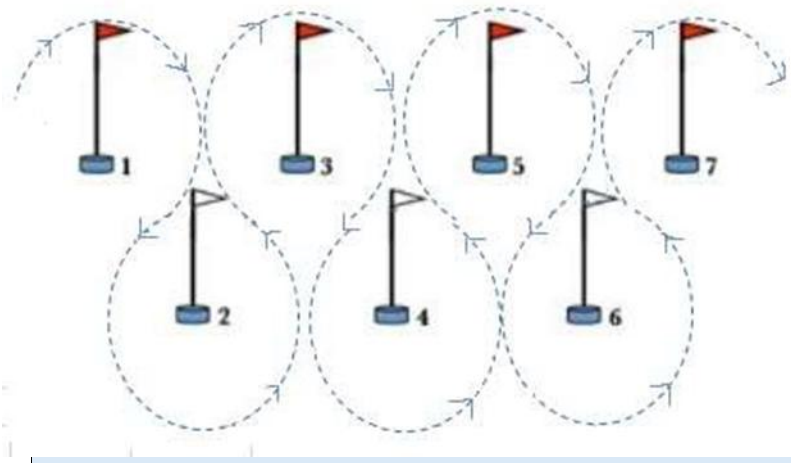
Example: To perform this obstacle, the combination must enter between drums 1 and 3. They perform a complete right circle around the first drum. Upon completing a full circle around the first drum, at the point of crossing an imaginary line between the first drum and the second drum and at the point halfway between the drums, the horse shall change direction to the left. Upon completing a ¾ circle around the second drum, at the point of crossing an imaginary line between the second drum and the 3rd drum and at the point halfway between the drums, the horse shall change directions and begin a full circle to the right around the final drum. Upon completing a full circle around the third drum, the combination shall pass between the first and third drum to exit the obstacle on the same line of travel by which they entered the obstacle.

Style phase (Judging Criteria)		
Level	**Gait**	**Directives**
5	Walk or trot*	Gait, Shape and evenness of circles, circle size <20m diameter
4	Walk or trot*	Gait, Rhythm, relaxation, shape and evenness of circles, circle size <20m diameter
3	Trot or canter*	Gait, Rhythm, bend, shape and evenness of circles, circle size <15m diameter
2	Trot or canter*	Gait, Rhythm, bend, shape and evenness of circles, Quality of transitions, circle size <15m diameter
1	Trot or canter*	Gait, Rhythm, bend, shape and evenness of circles, Quality of transitions, circle size < 15m diameter
Advanced	Trot or canter*	Gait, Rhythm, bend, shape and evenness of circles, Quality of transitions, circle size < 10m diameter

Combinations should aim to ride the same size circles around the drums to create symmetry, consistent with the level directives.
Where canter is the chosen gait, a correct change of lead is required:
At level 3 and 2, changes of lead must be through trot.
At level 1, simple changes of lead must be performed.
At Advance, simple changes of lead or flying changes** must be performed.

** Correct execution of flying changes may receive a higher score than the same for simple changes of lead.
*Correct execution at the higher gait may receive a higher score than the same at the lower gait.

3. Double Slalom



This obstacle consists of four to seven slalom poles placed in two, off set parallel rows approximately 8m to 10m apart. The slalom poles should be flagged with red flags to be on the rider's right and white flags to be on the rider's left.

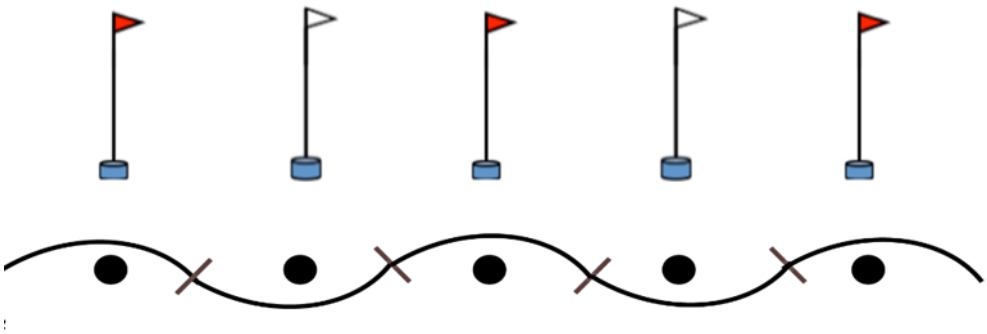
Enter the obstacle and ride a loop around the poles as per the diagram pictured.

Style phase (Judging Criteria)		
Level	**Gait**	**Directives**
5	Walk or trot*	Gait, Shape and evenness of loops.
4	Walk or trot*	Gait, Rhythm, relaxation, shape and evenness of loops
3	Trot	Gait, Rhythm, bend, shape and evenness of loops
2	Trot or canter*	Gait, Rhythm, bend, shape and evenness of loops, Quality of transitions
1	Trot or canter*	Gait, Rhythm, bend, shape and evenness of loops, Quality of transitions
Advanced	Trot or canter*	Gait, Rhythm, bend, shape and evenness of loops, Quality of transitions

Where canter is the chosen gait, a correct change of lead is required:
At level 3 and 2, changes of lead must be through trot.
At level 1, simple changes of lead must be performed.
At Advance, simple changes of lead or flying changes** must be performed.

** Correct execution of flying changes may receive a higher score than the same for simple changes of lead.
*Correct execution at the higher gait may receive a higher score than the same at the lower gait.

4. Single Slalom



This obstacle consists of four to seven slalom poles placed in a line approximately 8m to 10m apart. The slalom poles should be flagged with red flags to be on the rider's right and white flags to be on the rider's left.

Enter the obstacle and weave through the slalom performing even shallow loops.

Style phase (Judging Criteria)		
Level	**Gait**	**Directives**
5	Walk or trot*	Gait, Shape and evenness of shallow loops.
4	Walk or trot*	Gait, Rhythm, bend, shape and evenness of loops.
3	Trot	Gait, Rhythm, bend, shape and evenness of shallow loops.
2	Trot or canter*	Gait, Rhythm, bend, shape and evenness of shallow loops, Quality of transitions
1	Trot or canter*	Gait, Rhythm, bend, shape and evenness of shallow loops, Quality of transitions
Advanced	Trot or canter*	Gait, Rhythm, bend, shape and evenness of shallow loops, Quality of transitions

The objective is to perform evenly sized shallow loops, showing accuracy consistent with the level directives.
Where canter is the chosen gait, a correct change of lead is required:
At level 3 and 2, changes of lead must be through trot.
At level 1, simple changes of lead must be performed.
At Advance, simple changes of lead or flying changes** must be performed.

** Correct execution of flying changes may receive a higher score than the same for simple changes of lead.
*Correct execution at the higher gait may receive a higher score than the same at the lower gait.

5. Bridge



This obstacle consists of a solid wooden bridge no less than 3m long and 1m wide. It may or may not have sides.

The bridge must be ridden at a walk. Transition markers placed 3 metres from each end of the bridge are compulsory for this obstacle.

In the Speed and accuracy phase transition markers do not apply. However, no trot or canter stride may occur on the surface of the Bridge. The horse must perform this obstacle entirely at walk, until it has been exited.

For the purpose of this rule, a stride is defined as:

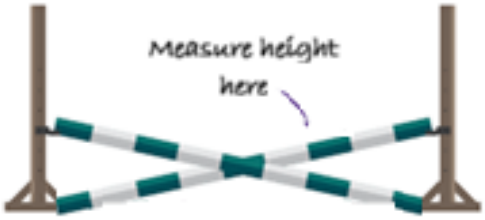
- Trot: one complete two-beat stride.
- Canter: one complete three-beat stride.

Style phase (Judging Criteria)		
Level	**Gait**	**Directives**
5	Walk	Straightness
4	Walk	Rhythm, straightness, transitions
3	Walk	Rhythm, straightness, transitions
2	Walk	Rhythm, straightness, transitions
1	Walk	Rhythm, straightness, transitions
Advanced	Walk	Rhythm, straightness, transitions
The horse should approach and complete the obstacle in a longer framed walk, consistent with the level directives. In level 5 the expectation is that transitions will be performed within 3 strides of the marker, in level 4 within 2 strides of the marker and in level 3 within 1 stride of the marker. By level 2 all transitions should be smooth and on the marker. In level 2 transitions down can be through trot.		

Bridge construction guidelines

The Bridge obstacle must be constructed of safe, non-slip timber and/or metal with no sharp protrusions. The length of the bridge should be between 3 and 4.5 metres. The width should be no less than 1 metre. The bridge may be enhanced with railings, flowers, plants etc, giving consideration to horse safety at all times. If there is no ramp on the bridge, the maximum step up is 20cm. During competition, organisers must ensure the bridge remains safe in inclement weather and can take such steps as deemed necessary to ensure safety. (e.g. place sand/secure rubber matting/carpet on bridge, sweep bridge in between rounds).If side rails are used, for safety, the rails must be construction in such a way that they can be quickly and easily removed without the use of tools.

6. Jump



This obstacle consists of a cross rail with a maximum height of 45cm for levels 4 and 5 and 60cm for other levels

The obstacle should be ***measured off centre at two thirds*** the length of the pole.

Recommended to have a practice jump available.

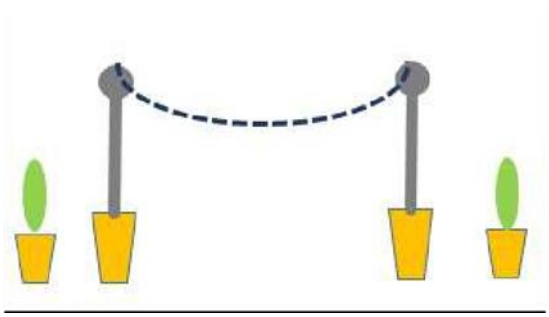
Style phase (Judging Criteria)		
Level	**Gait**	**Directives**
5	Trot – max 45cm	Gait, Straightness
4	Trot – max 45cm	Gait, Rhythm, straightness, quality of jump
3	Trot or canter* – max 60cm	Gait, Rhythm, straightness, quality of jump
2	Trot or Canter* – max 60cm	Gait, Rhythm, straightness, quality of jump
1	Canter– max 60cm	Gait, Rhythm, straightness, quality of jump
Advanced	Canter– max 60cm	Gait, Rhythm, straightness, quality of jump

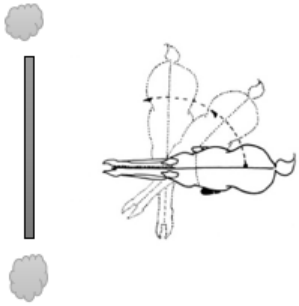
The approach and depart should be straight, consistent with the level directives.

*Correct execution at the higher gait (where applicable) will receive a better score than the same at the lower gait.

*Correct execution at the higher gait may receive a higher score than the same at the lower gait.

7. Gate





The gate can be a solid opening (hinged) or a rope gate and a min of 1m height and max height 1.5m. It is recommended that a solid gate be a height of 1.3m. The opening to be of approximately 2m. If a solid gate is used for the Style phase it can be replaced with a rope gate for the Speed and Accuracy phase. Level 3, 4 and 5 - a rope gate only must be used for Style and Speed phase.

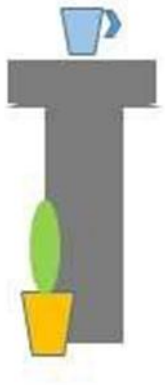
The rider to approach perpendicular to the gate, then move the quarters parallel to the gate with horses' head toward the latch and then open the gate. The solid gate must be opened away from the horse. The horse should then walk through the gateway. Level 5 and 4 riders do not close the gate, and at this point should halt for 5 seconds, then move to the next obstacle. For other levels, once the horse has fully exited the other side of the gate, the rider may back up one or two steps to close the latch. For Level 3 and above, a hand must remain on the solid gate or rope gate at all times during the manoeuvre. However, if the solid gate or rope gate is dropped, it may be picked up to complete the task without the rider dismounting.

Level 5 and 4, do not close the gate. Halt not required in the Speed and Accuracy phase.

The gate must be opened in a safe manner and not opened with rope under the horse's neck. E.g. Level 4 & 5 – opening the rope gate and passing/throwing the rope under the horse's neck to the opposite side.

Style phase (Judging Criteria)		
Level	**Gait**	**Directives**
5	Walk, halt	Steadiness of halt, relaxation
4	Walk, halt	Straightness of approach, steadiness of halt, relaxation
3	Walk, trot	Straightness of approach, transition, relaxation, fluidity.
2	Walk, trot	Straightness of approach, transition, relaxation, fluidity
1	Trot, canter	Straightness of approach, transition, relaxation, fluidity
Advanced	Trot, Canter	Straightness of approach, transition, relaxation, fluidity
Level 5 and 4, riders do not close the gate, but halt for 5 seconds in the gateway then proceed to the next obstacle. Level 3 and above, hand must remain on the gate or rope.		

8. Jug table



This obstacle is only used in the Style Phase and consists of a drum or table at least 1m high, upon which is placed an earthenware jug or similar item.

If the jug is dropped, knocked or falls off the table, and is broken, a replacement jug will be used.

Riders are not required to dismount to replace the jug if dropped.

Style phase (Judging Criteria)		
Level	**Gait (approach)**	**Directives**
5	Walk or trot*	Straightness, transition, calmness of the halt
4	Walk or trot*	Straightness, transition, relaxation, quality of the halt
3	Trot or canter*	Straightness, transition, relaxation, quality of the halt
2	Trot or canter*	Straightness, transition, relaxation, quality of the halt
1	Canter	Straightness, transition, relaxation, quality of the halt
Advanced	Canter	Straightness, transition, relaxation, quality of the halt

The rider will approach the obstacle at the gait required for the level of competition, clearly halt at the table, lift jug above shoulder and then replace the jug.

In level 5 the expectation is that transitions will be performed within 3 strides of the Jug, in level 4 within 2 strides of the Jug and in level 3 within 1 stride of the Jug. By level 2 all transitions should be smooth and on the Jug.

*Correct execution at the higher gait may receive a higher score than the same at the lower gait.

9. Side Pass Pole



This obstacle consists of a pole raised 5-10cm above the ground. The horse moves sideways with shoulders slightly leading, with the pole positioned between his hind legs and front legs. Side pass poles may be a single pole, two parallel poles (one to be ridden in each direction). The pole must be raised by two blocks. The blocks may be made from concrete, wood or plastic/PVC (or similar solid material), which is no more than 20cm x 20cm square, and whose top surface is concave to match the shape of the pole. These blocks lift the pole to the required height, being 5-10cm off the ground.

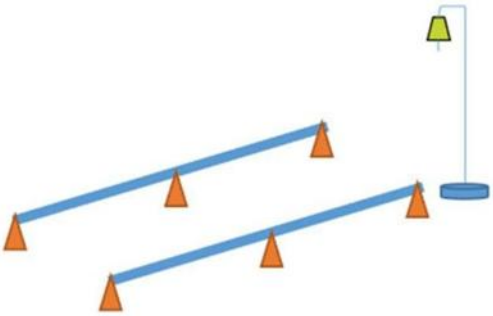
- Level 2 – single pole or two parallel poles only
- Level 1 – L shape may be used*
- Advanced – Z shape may be used*

*It is recommended to have a have a 2.4 to 3m pole for level 2 and where an L or Z is used.

Speed and accuracy phase – At Levels 5, 4 & 3 this obstacle is not permitted.

Style phase (Judging Criteria)		
Level		**Directives**
5	Halt over centre	Steadiness of halt, , relaxation
4	Halt over pole 1/3 along and sidepass off	Steadiness of halt, relaxation
3	Halt over centre and sidepass off	Quality of halt, relaxation, fluidity, crossing of the legs.
2	Sidepass full length of pole	Relaxation, fluidity, angle, crossing of the legs.
1	Sidepass full length of pole	Relaxation, fluidity, angle and bend, crossing of the legs.
Advanced	Sidepass full length of pole	Relaxation, fluidity, angle and bend, crossing of the legs
Level 5 riders are not required to side pass. Instead, halt for 5 seconds with the pole positioned between the hind legs and front legs, then ride forward. Level 4 and 3, halt for 5 seconds with the pole positioned between the hind legs and front legs, then side pass off. Level 2, Level 1 and Advanced the horse should be travelling on an angle, with the shoulders slightly leading, horses head may be flexed to the opposite to the direction of travel.		

10. Bell Corridor



This obstacle consists of a corridor approximately 3m in length and 1.5m wide. The sides of the corridor should be around 50cm high. At the end of the corridor is a bell placed about 175cm from the ground.

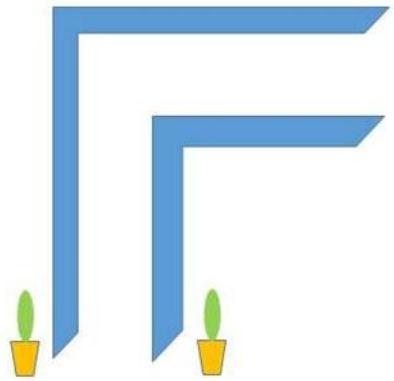
The rider enters the corridor, halts* at the bell, rings the bell with their hand and performs rein back to exit the corridor at the initial entry point.

- At level 5, rider not required to rein back out the corridor.
- At level 4, rider performs between 2 and 5 backward steps then rides forward out the front of the corridor.
- Level 3 and above, rider performs full rein back out of the corridor.
- At level 2 an above, the corridor may be in an L shape.

*Speed and Accuracy phase, no halt required.

Style phase (Judging Criteria)		
Level	**Gait**	**Directives**
5	Walk or trot*	Gait, straightness, steadiness of the halt,
4	Walk or trot*	Gait, straightness, steadiness of halt and between 2 and 5 backward steps
3	Walk or trot*	Gait, Rhythm, straightness, quality of halt and rein back
2	Trot or canter*	Gait, Rhythm, straightness,quality of halt and rein back
1	Trot or canter*	Gait, Rhythm, straightness, quality of halt and rein back
Advanced	Trot or canter*	Gait, Rhythm, straightness, quality of halt and rein back
The horse should approach and complete the obstacle consistent with the level directives. In level 5 the expectation is that transitions will be performed within 3 strides of the bell, in level 4 within 2 strides of the bell and in level 3 within 1 stride of the bell. By level 2 all transition should be smooth and on the bell. *Correct execution at the higher gait may receive a higher score than the same at the lower gait. .		

11. L Corridor rein back



This obstacle is restricted to Level 2, Level 1 and Advanced combinations.

This obstacle consists of a corridor approximately 6m in length and 1.5m wide, in the shape of an "L". It may be marked by poles on the ground or have sides up to around 50cm high.

The rider will enter the corridor and halt* at the end. They will then rein back around the corner and out of the corridor.

*Speed and Accuracy phase, no halt required.

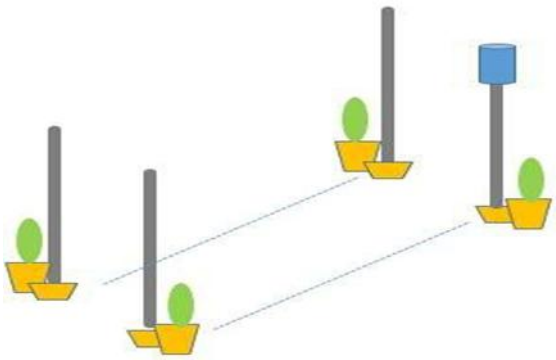
Style phase (Judging Criteria)		
Level	**Gait**	**Directives**
2	Trot or canter*	Gait, Rhythm, straightness, quality of halt and rein back
1	Trot or canter*	Gait, Rhythm, straightness, quality of halt and rein back
Advanced	Trot or canter*	Gait, Rhythm, straightness, quality of halt and rein back

The horse should approach and complete the obstacle consistent with the level directives.

All transitions should be smooth and with the rider in line with the end of the corridor.

*Correct execution at the higher gait may receive a higher score than the same at the lower gait.

12. Switch Cup



This obstacle consists of two upright poles a min of 1.5m high placed approx. 1.2m apart, or four poles placed in a rectangle approx. 1.2m by 3m, and a cup. Level 3, 4 and 5 riders are not required to rein back in this obstacle.

The rider approaches the poles and halts* between the two poles, one of which holds the upturned cup. The rider will pick up the cup and switch it to a pole on the other side of the corridor.

Level 2 and above, may have a rectangle of poles, so would then rein back and place the cup on the opposite pole at the start of the rectangle, then continue to back out of the obstacle.

Riders are not required to dismount to replace the cup if dropped.

*Speed and Accuracy phase, no halt required.

Style phase (Judging Criteria)		
Level	**Gait**	**Directives**
5	Walk or trot*	Straightness of approach, steadiness of halt
4	Walk or trot*	Straightness of approach, steadiness of halt, transitions
3	Walk or trot*	Straightness, quality of halt, transitions
2	Trot or canter*	Straightness, quality of halt and rein back, transitions
1	Trot or canter*	Straightness, quality of halt and rein back, transitions
Advanced	Trot or canter*	Straightness, quality of halt and rein back, transitions
The horse should approach and complete the obstacle consistent with the level directives. In level 5, the expectation is that transitions will be performed within 3 strides of the cup, in level 4, within 2 strides and in level 3, within 1 stride. By level 2, all transitions should be smooth and at the cup. *Correct execution at the higher gait may receive a higher score than the same at the lower gait.		

13. Pole pick up



This obstacle consists of an open top barrel and a long pole between 1.5m and 2.4m in length.

2 poles of different lengths to be made available to enable riders to choose a suitable length of pole.

The rider will approach the barrel and pick up the pole with the thumb facing up. If the pole is dropped, the rider must dismount and replace it in the barrel then repeat the pick-up. Once the rider has picked up the pole continue to the next obstacle whist carrying the pole. The course map will indicate what is required following the pole pick up.

Note: The pole may be carried while the rider is negotiating other obstacles, however, the level of difficulty must be appropriate to the level of competition. Consideration of level capabilities to be taken into account when designing the course and the pole is not to be carried over the jump at any level.

Levels 5 and 4 are not to carry the pole while performing any obstacle with the exceptions of the Stock Pen and when only performed in one direction.

Levels 3 and 2 – The pole may be carried through a maximum of two obstacles only. The pole must not be carried through the following obstacles:

- Water
- Three Barrels
- L Corridor Rein Back

Level 1 and Advanced – The pole may be carried through a maximum of three obstacles only. The pole may only be carried through the Water obstacle once the horse has already completed the Water obstacle without the pole.

All Levels – The pole must not be carried through the following obstacles:

- Gate
- Side Pass
- Bell Corridor
- Move Item
- Switch Cup
- Double Slalom
- Jug
- Jump

Speed Round – The pole must not be carried through the Water or Three Barrels in the Speed Round.

Pole pick up – continued

Style phase (Judging Criteria)		
Level	**Gait**	**Directives**
5	Walk or trot*	Gait, Rhythm, straightness,accuracy
4	Walk or trot*	Gait, Rhythm, straightness, accuracy
3	Walk, trot or canter*	Gait, Rhythm, straightness, accuracy
2	Trot or canter*	Gait, Rhythm, straightness, accuracy
1	Trot or canter*	Gait, Rhythm, straightness, accuracy
Advanced	Trot or canter*	Gait, Rhythm, straightness, accuracy
The rider will approach the barrel on a straight line and without breaking gait, The horse should approach and complete the obstacle consistent with the level directives, without showing any reaction to the drum or the picking up of the pole. *Correct execution at the higher gait may receive a higher score than the same at the lower gait.		

14. The Ring



This obstacle consists of a ring about 15cm in diameter seated on a base or suspended at height between 1m and 1.7m.

The rider will approach the obstacle and skewer the ring with the pole. After picking up the ring continue to the next obstacle whist carrying the pole and ring. The course map will indicate what is required following the ring pick up.

If the pole is dropped, the rider must dismount and replace it in the first barrel then repeat the pick-up (which is only marked the first time). They will then recommence the obstacles from where the pole was dropped.

In both the Style and the Speed and Accuracy phase, only one attempt is made at skewering the ring. If the attempt was unsuccessful, the combination continues to the next obstacle.

Style phase (Judging Criteria)		
Level	**Gait**	**Directives**
5	Walk or trot	Gait, Rhythm, straightness, accuracy
4	Walk or trot	Gait, Rhythm, straightness, accuracy
3	Walk, trot or canter	Gait, Rhythm, straightness, accuracy
2	Trot or canter	Gait, Rhythm, straightness, accuracy
1	Trot or canter	Gait, Rhythm, straightness, accuracy
Advanced	Trot or canter	Gait, Rhythm, straightness, accuracy
The horse should approach and complete the obstacle consistent with the level directives, without showing any reaction to the obstacle or the picking up of the ring and without breaking gait. *Correct execution at the higher gait may receive a higher score than the same at the lower gait.		

15. Pole drop off



This obstacle consists of an open top barrel.

The rider, carrying a pole and possibly the ring, will approach the barrel and place the pole (and ring) in the barrel with the rider's thumb facing up. If the pole is dropped before reaching the barrel, the rider must dismount and replace it in the first barrel. They can then pick up when mounted and proceed to the drop off. If the pole bounces out of the drop off barrel the rider must dismount and replace it before proceeding.

Style phase (Judging Criteria)		
Level	**Gait**	**Directives**
5	Walk or trot*	Gait, Rhythm, straightness, accuracy
4	Walk or trot*	Gait, Rhythm, straightness, accuracy
3	Walk, trot or canter*	Gait, Rhythm, straightness, accuracy
2	Trot or canter*	Gait, Rhythm, straightness, accuracy
1	Trot or canter*	Gait, Rhythm, straightness, accuracy
Advanced	Trot or canter*	Gait, Rhythm, straightness, accuracy
The horse should approach on a straight line and complete the obstacle consistent with the level directives, without showing any reaction to the drum or the placing of the pole and without breaking gait, **Correct execution at the higher gait may receive a higher score than the same at the lower gait.		

16. Water

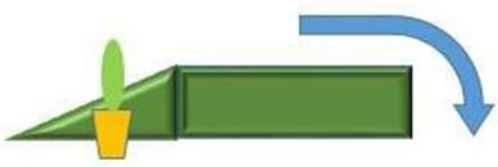


The water obstacle should be at least 2m across and no more than 30cm deep with good footing. It should have a graduated ramp entry and exit, although a step up may be allowed at level 3 and above.

The rider approaches the middle of the obstacle, riding straight through the water.

Style phase (Judging Criteria)		
Level	**Gait**	**Directives**
5	Walk or trot*	Gait, straightness
4	Walk or trot*	Gait, straightness, rhythm
3	Walk or trot*	Gait, straightness, rhythm
2	Walk or trot*	Gait, straightness, rhythm
1	Walk, trot or canter*	Gait, straightness, rhythm
Advanced	Walk trot or canter*	Gait, straightness, rhythm
The horse should approach and complete the obstacle consistent with the level directives, and travel through the water. *Correct execution at the higher gait may receive a higher score than the same at the lower gait.		

17. Bank



The bank can be a natural obstacle or of similar construction to a wooden bridge. It should have a ramp up to a flat section of about 2m and min of 1m wide. The step down can be from 20-50cm in height.

If constructed of wood, it must be negotiated at walk. Transition markers to be placed 3m from the start and 30cm in from the end of the bank (beside the bank). Horses are allowed to pop off the bank but must walk on the bank itself.

Level 5, the maximum drop is 30cm. All other levels have a maximum drop of 50cm. Where constructed of wood, transition markers must be used. Where a "Wooden" bank is used it is to be no higher than 30cm high for all levels.

In the Speed and accuracy phase transition markers do not apply. However, no trot or canter stride may occur on the surface of the Wooden Bank. The horse must perform this obstacle entirely at walk, until it has been exited.

For the purpose of this rule, a stride is defined as:

- Trot: one complete two-beat stride.
- Canter: one complete three-beat stride.

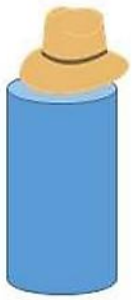
Style phase (Judging Criteria)		
Level	**Gait**	**Directives**
5	Walk or trot*	Gait, straightness
4	Walk or trot*	Gait, straightness, rhythm.
3	Walk, trot or canter*	Gait, straightness, rhythm.
2	Walk, trot or canter*	Gait, straightness, rhythm.
1	Walk, trot or canter*	Gait, straightness, rhythm.
Advanced	Walk, trot or canter*	Gait, straightness, rhythm.

The horse should approach and complete the obstacle consistent with the level directives.

Where constructed of wood:
In level 5 the expectation is that transitions will be performed within 3 strides of the marker, in level 4 within 2 strides of the marker and in level 3 within 1 stride of the marker. By level 2 all transitions should be smooth and on the marker. In level 2, - where the bank is required to be performed at walk only, transitions down can be through trot.

*Correct execution at the higher gait may receive a higher score than the same at the lower gait.

18. Move item



This obstacle consists of an item placed on a drum or post at least 1m high, which is picked up and carried a min of 10m by the rider, then replaced either in the same place or elsewhere as instructed.

If the item/object is to be replaced/dropped off in the same position as it was picked up the obstacle will have specific instructions on the map and markers or red and white flags on the obstacle course to direct the rider. The object could be a small flag, small hessian feed bag, oil skin coat, or Akubra hat for example.

The object should be easy to grasp/pick up and hold while riding and stable and weighty enough to resist falling or blowing off the drum or post. Larger flapping items would be best suited only for the higher levels.

The rider will approach the table in a gait appropriate to the level, then halt* and retrieve the item. The rider will then walk, trot or canter to the drop off point, which is to be a min of 10m away. The rider then Halts* and places the item at the drop off point.

Riders are not required to dismount to replace the item if dropped.

*Speed and Accuracy phase, no halt required.

Style phase (Judging Criteria)		
Level	**Gait (approach)**	**Directives**
5	Walk or trot*	Gait, Relaxation, steadiness of the halt
4	Walk or trot*	Gait, Straightness, transition, relaxation, steadiness of the halt
3	Walk, trot or canter*	Gait, Straightness, transition, relaxation, quality of the halt
2	Trot or canter*	Gait, Straightness, transition, relaxation, quality of the halt
1	Trot or canter*	Gait, Straightness, transition, relaxation, quality of the halt
Advanced	Trot or canter*	Gait, Straightness, transition, relaxation, quality of the halt
In level 5 the expectation is that transitions will be performed within 3 strides of the item, in level 4 within 2 strides of the item and in level 3 within 1 stride of the item. By level 2 all transitions should be smooth and on the item. The horse should approach and complete the obstacle consistent with the level directives. *Correct execution at the higher gait may receive a higher score than the same at the lower gait.		

19. Varied footing



The Varied Footing frame must be a minimum of 3 metres in length, 1 metre wide and no more than 20cms high, with a min plank size of 45mm x 75mm or equivalent. It must be constructed of planks/sleepers with edges rounded, no internal braces, boxes or sections and no sharp protrusions. The footing must be non-slip material. No mattresses, plastic tarps, water boxes or other plastic to be used. The footing must be only one type of footing. Examples of suitable a footing would be low pile plain carpet, wood chip, rubber mat or fake grass.

The frame and footing should not able to move during the duration the competition or cause a safety concern.

The varied footing must be ridden at a walk. Transition markers placed 3 metres from each end of the varied footing are compulsory for this obstacle.



In the Speed and accuracy phase transition markers do not apply. However, no trot or canter stride may occur on the surface of the Varied Footing. The horse must perform this obstacle entirely at walk, until it has been exited.

For the purpose of this rule, a stride is defined as:

- Trot: one complete two-beat stride.
- Canter: one complete three-beat stride.

Style phase (Judging Criteria)		
Level	**Gait**	**Directives for Style phase**
5	Walk	Straightness,
4	Walk	Rhythm, straightness, transitions
3	Walk	Rhythm, straightness, transitions
2	Walk	Rhythm, straightness, transitions
1	Walk	Rhythm, straightness, transitions
Advanced	Walk	Rhythm, straightness, transitions
The horse should approach and complete the obstacle in a longer framed walk, consistent with the level directives. In level 5 the expectation is that transitions will be performed within 3 strides of the marker, in level 4 within 2 strides of the marker and in level 3 within 1 stride of the marker. By level 2 all transitions should be smooth and on the marker. In level 2, transitions down can be through trot.		

20. Stock Pen



This obstacle consists of a round enclosure with an entrance approximately 4m wide, containing another enclosure which could be decorated with artificial animals to imitate a pen of stock.

The following materials must not be used in the construction of the Stock Pen:

- Electric fencing tape, rope, plasticized cable or other similar, continuous unbreakable product.
- Driven in stakes or steel droppers.

The outer circle must be a minimum of 12m in diameter. The obstacle should be performed by entering and doing a full circuit in one direction, exiting then changing rein outside the pen with a half circle. The pen is then ridden again in the opposite direction to the first circuit. This obstacle may be ridden in one direction or both directions, in the Speed and Accuracy Phase as per course plan instructions.

Style phase (Judging Criteria)		
Level	**Gait**	**Directives**
5	Walk or trot*	Gait, shape and evenness of circles, change of rein
4	Walk or trot*	Gait, shape and evenness of circles, rhythm, change of rein
3	Walk or trot*	Gait, shape and evenness of circles, rhythm, bend, quality of the change of rein
2	Trot or canter*	Gait, shape and evenness of circles, rhythm, bend, balance, quality of the change of rein
1	Trot or canter*	Gait, shape and evenness of circles, rhythm, bend, balance, quality of transitions and the change of rein
Advanced	Trot or canter*	Gait, shape and evenness of circles, rhythm, bend, balance, quality of transitions and the change of rein

The objective is to perform 2 evenly sized circuits maintaining gait from the first entry to the second exit, consistent with the level directives.
Where canter is the chosen gait, a correct change of lead is required:
At level 3 and 2, changes of lead must be through trot
At level 1, simple changes of lead must be performed.
At Advance, simple changes of lead or flying changes** must be performed.

** Correct execution of flying changes may receive a higher score than the same for simple changes of lead.
*Correct execution at the higher gait may receive a higher score than the same at the lower gait.

Appendices

1. Style score sheets
2. Speed score sheet
3. Example courses
4. Running a 3PE Competition Guideline
5. 3PE Judges Notes for the Style Phase
6. 3PE Scorers Guide
7. 3PE Gear Checkers Guidelines
8. 3PE Course Design Guidelines