

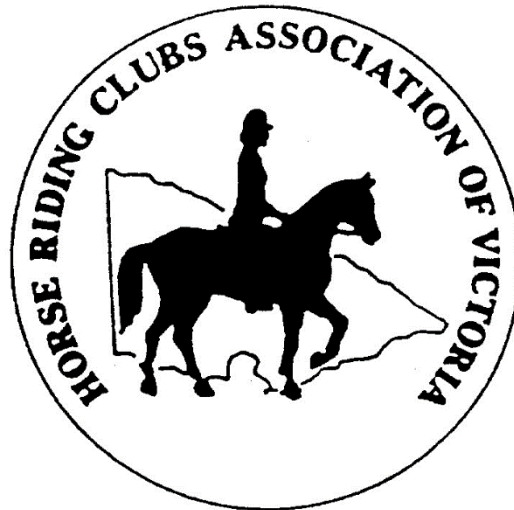
HORSE RIDING CLUBS ASSOCIATION OF VICTORIA INC.

(A0002667H)

THREE PHASE EQUITATION RULES

PROVISIONAL RULES:

Includes all amendments made up to 1/7/2019
Effective 1st July 2019



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Section 7 Three-Phase Equitation

General Information

PREAMBLE

The following Rules have been adopted by the Horse Riding Clubs Association of Victoria (HRC AV) 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 the 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 HRC AV.

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 – Traditional;

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.

b) Format 2;

Phase 1 – Dressage is completed as per Dressage rules

Phase 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.

Each Phase is to be awarded individually as per rule number 16.

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. 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 phase 2 & 3 are run consecutively as per Format 2 (refer to rule 1.2 (b))

2. LEVEL OF COMPETITION

2.1 Combinations will compete at their assessed level for Dressage except where 2.2 applies. Riders must present a valid membership and Dressage performance card prior to riding

2.2 Combinations may compete up to two levels lower than their Dressage level with the addition of penalties. Riders choosing to compete below their assessed level for Dressage shall have a 10 point penalty (for each level below) applied to their Dressage score.

2.3 Each level must be run separately ie: Levels cannot be combined

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 Phase 1 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:

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

3.3.2. Medical arm bands must be worn in phases 2 and 3.

4. GEAR CHECK

4.1. A gear check is required prior to commencement of each phase as per Event rule 13.2. No gear check is required **between Phase 2 and 3**, where phase 2 & 3 are run **consecutively** as per Format 2 (refer to rule 1.2(b))

5. JUDGES

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

5.2. Phase **1- Dressage**; accredited HRCVA Dressage Judges shall be used where possible.

5.3. Phase 2 – Style and Phase 3 – Speed and Accuracy; Interim 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 HRCVA level requirements.

6. SALUTE - PHASE 2 AND 3

- 6.1. All riders must report to the judge immediately upon entering the arena and salute, unless the Ground Jury gives other instructions.
- 6.2. The Judge shall acknowledge all salutes.
- 6.3. The Judge may refuse to start a competitor who has not saluted.
- 6.4. For special reasons, the Ground Jury can decide reporting to the judge or the salute is not necessary.
- 6.5. Raising the whip or lowering the head will be considered a salute.

7. RIDING IN COMPETITION AREAS

- 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.

8. FALLS

- 8.1. A fall of a horse or rider or both, wherever it takes place after entering the arena or before leaving the arena, whatever the cause, is penalised by elimination from that Phase. Participation in subsequent Phase is at the discretion of the competitor however, such a decision may be over ruled by the Ground Jury at any time during the event.
- 8.2. A fall of rider is considered to have occurred if any part of the rider's body makes unintentional contact with the ground or any solid surface.
- 8.3. A horse is considered to have fallen when the shoulder and quarters have touched the ground or the obstacle and the ground.

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, hat or spectacles or any aids as pre-approved by the HRCVA at any time without

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 HRCVA 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. The calling of Dressage Tests at Three Phase Equitation competitions is permitted.

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 in Appendix 1;

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. 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. Transitions are progressive
3	Riders may walk, trot or canter the course and should canter between obstacles. Transition 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
1	Most obstacles are completed in trot or canter with simple changes. Direct transitions including walk to canter.
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.

- 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 hand held 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 in Appendix 1. Course plans must be submitted to the HRC AV 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 ~~or at least 72hrs before the competition.~~
- 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.
- 14.3. The dimensions of obstacles are laid down in Appendix 1, 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:

- 14.4.1. The position of the starting and finishing lines. During a round, unless otherwise indicated, these may be recrossed without penalty.
- 14.4.2. The relative position of obstacles, their type and numbering
- 14.4.3. The position of the mounting block.
- 14.4.4. Any compulsory turning points marked by a white flag on the left side and a red flag on the right.
- 14.4.5. Where necessary, arrows showing the direction in which an obstacle must be approached.
- 14.4.6. 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
- 14.7. 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.
Pole: Failure to replace	2 barrels: Directional error: commencing obstacle on incorrect rein	Failing to cross starting flags within 45 seconds of judge's bell
Jug: Failure to replace	3 barrels: Directional error: commencing obstacle on incorrect rein	Gate: Raising rope of gate above the riders shoulder height
Switch cup: Failure to replace	Single Slalom: Directional error: commencing obstacle on incorrect rein	Resistance exceeding 15 seconds on course unrelated to obstacle*
Move Item: Failure to replace	Double Slalom: Directional error: commencing obstacle on incorrect rein	Fall of horse or rider
Bridge, varied footing or timber bank: Trot or canter	Side pass pole: Directional error:	Outside unauthorized assistance.
Bridge or varied footing: Stepping off sideways	Stock Pen: Directional error: commencing obstacle on incorrect rein	Third Error of course
Refusal/Resistance of an obstacle exceeding 15 seconds	Incorrect gait for the level	Failure to Salute the Judge subject to rule 6.1
Missing an obstacle	Incorrect order on course	
Changing hands while negotiating an obstacle		
Knocking over an obstacle so that it cannot be completed		

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

16. TABLE OF PENALTIES - PHASE 3 Speed and Accuracy

5 seconds each occasion	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	Failing to cross starting flags within 45 seconds of judge's bell
Switch cup: Failure to replace	3 barrels: Directional error: commencing obstacle on incorrect rein	Gate: Raising rope of gate above the riders shoulder height
Move item: Failure to replace	Single Slalom: Directional error: commencing obstacle on incorrect rein	Refusal/Resistance exceeding 15 seconds related to an obstacle*
Bridge, varied footing or timber bank: Trot or canter	Double Slalom: Directional error: commencing obstacle on incorrect rein	Resistance exceeding 15 seconds on course unrelated to obstacle*
Bridge or varied footing: Stepping off sideways	Side pass pole: Directional error	Failing to complete an obstacle (with exception to the ring)
Changing hands while negotiating an obstacle	Stock Pen: Directional error: commencing obstacle on incorrect rein	Knocking over an obstacle so that it cannot be completed
Failure to pick up the ring or dropping the ring	Pole: Failure to replace	Fall of horse or rider
	<u>Incorrect order on course</u> or missing an obstacle	Outside unauthorized assistance
		Failure to Salute the Judge subject to rule 6.1
		Third Error of course

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

17. SCORING

17.1. Prizes are awarded for each individual phase. Results from the three phases are then used to determine Jackpot placings as per rule 15

17.2. Ribbons, sashes or rosettes for each of the 3 phases will be allocated as per Event rule 25.1

17.3. **PHASE 1 – DRESSAGE**

17.3.1. HRC AV Dressage Test sheets shall be used.

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

17.3.3. Competitors on equal scores shall be declared equal place getters with prizes awarded on the same basis as the Performance Points system. Refer Event rule 25.4 – option 1.

17.4. **PHASE 2 – OBSTACLES: STYLE**

17.4.1. The test for Phase 2 consists of a series of obstacles, which are listed on a score sheet. HRC AV 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.

17.4.2. 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

17.4.3. 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

17.4.4. Competitors on equal scores shall be declared equal place getters with prizes awarded on the same basis as the Performance Points system. Refer Event rule 25.4 – option 1.

17.5. PHASE 3 – OBSTACLES: SPEED AND ACCURACY

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

17.5.2. In Phase 3, if competitors finish on equal scores the competitor with the fewest penalty points is the higher place getter. If this does not resolve the equal placing, then both competitors are declared equal place getters

18. JACKPOT SCORING

18.1. A Jackpot Winner and Jackpot Runner Up will be awarded for each Level.

18.2. The Jackpot is awarded to the combination that completes all three phases with the highest number of Jackpot points (subject to rule 18.2.1 and 18.2.2). These points are awarded for each phase on a scale according to the number of riders in the section.

18.2.1. In the event no combination has completed all three phases, the combination must have completed at least two phases, without elimination or retiring, to be awarded Jackpot Winner or Jackpot Runner Up.

18.2.2. In the event, a competitor scratched from a phase, they will be ineligible for the Jackpot.

18.2.3. The same horse/rider combination must compete in all phases to be eligible for the Jackpot

18.2.4. If a competitor retires or is eliminated in a phase, they earn 0 points for that phase but may continue to compete in the other phases and retain Jackpot points earned.

- 18.2.5. Competitors in each phase are allocated points from first to last placing. Competitors who are eliminated or retire are included, but not scratching or Hors Concours Competitors.
- 18.2.6. In the event of equal placing in the individual phases, the placing competitors' jackpot points are added together and divided by the number of competitors. The equal placings are skipped and the next jackpot points awarded.

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

The first placing will receive 12 Jackpot 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 jackpot points each. The next placing receives 3 Jackpot points. Eliminated/retired competitors will receive 0 points.

Example point allocation for individual phase

Number of riders: 12

Placing	Jackpot points
1 st	12
2 nd	11
3 rd	10
4 th	9
5 th	8
6 th	7
7 th	6
=8 th	4.5
=8 th	4.5
10 th	3
Elim	0
retired	0

- 18.2.7. Competitors are ranked according to their total Jackpot points for the overall Jackpot award. The competitor with the highest Jackpot points will be declared the winner, with consideration of 15.9.

18.2.8. A competitor eliminated or retired from one phase cannot place higher than competitors who have completed all 3 phases.

18.2.9. In the event of equal overall jackpot 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

Example Three Phase Equitation Jackpot scoring

No.	Tests are recorded as %		Horse	Competitors are ranked according to their results									Total	Jackpot
	Style			%	PI	Points	%	PI	Points	%	PI	Points		
1	Sue	Rosedale	Timmy	65%	2	4	81%	1	5	6.15	5	1	10	Reserve*
2	Tony	Sale	Texas	55.3%	5	1	59%	4	2	4.36	4	2	5	4
3	Maria	SEDC	Barney	75%	1	5	E	E	0	3.51	3	3	8	5
4	Jane	Penin	Ranger	63.5%	4	2	71.3%	2	4	3.13	1	5	11	Jackpot
5	Andrew	Trar	Billy	63.8%	3	3	61.5%	3	3	3.21	2	4	10	3

Jackpot 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 has more total Jackpot points but is placed lower overall as they were eliminated in one of the phases

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