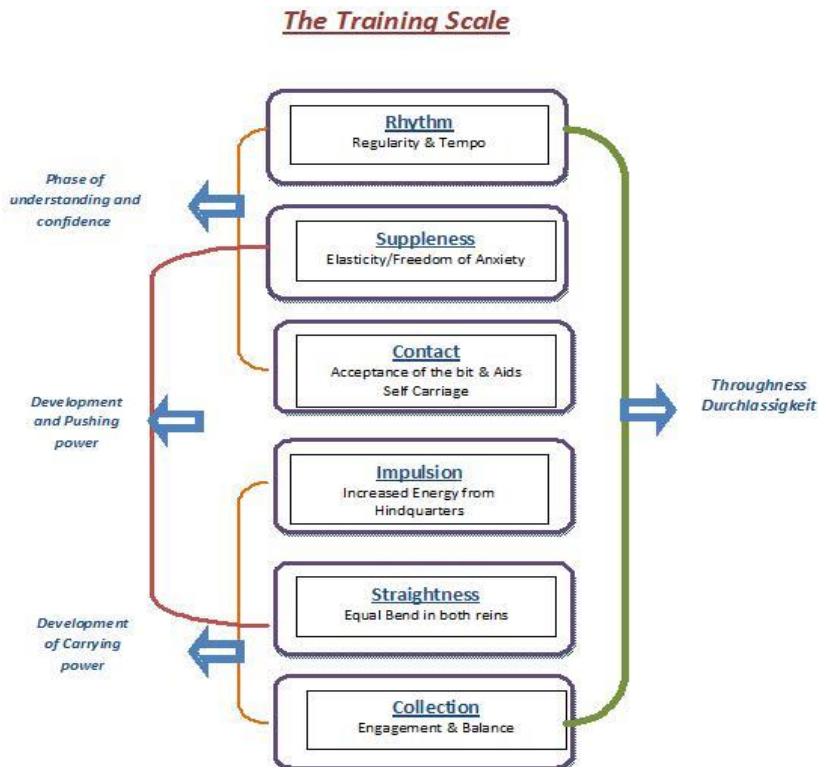


## 3PE Judges Notes for the Style Phase

Note; To be read in conjunction with the Three Phase Equitation Rules and other associated rules.

### The Training Scale



Horses are expected to show development of the various qualities covered in the Training Scale (see diagram), starting in Levels 4 & 5 where the emphasis is on developing rhythm, relaxation and acceptance of the basic aids.

These elements should be more established in Level 3 with the horse showing suppleness, improved balance and acceptance of the bit.

By Level 2 the horse is expected to be developing impulsion and improved straightness which will assist their progression to Levels 1 and Advanced where collection is required.

In the Style Phase, the following circumstances would result in a lower mark:

- Contacting an obstacle (including the pole) with any part of the horse or rider
- Circling an obstacle in the attempt to complete it.
- Hesitation including refusing an obstacle for less than 8 secs
- Failure to replace the rope gate (except after the halt in level 5 or 4)
- Missing the ring
- Knocking down the jump while jumping
- Knocking Side pass pole including knocking it off its stands
- Pole bounces out of barrel or is dropped and rider dismounts and replaces it.
- Unable to complete an obstacle however did commence
- Directives for that level
- Failure to replace the item in the Move Item
- Failure to replace the cup in the Switch Cup
- Failure to replace the Jug on the Jug Table
- Failure to replace the pole in the drum

Examples;

1. The competitor rode to the ring straight and without hesitation, the ring was skewered however dropped shortly after. The Competitor would be rewarded for the Gait, Rhythm, confidence, straightness however mark/s would be deducted for the accuracy.
2. The competitor rode to the Pole drop off barrel in rhythm and without hesitation, the Competitor drops the pole in the barrel but it bounces out. The rider dismounts picks up the pole and replaces the pole before remounting. The Competitor would be rewarded for the Gait, Rhythm, confidence however mark/s would be deducted for the accuracy.
3. A level 3 competitor circles the gate in the attempt to position the horse correctly. The mark would be lowered due to the circling affecting the Straightness of the approach and may also affect the transition, willingness, relaxation and fluidity.

### **The Horse**

- Grinding the teeth and swishing the tail are signs of nervousness, tenseness or resistance on the part of the horse and must be taken into account by the Judge in their marks for the movement concerned, as well as in the collective marks for submission.

### **Comments**

- It is recommended that all obstacles be given a comment, especially Levels 3 to 5, and particularly for marks below 6.
- “Not executed” means that obstacle was not commenced.

### **Collective Marks**

#### LEVEL 5

- Obedience of the horse: Attentiveness and response to the aids
- Rider’s seat and control of the horse

#### LEVEL 4

- Paces: Freedom and regularity of paces
- Obedience of the horse: Willingness of horse to travel forward. Responsiveness to rider’s aids. Attentiveness
- Rider’s seat and control of the horse

#### LEVEL 3

- Paces: freedom and regularity, including amount of canter - Freedom and regularity
- Impulsion: desire to move forward, elasticity of steps, relaxation of the back
- Submission: attention and confidence; harmony, lightness and ease of movements, acceptance of the bridle
- Rider’s position and seat: correctness and effect of the aids

#### LEVELS 2, 1 & ADVANCED

- Paces: freedom and regularity, including amount of canter (and flying change attempts for advanced)- Freedom and regularity
- Impulsion: desire to move forward, elasticity of steps, relaxation of the back and engagement of the hindquarters
- Submission: attention and confidence, harmony, lightness and ease of movements, acceptance of the bridle and lightness of the forehead
- Rider’s position and seat correctness and effect of the aids

### **Transitions**

Transitions should be performed as the rider’s body aligns with the prescribed marker/obstacle. The quality of the pace should be maintained up to the moment when the pace or movement is changed.

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. Transitions within the pace must be clearly defined while maintaining the same rhythm and cadence throughout. The horse should remain light in hand, calm and maintain a correct position. In level 2 transitions down can be through trot.

### **How to Judge: Trotting on the Bridge, Varied Footing or timber Bank**

**Style Phase: 15 table of penalties** - if there are any trot or canter strides on the bridge, varied footing or timber bank the judge gives the obstacle the **score is 0**.

\* The Transitions markers are to guide the competitors to make the transition in enough time to ENSURE they do NOT trot or canter on the bridge.

#### **Notes on Transitions Markers**

*Where a change of pace (transition) is required at a given marker, the horse should make the first step in the new pace as the rider passes the marker. In lower levels, transitions may be made within a stated number of steps either side of the marker.*

It is also important to be aware that the levels have varying degrees of difficulty specified in the directives for each obstacle in regards to judging the transitions (as mentioned above).

\* An important fact in the decision of trot or canter **strides** is that a stride consists of the full movement - a trot stride will be two beats and a canter stride will be three beats and as specified these cannot occur ON THE Bridge, Varied Footing or Timer Bank. The walk strides on the bridge, varied footing or timber bank are counted on the 4 beat.

#### **Use of the Bell**

*Error of the course, as per the penalty table;*

The Judge warns the Competitor by sounding the Bell. The Judge shows the rider, if necessary, the point at which he must take up the obstacle again, then leaves him to continue by himself. However, in some cases, although the Competitor makes an error of the course, the sounding of the Bell would unnecessarily impede the fluency of the performance, for instance if the Competitor fails to halt at the Move item. Where the bell is not rung the rider should be advised immediately on completion of the round.

*Error of Gait;*

Ringling the bell in this case would not be suitable, however the rider should be advised immediately on completion of the round.

*Elimination, as per the penalty table;*

The Judge warns the Competitor by sounding the Bell. Once eliminated the Competitor can complete one other obstacle and then must leave the arena (unless as a result of a fall).

*3 Refusals of 8 Sec on course;*

The Judge is **not** required to ring the bell until the 3 refusals/resistances of 8 secs on course has been reached. Once the Competitor has reached the 3 refusals/resistances of 8 secs on course the judge will ring the bell and the competitor will be eliminated.

## **3PE Judges Notes for the Speed and Accuracy Phase**

#### **Use of the Bell**

*Error of the course, as per the penalty table;*

The Judge warns the Competitor by sounding the Bell. The Judge shows the rider, if necessary, the point at which he must take up the obstacle again, then leaves him to continue by himself. Timing continues as the penalty is the time it takes for the rider to correct the error.

*Elimination, as per the penalty table;*

The Judge warns the Competitor by sounding the Bell. Once eliminated the Competitor can complete one other obstacle and then must leave the arena (unless as a result of a fall where they must leave immediately).

*Refusal/Resistance of more than 8 sec*

The Judge is **not** required to ring the bell until the 3 refusals/resistances of 8 secs on course has been reached. Once the Competitor has reached the 3 refusals/resistances of 8 secs on course the judge will ring the bell and the competitor will be eliminated.

**How to Judge: Trotting on the Bridge, Varied Footing or timber Bank**

**Speed & Accuracy Phase: 16 table of penalties** - if one or more trot or canter strides on the bridge, varied footing or the timber bank the competitor is **eliminated**, and the judge rings the bell.

In the Speed phase the transition markers **do not** apply however, the horse must be clear of the obstacle before trotting or cantering on.

\* An important fact in the decision of trot or canter **strides** is that a stride consists of the full movement - a trot stride will be two beats and a canter stride will be three beats and as specified these cannot occur ON THE Bridge, Varied Footing or Timber Bank. The walk strides on the bridge, varied footing or timber bank are counted on the 4 beat.

## **Definitions for both Style and Speed and Accuracy Phases**

- Refusal/Resistance is defined as excessive circling, not moving forward, stopping, running backwards or sideways
- Stepping off the Bridge/Varied Footing sideways means that at least two hooves have touched the ground once the horse has commenced the bridge/ Varied Footing
- Trot or canter Bridge, varied footing or timber bank is where the horse has trotted or cantered (including jumping on to or off the end) on the **actual** Bridge, varied footing or timber bankSide Pass pole – knocking off bases
  - a. In the Style phase the mark should be reduced however reward what went well.
  - b. In the Speed and accuracy phase, a penalty would be applied.
- Missing an Obstacle.
  - a. This is when a rider has either chosen to miss the obstacle/s (eg unable to pick up the pole and therefore cannot complete the ring/drop off) or decided to move on when they are having trouble/refusals.
  - b. This rule **does not apply** when the rider has tried to pick up the ring however missed the ring.
    - i. In this case,
      1. In the Style phase the mark should be reduced (insufficient mark) however reward what went well.
      2. In the Speed and accuracy phase, a penalty would be applied.
- Knocking over an obstacle so that it cannot be completed.
  - a. Horse totally knocks over the obstacle eg approach to the gate and hits the side of the gate and knocks it over.
  - b. In most cases even if the obstacle has fallen, it can still be completed, eg the side of the bell corridor/ side pass pole off the bases.

UPDATED Oct 2024