



PROPOSED RULE CHANGES

MEMBER FEEDBACK INVITED

FEEDBACK TO info@hrcav.com.au BEFORE 27th April 2026

Level Assessment Rules

Delete 3.6: Combinations which reached their current level through accumulation of performance points may not be Spot Assessed to a lower level, except in jumping disciplines where a combination may be assessed to ride 'HC' or 'Lower Level'. –

Admin Change: *Conflicts with new rule allowing riders who have been pointed up to be assessed down.*

3PE Rules

Current Rule: 3PE 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

Proposed amendment to 11.3 -Clubs may select Dressage tests from .1 to .4 for Level 2 and above.

- Advanced Competitors – **Test A.1 to A.4**
- Level 1 Competitors – **Test 1.1 to 1.4**
- Level 2 Competitors - **Test 2.1 to 2.4**
- 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

Rationale: Riders at these levels are demonstrating a higher level of competency, and feedback indicates a desire the more challenging Dressage test.

Current Rule: Obstacle 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. Generally, 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 5 and 4 - 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.

Proposed change:

Amend: Level 3, 4 and 5 - a rope gate only must be used for Style and Speed phase.

Rationale:

To ensure a more graduated progression between Levels, it is considered more appropriate that Level 3 combinations be required to close a rope gate, with Level 2 and above combinations progressing to closing a solid gate when used in competition.

DRESSAGE RULES

Current rule: 24. USE OF VOICE 24.1. The use of the voice in any way whatsoever, or clicking the tongue once or repeatedly, is a serious fault, involving the deduction of 2 marks on each occasion, from those that would otherwise have been awarded for the movement where this occurred.

Proposed rule: 24. USE OF VOICE 24.1. Discreet use of the rider's voice is permitted in competition as a supportive aid. It must be used in a way that is unobtrusive and does not disturb the adjacent arena(s). Foul language and obscenities are not permitted and will result in elimination.

Rationale Horse Welfare: Allows riders to use familiar, reassuring sounds for horses, especially younger ones, aligning with training methods used in schooling. Training Alignment: Bridges the gap between everyday training, where voice aids are common, and competition.

Showing Rule changes

Event Rule 24.3. For Showing Classes:

Ribbons must be awarded to 4th place in all Classes and sashes/rosettes must be awarded for Smartest on Parade, Champion and Reserve Champion placings. Satin or felt place ribbons/sashes/rosettes may be used. Length of sashes for Smartest on Parade placings are to be a minimum of 180cm long and 10cm wide. Sashes for SOP and Rider championships are to be a minimum of 180cm long and 15cm wide.

Proposed NEW Rule 24.3

Ribbons must be awarded to 4th place in all Classes and sashes/rosettes must be awarded for Champion and Reserve Champion placings. Satin or felt place ribbons/sashes/rosettes may be used. Sashes for Rider championships are to be a minimum of 180cm long.

Rationale: Sashes and rosettes are very expensive for Organising Committees. Particularly with the increase in length & width (180cm & 10cm) of these sashes. This will reduce the cost for organising committees.

TTT Showing class sizes

Current rule

Event rule 46.1.5. Where Competitors in a Class exceed 32, that Class may be divided but not judged separately

Proposed rule

46.1.5 Each ring shall have a maximum of 30 competitors, which must be divided for judging in accordance with Showing rule 12.2 such that the maximum number of ridden combinations on the circle at any one time in a class must not exceed 10.

Rationale: Classes exceeding 32 take too long to judge, given no more than 10 can be on the circle at once, which result in those levels (usually 3 & 4), being out of kilter with the other levels. In other disciplines, no more than 32 are permitted in a class

Showjumping Rules

3.6. Delete

Rationale: No need to refer to ER 19.3 since there isn't one any more

Show Jumping Rule 27.3.1

27.3.1 A fall of a horse or rider or both, after entering the arena and before crossing the finishing line, whatever, the cause, is penalised by elimination from that class. A fall of horse or rider or both, after crossing the finishing line but before leaving the arena is not penalised by elimination, however, the combination is not permitted to take part in any jump-off or second round if applicable for that class and will be placed equal last in the jump off with combinations which have withdrawn, retired or been eliminated in the jump off. The combination is not eligible to earn performance points for the class.

27.3.2 All rider falls must be reported to the Event Office. An Incident Report form is to be lodged with the Event Secretary prior to the rider remounting or leaving the venue. Participation in subsequent classes is at the discretion of the competitor however, the Ground Jury, Technical Delegate or HRCV Representative have the authority to eliminate a rider or horse from the event at any time following a fall, on the grounds that their further participation risks the health and safety of the rider or the welfare of the horse.

27.3.3 Participation in subsequent classes by riders who have fallen is only permitted when the OC's Medical/First Aid officer advises the judge(s) that the rider has been approved to continue by the medical personnel attending the event.

Proposed Change Replace with - All rider falls must be reported to the Event Office, for further requirements see ER 69.3

Delete 27.3.2

Rationale: Rule duplicated in Event Rules

Current Rule 42: Table C Table of penalties

Current: There is no time allowed under table C; however, the following time limits are applicable:

*Three minutes, if the length of the course is 600 m or more: or

*Two minutes, if the length of the course is 400 to 600 m **or more**: or

*90 seconds if the length of the course is less than 400

Change: Delete 'or more' in the 2nd bullet

Rationale: correct mistake

Current Rule 43.3.3 Taking more than 45 seconds after the starting signal to cross the starting line.

Proposed Change - 44.3.3 Delete

Rationale: to reflect rule 30.1 which says after 45s, clock starts running instead of rider being eliminated

Current Rule 44.3.19 Accepting while mounted any object whatsoever during a around except headgear and/or spectacles

44.3.19 Delete 'headgear and/or'

Rationale: loss of headgear now leads to automatic elimination

Delete Jumping Equitation rule 65

Rationale: it isn't an official class and is no longer in EA manual. When it is run as an unofficial class, the rules for that event are included in the program