

Canadian Pony Club



WORKING EQUITATION HANDBOOK

This document outlines the Canadian Pony Club's implementation of the Working Equitation.

[Abstract](#)



Loyalty

Character

Sportsmanship

Table of Contents

Introduction	2
Organizers	2
Judges.....	2
Riders.....	3
Scoring.....	4
Tack and Attire	5
Levels.....	8
The Dressage Phase.....	12
Ease of Handling Phase	14
Obstacles	15
Speed Phase	29
Special Awards	31
Dressage Arena Diagram.....	32
Scoring Chart for Dressage and Ease of Handling Phase	33
Point Conversion for Speed.....	34
Glossary of Working Equitation Terms	35
Concussion Policy.....	47



CANADIAN PONY CLUB

Working Equitation Handbook

2017

Loyalty

Character

Sportsmanship

Introduction

The discipline of Working Equitation was created with the objective of promoting the different types of equitation techniques developed in countries that use the horse to work on the farm. The aim is to preserve and perpetuate not only this type of equitation but also the cultural traditions of each country and their horses.

The four founder countries of Working Equitation are Portugal, Spain, France, and Italy.

Each competition is comprised of 3 or 4 sections. The final result is determined by the totaling the score from all three sections. The four sections are: Dressage, Ease of Handling (with obstacles) and Speed Obstacles with and optional Cattle Trial for Teams.

Organizers

- Show Organizers must have adequate facilities for competition for the safety of both horse and rider.
- It is the responsibility of all officials, competitors, judges, stewards, show managers, etc. involved in a competition to know and follow these rules.
- It is the responsibility of the show management and any officials, etc. to enforce the rules before, during, and after any sanctioned competition.
- The lunging area must be separate from the riding warm-up area.
- The judge has the right to ask the competitor to drop the bit out of the horse's mouth for a bit check at the conclusion of their test. The competitor has the right to ask that a groom with a halter and lead be present for the bit check.
- There is a timer required for the speed phase only. The timer starts when the horse's nose crosses the start line and ends when the nose crosses the finish line. The rider must leave the ring at a walk. All times and time penalties will be noted on the rider's Speed score sheet.
- Dressage Times are set prior to the show. Ease of Handling order is determined by the dressage scores, and riders will go from lowest to highest score. The Speed Phase order is determined by the lowest combined score from both the Dressage and the Ease of Handling phases.
- The appropriateness (legality and safety) of both tack and attire will be checked prior to the competitor's entry into the competition ring by an official appointed by the show.
- Organize a ring crew to reset the course (the lance, the ball) the ring crew must not interfere with the competitors.

Judges

- Secretary is responsible for the order of go, the required releases, entries, and the information packet for the Judge as well as the competitors.
- The Secretary is obligated to calculate, process, verify and post the Judge's Scores.



CANADIAN PONY CLUB

Working Equitation Handbook

2017

Loyalty

Character

Sportsmanship

- The Secretary will process the Judge's marks, arrange and post the order of go for all phases of the competition and give competitors the final placings based on their scores and times.
- It is the responsibility of the Secretary to post results (For Individuals, Classes and Divisions) and handle appeals. Tests will be made available to the competitors after all scoring and placings have been made for that division and/or class. The results must be posted as soon as possible after each Phase.
- Order of Go in all phases is the responsibility of the Show Secretary.
- The first phase will be the Dressage Phase, followed by the Ease of Handling Phase. The Speed phase will be the third phase of the competition. Cattle Trials may be held as the optional fourth Team phase.
- Working Equitation competitions can be held over one, two, three, or four days.
- The Order of Go should be posted as soon as possible prior to the start of Ease of Handling, Speed, or the Cattle Trials.
- The Order of Go for the Dressage Phase must be posted and available two days prior to the date of competition.
- In the event that the competition is on a single day the Order of Go may stay the same through all three phases.
- The rider will be eliminated if they do not enter the ring within 45 seconds after the bell or whistle has indicated the judge is ready for entry in any Phase.
- In the event of a multi-day show, the Speed Phase Order of Go will be in reverse order of the Dressage and Ease of Handling combined placings, going from lowest to highest placings. In the event of a tie it is the discretion of the Show Secretary to determine the Order of Go for the riders in a tie.

Riders

- All minors must be accompanied by a responsible adult as included on their entry form.
- All riders are required to wear an approved helmet while mounted. A list of approved helmet standards can be found in the operations manual. If any rider is mounted at any time without a helmet they are immediately disqualified.
- Correctly filled out medical armbands must be worn at all times when on the competition grounds.
- A single mount can be shown **twice** by different riders (LL, WT, and Novice) at the same level at the same show. (i.e. a horse may be entered in a Lead Line level with one rider and a Novice level with another rider.)
- The appropriateness (legality and safety) of both tack and attire will be checked prior to the competitor's entry into the competition ring by an official appointed by the show or by the Judge.
- A body protector vest is optional, and will not be penalized.
- A time will be specified for the obstacle course to be open for walking on foot prior to the start of the Ease of Handling and Speed Phases.



CANADIAN PONY CLUB

Working Equitation Handbook

2017

Loyalty

Character

Sportsmanship

- Riders may ride more than one horse in a single level.

Scoring

- The Scoring for both the Dressage Phase and the Ease of Handling phase will use the following numbered scoring system with the corresponding remarks:
 - 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 Performed or Attempted
 - In addition to the whole Score marks given above, the Judge may also use half marks (i.e. 1.5, 0.5, 9.5, etc.)
- The Dressage Phase and Ease of Handling Phase will be scored by a percentage out of 100%. The percentage is then transformed into points.
- The rider with the highest points wins the Phase. In the event of a tie, the tie will stand. Points will be used both in determining the final placings of all three phases and for year-end awards.
- The Speed phase will be scored by the fastest time, keeping in mind that safety should always be the highest priority.
 - Each competitor will then be assigned points for each completed course.
 - The points assigned for the competitors in the speed phase will be determined by the average of the points awarded to the 1st place winner in dressage and the 1st place winner in Ease of Handling. (See example on chart.)
 - From the first competitor, each subsequent placing goes down .5 of a point. (For example, if the 1st place competitor gets 6.5 points, the 2nd gets 6.0, the 3rd gets 5.5, etc.)
 - The final placings for all three phases of the event are determined by adding a single competitor's total points from the Dressage, Ease of Handling, and Speed phases.
 - A tie will be broken by the Dressage Score with the competitor with the highest percentage score in Dressage winning the tie.
- All changes or amendments made to the scoring sheet by the Judge must be initialed by the Judge for verification purposes.



CANADIAN PONY CLUB

Working Equitation Handbook

2017

Loyalty

Character

Sportsmanship

- If a rider eliminates themselves in a phase they get 0 points in that phase but they do not get eliminated from the whole show. They can still receive points for other phases and may continue to compete.

Tack and Attire

- Please note that an approved Helmet is Required for All Riders and Handlers at all times while mounted or while showing in hand. A rider or handler without a helmet while mounted is immediately disqualified. A list of approved helmet standards can be found in the operations manual.
- The appropriateness (legality and safety) of both tack and attire will be checked prior to the competitor's entry into the competition ring by an official appointed by the show.

Attire Options

Please note: Do not mix and match attire, choose one style and adhere to the rules regarding that group.

Western Attire

- This attire consists of:
 - Short or Long Sleeve Shirt (not cap sleeves) with Collar
 - Jeans
 - Boots with a Heel
 - Approved Helmet
 - Safety vests are allowed.
 - Chaps (no decorations)
 - Medical armbands

English Attire

- This attire consists of:
 - Breeches - light color
 - A shirt with sleeves (short sleeved (not cap sleeves) or long) and collar.
 - Show jacket may be worn for all phases.
 - Tall boots with a heel or paddock boots with a heel and half chaps.
 - Approved helmet
 - Safety vests are allowed.
 - Medical armbands
 - Gloves may be worn



CANADIAN PONY CLUB

Working Equitation Handbook

2017

Loyalty

Character

Sportsmanship

Tack Options

Dressage Tack

- Dressage saddle or all-purpose saddle.
- Snaffle bridle with a dropped or plain cavesson noseband or a double bridle with a plain cavesson noseband.

Traditional Western Tack

- Western saddle. Western bridle with a snaffle, curb, or bosal depending on the level.

Bits

- The acceptable bits are snaffles, curbs, bosals, pelhams, and a double bridle. See the particular level you are entering for the acceptable bit at that level.
- All mouthpieces have to be made of smooth metal, rubber, or plastic. No mouthpiece shall be less than 10mm in diameter.
- All curb chains or curb straps must lay flat in the chin groove.
- The following are prohibited:
 - Twisted, wire, or double mouthpieces on one bit.
 - High ports, spoons, and spades on curbs.
 - Gag bits
- Bitless bridles must be approved by the ground jury.
- Any horse under 7 years of age must be ridden in a snaffle or bosal.

Protective Boots

- Leg protection such as tendon boots, splint boots, and bell boots can be used in the Ease of Handling Phase or Speed Phase.
- No polos are allowed except in warm-up.
- No boots or leg protection is allowed in the Dressage Phase although boots are allowed in the warm-up for the Dressage Phase.

Whips

- Whips are allowed in the warm-up at any level and any Phase.
- They are only allowed in competition at the following levels and only in Dressage Phase: Young Horse, Lead Line, Walk, Walk Trot, Novice, Preliminary and Intermediate.
- There are no whips allowed during the Ease of Handling or the Speed Phases of the competition at any level.



CANADIAN PONY CLUB

Working Equitation Handbook

2017

Loyalty

Character

Sportsmanship

General Disqualifications

- Any rider without a properly secured helmet while mounted or in the ring is immediately disqualified.
- Any rider entering an obstacle backward (without the red flag on the right) will be disqualified.
- Failing to enter dressage arena within 45 seconds of being called or signaled to enter arena.
- Failing to cross start line in Ease of Handling or Speed within 45 seconds of being called or signaled to start.
- Failure to salute Judge in Dressage and Ease of Handling
- Mistreatment of any horse
- Poor Sportsmanship – to another competitor or any official or volunteer
- Fall of horse or rider. No rider may remount after a fall unless seen by a Medic. (Please see CPC concussion policy)
- Three refusals on a single course.
- Blood on the horse.
- Lameness of the horse.
- In Dressage Phase, the horse leaving arena with all four feet.
- A rider may be disqualified if the Judge or a member of the Jury has reason to feel that a horse/rider combination may be a danger to themselves or others.
- Beginning any Phase without permission to go.
- Not completing or not attempting an obstacle.
- Failing to start and finish at the designated start and finish lines.
- Showing the horse an obstacle prior to beginning the test.
- Failing to complete the obstacles in the assigned order
- Failing to ride the compulsory movements in the dressage test.
- More than three errors of course or test in any of the phases.
- An error in the course in the Ease of Handling and Speed phases.
- Refusal of more than 15 seconds to perform an obstacle in Ease of Handling and Speed phases.
- More than four complete strides of canter in the Young Horse in Hand, Young Horse Test, Lead Line, Walk, Walk Trot or Novice levels in Ease of Handling or Speed Phases.
- Falsification or misrepresentation of entry.
- A rider receiving any outside assistance during any phase of the competition. No outside assistance is allowed in any phase of Working Equitation Competition. Violation will mean disqualification. Outside assistance is defined as, but not limited to: verbal or non-verbal signals from anyone else that would unfairly help a competitor while competitor is being judged.
- Readers are allowed for the Dressage Phase, except Advanced, and International levels.
- Lead Line competitors ARE allowed to have verbal communication from the leader.



CANADIAN PONY CLUB

Working Equitation Handbook

2017

Loyalty

Character

Sportsmanship

- Please note that a Reader during the Dressage Phase is not considered outside assistance excepting in the Advanced, and International levels.
- Stallions may not be handled in pony club competitions

Levels

- Please refer to the Tack and Attire Section for full appropriate attire and tack information.
- Whips are allowed in the Ease of Handling Phase at Walk/Trot level.
- No whips are allowed in the Speed Phase of the competition at any level.

Young Horse in Hand

Purpose: To accustom the young horse to the obstacles. To create confidence and obedience and to increase the horse's trust in the handler.

- Horse must be between 24 months to 48 months (2-year old to 4-year old).
- Handlers must be at least 15 years of age or C2 level.
- The Young Horse in Hand Level only does the Ease of Handling Phase.
- There is **no Dressage or Speed Phase**.
- All obstacles are done in the walk.
- Handler and horse may trot between obstacles.
- Ideally the horse should keep the middle of his neck at the handler's shoulder. It is a major fault for the handler to be behind the horse's shoulder. It is a minor fault for the handler to be in front of the horse's nose except in the Livestock Pen and Corridor with Bell.
- Unless otherwise directed in the instructions for the obstacles, the handler will be on the horse's left side.
- Livestock Pen will always be done both directions.
- Handler will wear long pants and shirt with a collar. Footwear should be boots.
- SEI/ASTM helmets are required.
- Tack for horse will be a flat halter, or rope halter with a lead rope or a properly fitted snaffle bridle.
- A whip can be carried of less than 48" in length including lash.

Young Horse Test

Purpose: To test the correct progression of the horse's basic training.

- To be ridden in a snaffle or bosal. Rider may carry a whip in Dressage.
- Spurs **not** allowed.
- The horse should be in acceptance of the basic aids and show acceptance of the bridle and increased impulsion.



CANADIAN PONY CLUB

Working Equitation Handbook

2017

Loyalty

Character

Sportsmanship

- Horse must be between 4-5 years of age.
- All Phases are walk, trot, and canter.
- The Young Horse completes only two Phases, the Dressage Phase and the Ease of Handling Phase.
- There is **no Speed Phase**.
- Any horse competing in Young Horse Test may not compete at any other Level at that competition.

Lead Line

Purpose: To introduce children to Working Equitation in a safe environment with correct equitation and training.

- To be ridden on the lead line in a snaffle bridle using two hands on the reins.
- Rider can be assisted by Leader if needed. Leader must be at least 12 and/or C level.
- Rider may carry a small whip in Dressage.
- NO spurs allowed.
- **No Speed phase**.
- The Lead Line rider completes only two Phases, the Dressage Phase and the Ease of Handling Phase.
- There is no Speed Phase for the Lead Line rider.
- All obstacles in the Ease of Handling Phase are to be ridden at a walk or halt when appropriate.
- Lead Line riders must be D or under.
- Horse must be at least 5 years of age.
- Any rider competing in Lead Line may not compete in any other level at that competition.
- Any rider competing in Lead Line must have a senior pony club member level C1 or up with a lead attached to the horse at all times when mounted.

Walk

Purpose: To create an opportunity for children who have the skills to work off the lead line to experience memorizing and executing a working equitation test.

- To be ridden in a snaffle or curb bit using two hands on the reins.
- Rider may carry a short whip in Dressage.
- No spurs are allowed.
- The walk should be energetic and ground covering. Obedience and calmness of the horse and a safe and correct position of the rider are emphasized.
- Accuracy of the figures is rewarded.
- All obstacles in the Ease of Handling Phase are to be ridden at a walk or halt when appropriate.
- There is no Speed Phase for the Walk Level.
- The level of the Walk rider must be D1 or under.
- Horse must be at least 5 years of age.



CANADIAN PONY CLUB

Working Equitation Handbook

2017

Loyalty

Character

Sportsmanship

- Any rider competing in Walk may not compete in any other level.

Walk Trot

Purpose: To introduce the beginner rider or the new working equitation rider to Working Equitation competition in an inviting and educational atmosphere.

- To be ridden in a snaffle, Pelham, or curb using two hands on the reins. Any horse under 60 months of age must be ridden in a snaffle or bosal. Rider may carry a whip in Dressage Phase. Spurs allowed. Transitions into and out of the halt may be made through the walk. While the horse does not have to be on the bit or round in the top line, the horse would show acceptance of the connection from the leg to the elastic hand without undue resistance. The walk and trot should be energetic and ground covering but without losing balance.
- Horse must be at least 5 years of age.
- Dressage test is walk and trot.
- Ease of Handling and Speed are walk and trot.

Novice

Purpose: To test and encourage the correct training of the Novice Working Equitation rider.

- To be ridden in a snaffle, bosal, or Pelham and using two hands on the reins.
- Rider may carry a whip in Dressage.
- Blunt spurs are allowed.
- Transitions into and out of the halt may be made through the walk.
- The horse should be in acceptance of the connection from the leg to the elastic hand showing the start of a round outline. The walk, trot, and canter should be energetic and ground covering with the strides tracking up or over striding in the walk and trot.
- There is a Novice Rider as well as a Novice Horse Test. The figures remain the same for both tests; however, the marks judged reflect whether the horse or the rider is the primary focus.
- Horses must be least 5 years of age.
- The Dressage is walk, trot, and canter.
- Ease of Handling and Speed is walk and trot.

Preliminary

Purpose: To test the correct progression of the horse's training at the Preliminary level. To introduce the beginnings of lateral work.

- To be ridden in a snaffle, bosal, or Pelham.
- Rider may carry a whip in Dressage.



CANADIAN PONY CLUB

Working Equitation Handbook

2017

Loyalty

Character

Sportsmanship

- Blunt spurs allowed.
- The horse should now be reliably in acceptance of the aids, with more impulsion and with a rounded and more uphill balance in the working gaits than at Novice Level.
- Horses must be 5 years of age or older.

Intermediate

Purpose: To test the correct progression of the horse's training at the Intermediate level. To introduce forward/sideways lateral movements.

- To be ridden in a snaffle, bosal, Pelham, or double bridle.
- Rider may carry a whip in Dressage.
- Blunt spurs allowed.
- The horse is now reliably in acceptance of the aids and acceptance of the bridle. Greater impulsion is thrusting the horse into a rounded and uphill balance that leads to moments of collection.
- Horses must be 5 years of age or older.
- All phases are walk, trot, and canter.
- All walk and trot work done in all phases may be done one handed.

Advanced

Purpose: To test the correct progression of the training at the Intermediate level and to introduce the half pass and flying changes.

- To be ridden in a snaffle, Pelham, curb, or double bridle.
- Rider may NOT carry a whip.
- Blunt spurs allowed.
- The horse now accepts and responds readily to the aids of the rider. This level has greater levels of Impulsion and collection than at the Preliminary level. Reins will be held in one hand for the walk and the trot. All collected trot is done sitting.
- Open to horses 6 years old and over.
- All phases are walk, trot, and canter.
- To be ridden in a snaffle, Pelham, curb, or double bridle.
- All walk and trot work done in all phases may be done one handed.

International

Purpose: To test the correct progression of the training at the Advanced level and to introduce the canter pirouette. The horse now accepts and responds readily to the aids of the rider. This level has greater levels of impulsion and collection than at the Intermediate level.



CANADIAN PONY CLUB

Working Equitation Handbook

2017

Loyalty

Character

Sportsmanship

- Open to all horses 6 years of age and older.
- All phases are walk and canter.
- To be ridden in a snaffle, Pelham, curb, or double bridle.
- Reins will be held in one hand for the duration of the test.
- The free hand can adjust the reins no more than 5 seconds. The hand making the adjustment must be behind the steering hand not in front of the steering hand.

Horse Divisions

Small/Medium Pony:

- Open to all ponies 13.2 hands and under.

Large Pony:

- Open to all ponies over 13.2 hands and up to 14.2.

Horse:

- Open to any equine (donkey, mule, horse) not classified as a pony by height.

The Dressage Phase

Dressage is the first Phase of the competition. Dressage encourages harmony between horse and rider through their understanding of the language of the aids, and demands humane and correct training of horse and rider. The Dressage Phase promotes physical soundness and mental well-being through relaxation, lateral suppleness (bending), longitudinal suppleness (roundness), and progressive conditioning.

Guidelines for Dressage

- The Dressage arena must be a 20 x 40-meter area clearly marked off as the competition ring.
- See arena diagram for specific arena setup instructions and measurements.
- The entrance to the arena must be about 2 meters and located directly across from the judge on the short side of the ring containing A.
- It is not required to close the entrance to the arena.
- The dressage arena must have dressage letters set up following the measurements given in the arena diagram and will include the letters A, K, E, H, C, M, B, F given along the outside of the ring.
- The Dressage Phase has the following levels:
 - Young Horse Test
 - Lead Line
 - Walk
 - Walk/Trot



CANADIAN PONY CLUB

Working Equitation Handbook

2017

Loyalty

Character

Sportsmanship

- Novice
 - Preliminary
 - Intermediate
 - Advanced
 - International
- Spectators must be kept a safe distance from the ring, preferably a minimum of 5 meters. If this is impossible, the safety of the horse & rider as well as the safety of the spectators must be taken into account.
 - The riders must follow the instructions and movements given on the dressage test in the given order for each level.
 - The riders must halt and salute the Judge at the beginning and end of each test as described in the tests.
 - The test ends when the rider halts and salutes the Judge.
 - All riders will salute by making a nod of the head and dropping one hand straight down, keeping the reins and whip in the other hand. (I.e. Do not salute with the hand holding the whip.)
 - The entry into the arena will be signaled by either a bell or whistle, to be blown or rung by the Judge.
 - Once the bell or whistle has been given, the rider has 45 seconds to enter the arena or they will be disqualified.
 - Rider is not required to start their dressage test before their scheduled time.
 - First error of test = two-point deduction. Second error of test = four-point deduction. Third Error of test: Disqualification.
 - Music may be provided by competitor min of 1h prior to ride if the competition management is allowing music.
 - Readers are allowed for the Dressage Phase, excepting Intermediate, Advanced, and International levels. Test must be read in English unless permission is granted by the Jury before the competition for another language to be used. Lead Line competitors ARE allowed to have verbal communication from the handler. Please note that a Reader during the Dressage Phase is not considered outside assistance excepting in the Intermediate, Advanced, and International levels.

Disqualifications for Dressage (See also General Disqualifications)

- Failing to enter dressage arena within 45 seconds of being called or signaled to enter arena.
- Failure to salute the judge.
- The horse leaving the arena with all four feet.
- Beginning dressage test without being called or signaled.
- Failure to ride the compulsory movements in the dressage test.
- More than two errors of test.
- Resistance to moving forward of more than 30 seconds.



Ease of Handling Phase

Ease of Handling in Working Equitation is the second phase of the competition. This phase involves negotiating the horse around obstacles that test the attributes of the correct working horse. These attributes include:

- Rhythm, Relaxation, Regularity
- Obedience and confidence
- Acceptance of and Response to the Aids
- Suppleness of the Bend and Roundness
- Impulsion
- Straightness
- Collection and Balance

This phase also tests the attributes of a correct working rider. These attributes include:

- Balance and Relaxation
- Flexibility
- Strength
- Coordination
- Feel

- All levels are assigned a maximum gait allowed for the Ease of Handling and Speed Phases.
- All obstacles are numbered in order of completion. Markers can also indicate the start and finish of the obstacle zone as well as the direction with the red marker and the number being on the rider's right and the white marker being on the rider's left.
- Any obstacle already ridden is considered "dead" and may be ridden through in any direction without penalty, although be aware that knocking an obstacle (even a dead one) will affect final scores.
- Please refer to the Obstacles section of these rules for specific guidelines regarding Ease of Handling Obstacles.

Disqualifications for Ease of Handling (see also General Disqualifications)

- Any rider entering an obstacle backward (without the red flag and number on the right) will be disqualified.
- Failing to cross start line in Ease of Handling or Speed within 45 seconds of being called or signaled to start.
- Failure to salute judge.
- Three refusals on course.



CANADIAN PONY CLUB

Working Equitation Handbook

2017

Loyalty

Character

Sportsmanship

- Beginning any phase without permission to start.
- Not attempting an obstacle.
- Failing to start and finish at the designated start and finish lines.
- Showing the horse an obstacle prior to starting the test.
- Failing to complete the obstacles in the assigned order.
- An error in the course, without correction.
- Refusal of more than 15 seconds to perform an obstacle.
- More than three complete strides in a higher gait than allowed in a level. (i.e. More than 3 complete strides of trot or canter in the Walk class, more than 3 complete strides in Lead Line, Walk Trot, or Novice)

Obstacles

- Please note that all obstacles must be created and executed with the horse and rider's safety in mind at all times.
- Please note that the gait given for each level is the maximum gait allowed, and a lesser gait may be ridden at any time. A good performance at an obstacle at a lower gait will score higher than a poorly ridden obstacle at a higher gait, but a good performance at a higher gait will always score higher than a good performance at the lower gait.

Number of obstacles completed by level:

- Young Horse in Hand = 8 obstacles
- Young Horse Test = 8 obstacles
- Lead Line = 4 obstacles
- Walk = 4 obstacles
- Walk Trot = 6 obstacles
- Novice = 8 obstacles
- Preliminary = 10 obstacles
- Intermediate = 12 obstacles
- Advanced = 14 obstacles
- International = 15 obstacles

The Jug

- This obstacle consists of a table of an appropriate height (lower for Lead Line and sm/med ponies and higher for horse) with a jug or bottle.
- If conditions require, sand may be used to stabilize the bottle or jug in place of an empty vessel. The jug is empty for Young Horse, Walk, Walk Trot and Novice.
- The Jug can be filled with water for Preliminary, Intermediate, Advanced, and International.



CANADIAN PONY CLUB

Working Equitation Handbook

2017

Loyalty

Character

Sportsmanship

- The rider and horse approach the table, halt, pick up the jug, raise it above his/her head, and then replace the jug on the table before moving off at the appropriate gait.
- This obstacle is not used in the in the speed phase at any level. At the Preliminary, Intermediate, Advanced, and International levels there may be water in the Jug.
- Obstacle is judged on: The attributes of the correct working horse and rider appropriate for the level.
- When competing at the levels where the Jug is filled with water, the rider may choose to pour the water out onto the ground or over the horse to increase the level of difficulty of the obstacle and thereby receive more points. However, if the rider chooses to pour out the water and the horse moves or shows non-acceptance of the pouring water a more severe penalty will be earned than if the rider had not poured out the water.
- Penalties: Bumping table. Dropping the jug. Accidentally spilling the water. Horse reacting negatively to pouring water.
- The judge will take into consideration the severity or mildness of each disobedience.
- Gait Required: Horse should stand immobile while the rider lifts and returns jug. Gait given is the maximum gait *allowed*.
 - Young Horse Test – walk to halt
 - Walk – walk to halt
 - Walk Trot – trot to walk to halt
 - Novice – trot to halt
 - Preliminary – canter or trot to halt, can have water in jug
 - Intermediate – canter to halt (transitions may be made through the walk or trot), Can have water in jug
 - Advanced – canter to halt, can have water in jug
 - International - canter to halt, can have water in jug

The Single Pole Slalom

- The obstacle comprises at least 5 wooden, plastic, or metal poles (approx. 2m high), set out in a straight line from 10m to 6 meters apart.
- The horse is ridden around the slalom posts performing a change in bend with each change of direction.
- When required the change of lead or flying changes should always be performed at the half-way point between the poles.
- The line taken by the rider should be in true half circles the diameter of which will equal the distance between the poles. (See diagram).
- Obstacle is judged on: The attributes of the correct working horse and rider appropriate for the level plus the correctness and placement of the lead changes.
- Gait Required: Gait *given is the maximum gait allowed*.
 - Young Horse - walk
 - Lead Line - walk poles 10 meters apart



CANADIAN PONY CLUB

Working Equitation Handbook

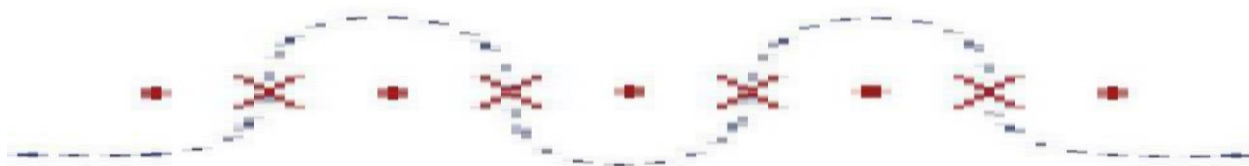
2017

Loyalty

Character

Sportsmanship

- o Walk - walk poles 10 meters apart
- o Walk Trot - trot poles 10 meters apart.
- o Novice - trot poles 10 meters apart
- o Preliminary - canter poles 8 meters apart. In canter, the changes can be through the walk or trot.
- o Intermediate - canter with changes through the walk or trot and the poles 6 meters apart.
- o Advanced -canter with flying changes and the poles 6 meters apart.
- o International - canter with flying changes and the poles 6 meters apart



The Jump

- The obstacle consists of a jump of various heights, depending on the level, from a 12' long pole on the ground to a jump of 3 to 4 bales of straw lying end to end, or something natural that the horse would encounter in the field. The jump cannot exceed the height of a straw bale. The horse should approach and jump naturally and with assurance.
- Obstacle is judged on: The attributes of the correct working horse and rider. There is no penalty for a few strides of a relaxed canter after the jump at Novice level. Touching any part of the jump will be penalized. Refusing or running out will be severely penalized.
- Gait Required: *Gait given is the maximum gait allowed.*
 - o Young Horse - walk a pole on the ground
 - o Lead Line - walk a pole on the ground
 - o Walk – walk a pole on the ground
 - o Walk Trot - trot a pole on the ground
 - o Novice - trot a raised pole of no more than 12"
 - o Preliminary - canter a raised pole of no more than 12"
 - o Intermediate - canter a raised pole of no more than 16"
 - o Advanced -canter straw bales
 - o International - canter straw bales

The Lance Pickup from Barrel

- The rider approaches the barrel either straight on or by circling the barrel and removes the lance without the horse reacting in any way.
- The part of the lance inside the barrel will be the base of the lance, and what is outside of the barrel is the tip of the lance.
- The Rider holds the lance in a more or less horizontal position with the tip of the lance towards the horse's



CANADIAN PONY CLUB

Working Equitation Handbook

2017

Loyalty

Character

Sportsmanship

head or the lance is carried on the shoulder with the tip of the lance pointing toward the horse's hindquarters. The hand position cannot be changed with the exception of moving up or down the pole.

- Except where noted the lance will be between 3 meters and 3.5 meters in length.
- Obstacle is judged on: The attributes of the correct working horse and rider. The horse's reaction to the movement of the lance and the relaxed manner in which the rider collects the lance. The horse should always move forward at a steady gait, and should not react to, or unduly notice, the appearance of the barrel or the removal of the lance. Any slowing down or change of gait by the horse will be penalized. If the rider drops the lance they must dismount, pick up the lance, deposit the lance back in the pick-up barrel, and then remount. After remounting the rider then picks the lance back up and continues on the course. If the Rider chooses not to dismount and replace the lance, the score for any incomplete obstacle involving the lance will be 0 through the Advanced level. At the International level, the rider will be disqualified. Knocking over the barrel will be penalized. Touching the horse with the lance will be penalized.
- Gaits Required: *Gait given is the maximum gait allowed.*
 - Young Horse Test A – walk – the lance pickup, ball knockdown, & the lance return must be in a straight line not requiring any turns
 - Lead Line – walk – lance may be as small as 1 meter
 - Walk – walk – lance may be as small as 1 meter
 - Walk Trot – trot – lance may be as small as 2 meters
 - Novice - trot
 - Preliminary - canter
 - Intermediate - canter
 - Advanced -canter
 - International - canter

Knock Down Ball or Spear Ring

- The competitor, at the required gait, knocks down a ball with the tip of the lance.
- The ball is located on the top of a base of at least 2' in height.
- Balls of a larger size should be used for Young Horse, Lead Line, Walk, Walk Trot and Novice levels while balls of a smaller size (no smaller than a tennis ball) are appropriate for Preliminary to Advanced levels.
- Balls should be constructed or filled in a way that prohibits the ball from rolling off the base or on the ground.
- Spearing a ring: The competitor, at the required gait, collects a ring or a series of rings from any location. Rings are not used at the levels of Young Horse, Lead Line, Walk, Walk Trot and Novice. The rings should have a minimum diameter of 4".
- Obstacle is judged on: The attributes of the correct working horse and rider. The horse or pony should, without hesitation, pick up the ring or knock down the ball. Hitting or knocking down the base of the ball or ring holder will be penalized. If the rider drops the lance they must dismount, pick up the lance, deposit the lance back in the pick-up barrel, and then remount. After remounting the rider then picks the lance back up and continues on



CANADIAN PONY CLUB

Working Equitation Handbook

2017

Loyalty

Character

Sportsmanship

the course. If the Rider chooses not to dismount and replace the lance, the score for any incomplete obstacle involving the lance will be 0 through the Advanced level. At the International level, the rider will be disqualified.

- Gait Required: *Gait given is the maximum gait allowed.*
 - Young Horse Test – walk – the lance pickup, ball knockdown, & the lance return must be in a straight line not requiring any turns
 - Lead Line – walk
 - Walk – walk
 - Walk Trot – trot
 - Novice - trot
 - Preliminary - canter
 - Intermediate - canter
 - Advanced -canter
 - International - canter

The Lance Replaced in Barrel

- The rider approaches the barrel either straight on or by circling the barrel and replaces the lance in the barrel with the base of the Lance going in first.
- Obstacle is judged on: The attributes of the correct working horse and rider. The style of the lance replacement by the rider. There should be no reaction to the movement of the lance. The horse should always move forward at a steady gait, and should not react to, or unduly notice, the appearance of the barrel or the replacement of the lance. Any slowing down or change of pace by the horse will be penalized. If the rider drops the lance they must dismount, pick up the lance, deposit the lance back in the return barrel, and then remount and continue on the course. Knocking over the barrel will be penalized. Touching the horse with the lance will be penalized.
- Gaits Required: *Gait given is the maximum gait allowed.*
 - Young Horse Test – walk – the lance pickup, ball knockdown, & the lance return must be in a straight line not requiring any turns
 - Lead Line – walk
 - Walk – walk
 - Walk Trot – trot
 - Novice - trot
 - Preliminary - canter
 - Intermediate - canter
 - Advanced -canter
 - International - canter



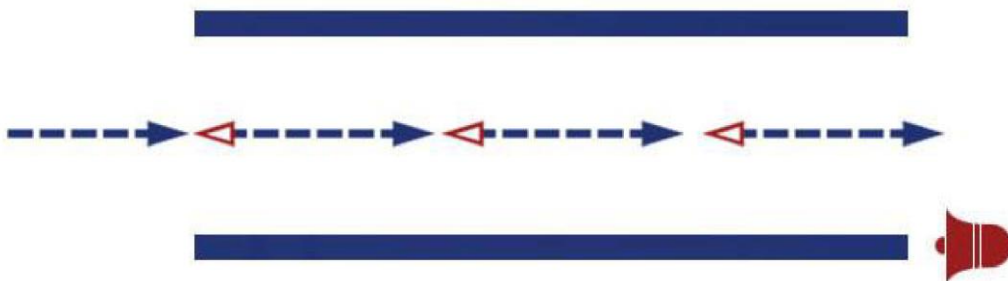
Loyalty

Character

Sportsmanship

Corridor with Bell

- The obstacle consists of 2 small fences, hay bales, or ground poles placed parallel to each other forming a corridor.
- A width of 1.5m will be for all levels. A bell is located at the end of the corridor at a height of approx. 2.00 m.
- The height can be shorter for the Small and Medium Ponies.
- The horse approaches the corridor at the required gait, enters, and moves forwards towards the end.
- The rider then halts, rings the bell and exits straight ahead or performs a rein back down the corridor depending on the level.
- Obstacle is judged on: The attributes of the correct working horse and rider. The jury will give an insufficient score if the horse displaces either of the sides of the corridor. The corridor may alternatively be "L" shaped at Intermediate or Advanced and any safe shape at International. Rider is not required to stop to ring the bell in speed.
- Gait Required: *Gait given is the maximum gait allowed.*
 - Young Horse Test – walk into the corridor, halt and ring bell, exit obstacle in walk.
 - Walk – walk into the corridor, halt and ring bell, exit obstacle in walk.
 - Walk Trot – trot into the corridor, halt through the walk and ring bell, exit obstacle in trot.
 - Novice - trot into the corridor, halt and ring bell, exit obstacle in trot
 - Preliminary - canter into the corridor, halt through the walk, ring the bell, rein back out.
 - Intermediate - canter into the corridor, halt and ring the bell, rein back out.
 - Advanced - canter into the corridor, halt and ring the bell, rein back out. Corridor may be an "L".
 - International - canter into the corridor, halt and ring the bell, Rein back out. Corridor can be any shape that can safely be negotiated.



The Bridge

- The obstacle consists of a wooden bridge over which the horse must walk.
- The obstacle measures at least 3 meters long x 1.5 meters wide. The sides (flower boxes, bales of hay, etc.) of the bridge should be at least .6 meters (2 feet) above the ground.
- The surface of the bridge must provide traction and not be slick.
- The bridge should be made out of solid material and should not endanger either horse or rider.



CANADIAN PONY CLUB

Working Equitation Handbook

2017

Loyalty

Character

Sportsmanship

- Obstacle is judged on: The confidence of the walk, the transitions before and after the bridge, and the attributes of the correct working horse and rider.
- Gait Required: At all levels, the horse should show a downward transition to the walk at the start of the bridge, walk through and off the bridge, and then proceed at the correct gait at the finish of the obstacle. In the Speed Phase, the horse may walk, trot, or canter the obstacle (exception no trot for walk, walk trot or young horse).
 - Young Horse – walk
 - Walk – walk
 - Walk Trot – walk
 - Novice – walk
 - Preliminary – walk
 - Intermediate – walk
 - Advanced – walk
 - International – walk

Livestock Pen

- The outer enclosure will have a diameter of 6 meters and the inner enclosure will have a diameter of 3 meters.
- This obstacle consists of a more or less round enclosure with an entrance.
- At the center of the pen is an inner enclosure housing an object representing an animal such as goats, hens, geese, ducks, piglets, etc.
- The horse enters from the direction given on the course map and describes a full circle around the inner enclosure. Rider may be required to ride this obstacle in both directions, depending on the level.
- Obstacle is judged on: The attributes of the correct working horse and rider. Knocking any part of the livestock pen will be penalized.
- Gait Required:
 - Young Horse Test– walk with no animals in the pen
 - Walk – walk with no animals in the pen
 - Walk Trot – walk with no animals in the pen
 - Novice – walk with only an animal likeness in the pen
 - Preliminary – canter with only an animal likeness in the pen, must be done in both directions. Changes of lead must be done with a change of lead through the walk or trot.
 - Intermediate – canter- must show this obstacle in both directions. Upon exiting the livestock pen after the first pass around the livestock pen, the Intermediate level competitor will transition to walk, perform a walk pirouette in either direction, transition back to canter on the appropriate lead and then re-enter the livestock pen to complete the obstacle in the opposite direction.
 - Advanced - canter - level must show this obstacle in both directions. Upon exiting the pen after the first pass around, the Advanced level competitor will perform a canter pirouette and then a flying change of lead and re-enter the livestock pen to complete the obstacle in the opposite direction.

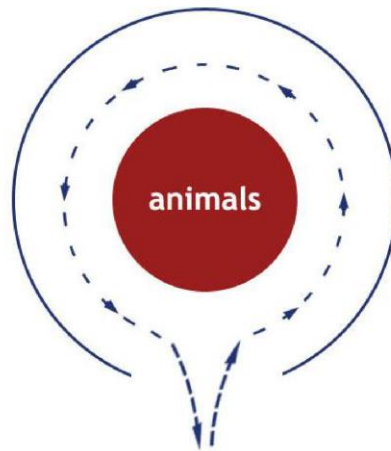


Loyalty

Character

Sportsmanship

- o International – canter - level must show this obstacle in both directions. Upon exiting the pen after the first pass around, the Advanced level competitor will perform a canter pirouette and then a flying change of lead and re-enter the livestock pen to complete the obstacle in the opposite direction.



Varied Footing

- This obstacle will test the horse's confidence over different types of footing. Types of footing that may be used are shavings, sands of different natural colors, mulch, wet sand, and grass. The size of the obstacle must be 2.5 meters x 3 meters at minimum. Intermediate, Advanced, and International may use up to 3 different types of materials in one Varied Footing obstacle.
- Obstacle judged on: The attributes of the correct working horse and rider. The horse should cross over the center of the obstacle. Jumping or attempting to jump the Varied Footing obstacle will be penalized.
- Gaits required:
 - o Young Horse– walk, only one material allowed
 - o Walk Trot – walk, only one material allowed
 - o Novice – trot, only one material allowed
 - o Preliminary – canter, only one material allowed
 - o Intermediate – canter, up to two materials allowed.
 - o Advanced – canter, up to three materials allowed.
 - o International - canter, up to three materials allowed.

The Gate

- The gate should be constructed from a wood, plastic, or metal frame and have no sharp edges.
- Gate should be opened and closed with a metal hoop or a rope loop, or it may be a rope gate.
- Two uprights with a width of at least 2 meters and a height of 1.30 meters should be placed at the sides of a temporary gate.



CANADIAN PONY CLUB

Working Equitation Handbook

2017

Loyalty

Character

Sportsmanship

- The gate may open to the right or left in conformity with the course.
- The obstacle should be performed as follows: The rider positions the horse at the side of the gate (to the left or right depending on the direction in which it opens).
- Using one hand the rider lifts up the iron hoop or rope loop and opens the gate.
- At the levels of Novice and Preliminary the rider proceeds straight through the gate and does not close the gate.
- At all other levels, the rider will walk through the entrance without letting go of the gate and when the horse has fully exited the other side of the gate, the rider may back up one or two steps to close the gate.
- The rider will then put the iron hoop or rope loop in place and complete the obstacle. The rider should not let go of the gate during the course of performing the exercise. (Except when the rider does not have to close the gate.)
- Obstacle is judged on: The attributes of the correct working horse and rider. The horse should be aware of the opening and closing movements without showing any signs of insecurity or disobedience. Letting go of the gate is a major fault except when the rider does not have to close the gate.
- Gait Required:
 - Young Horse Test – walk to gate, halt, push or pull gate open, walk through, does not close gate
 - Novice – trot to gate, halt, push or pull gate open, walk through, does not close gate
 - Preliminary- canter, halt, push or pull gate open, walk through, does not close gate
 - Intermediate – canter, halt, push or pull gate open (does not let go of the gate), walk through, close gate.
 - Advanced - canter, halt, push or pull gate open (does not let go of the gate), walk through, close gate.
 - International - canter, halt, push or pull gate open (does not let go of the gate), walk through, close gate.

The Figure 8 Barrels

- Two barrels are placed 3m apart as measured from the center of one barrel to the center of the other barrel.
- The horse is ridden mid-way between the barrels and performs a circle around the right-hand barrel.
- Upon completing the turn and passing half way between the barrels, the rider will change direction and begin the circle on the left-hand side around the left-hand barrel.
- Upon completing the circle on the left-hand side, he will pass half way between the barrels to exit the obstacle. The obstacle may be performed in reverse if the obstacle is used a second time.
- Obstacle is judged on: The attributes of a correct working horse and rider. The Judge will also evaluate the route between the 2 barrels, the size, shape and symmetry of the circles. At the Novice, Preliminary, and Intermediate levels, the barrel does not have to be the center of the circle. (See illustration). However, at Advanced and International the barrel should be the center of the circle. The Judge will give a marginal score if the simple or flying change fails to coincide with the mid-point between the 2 barrels with some latitude given at the Intermediate and Advanced levels. The Judge will give an insufficient mark if the rider fails to perform



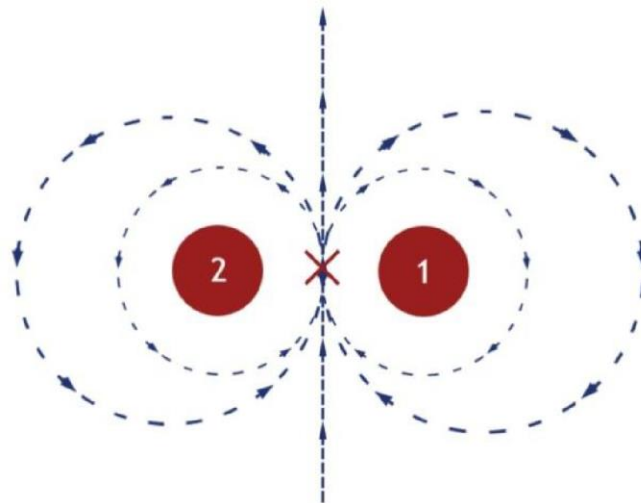
Loyalty

Character

Sportsmanship

the simple or flying change.

- Gait Required:
 - Young Horse– walk, trot suggested circle size is 10 meters
 - Novice – trot, suggested circle size is 10 meters
 - Preliminary- canter, changes of lead must be done with a change of lead with a change of lead through the walk or trot, suggested circle size is 8 meters
 - Intermediate – canter, changes of lead must be done as simple changes
 - Advanced – canter with flying changes.
 - International - canter with flying changes.



The Rein Back Obstacle

- Rein back corridors should be either ground level (i.e. poles) or made in such a way that it is safe for the horse if the corridor is stepped on or over and should have a width of 1.5 meters. This obstacle has the following variations:
 - Straight Rein Back - The horse and rider backs through a straight corridor.
 - "L" - comprised of a corridor shaped like an "L". Competitor enters the corridor, rides to the end, halts, and then a rein back is executed back through the "L" shaped corridor.
 - "Z" - comprised of a corridor shaped like a "Z". Competitor enters the corridor, rides to the end, halts, and then a rein back is executed back through the "Z" shaped corridor.
 - Rein Back with a Glass - the competitor enters the corridor. At the end, there is a post on his right-hand side upon which a glass is placed. The rider halts, removes the glass, and reins back either in a straight line or in curved lines around posts. At the exit, there will be another post on the right-hand side - the glass is then placed on this post.
 - Rein Back Slalom: comprised of a minimum of 3 posts with a minimum distance of 3 meters apart from



CANADIAN PONY CLUB

Working Equitation Handbook

2017

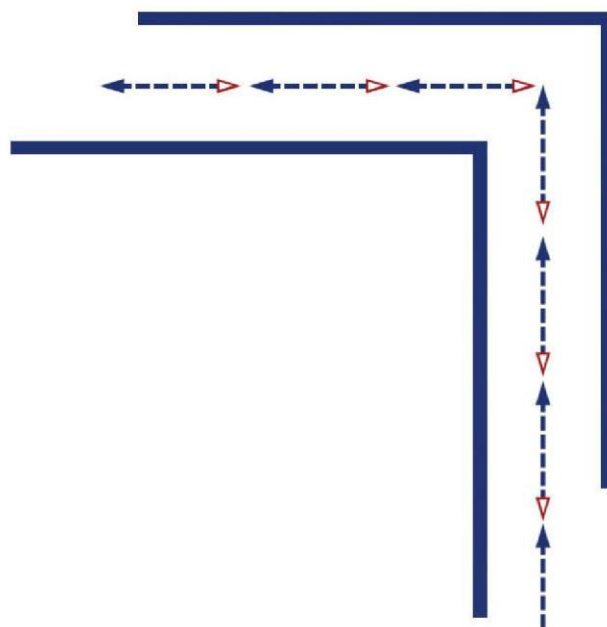
Loyalty

Character

Sportsmanship

each other. The horse must perform a slalom backwards around the posts.

- Rein back through the Figure Eight Barrels: This rein back is performed backwards around the same barrels that were used in the Figure Eight Barrels obstacle.
- Obstacle is judged on: The attributes of the correct working horse and rider. The way the horse enters and reins back. The obedience, straightness, roundness, and relaxation of the rein back. Knocking down any part of the obstacle will be severely penalized.
- Gaits Required:
 - Young Horse— walk in, halt, and back out. Corridor can only be straight.
 - Novice - walk in, halt, and back out. Corridor can only be straight.
 - Preliminary - walk in, halt, and back out. Corridor can only be straight, an "L" or "Z".
 - Intermediate - walk in, halt, and back out according to the course directions. Slalom and barrel rein backs cannot be used.
 - Advanced - walk or canter in, halt, and back out according to the course directions.
 - International - walk or canter in, halt, and back out according to the course directions.



Pass Over a Pole

- This obstacle consists of a pole at least 8 feet long and can be raised above the ground.
- The horse approaches the pole (from the right or left, as indicated by the course map) perpendicular to the pole.
- The horse moves sideways, with the pole always positioned between his hind legs and front legs. He should not touch the pole. The following variations may be used:



CANADIAN PONY CLUB

Working Equitation Handbook

2017

Loyalty

Character

Sportsmanship

- Straight line
 - "L" shaped
 - "U" shaped
 - Parallel pole shape of two or three parallel poles. May be required to move forward to next pole or halt and back to the next pole, or pirouette to the next pole.
 - Three poles set in half a hexagon shape with 1 meter's distance between the poles. This variation will be performed with $\frac{1}{4}$ canter pirouettes between the poles.
- Obstacle is judged on: The attributes of the correct working horse and rider. The horse's ability to move laterally and with straightness over the obstacle without touching the pole. The horse's shoulder should always be very slightly ahead of the haunches. At the Preliminary level, a full pass will be awarded higher points than a side pass. At Advanced and International levels, a higher score will be awarded if the rider correctly canters a full pass along the pole, rather than walks in full pass along the pole.
 - Gait Required: All levels are done in the walk but with the option of cantering at the Advanced and International levels.
 - Preliminary - Pole is executed in either a side pass or a full pass at the walk only using a straight line or "L" that is not raised.
 - Intermediate - Pole is executed in either a side pass or a full pass in walk only using a straight line, "L", or parallel poles. Pole cannot be raised more than approximately 4 inches. (10 cm)
 - Advanced - Pole is executed in a full pass at the walk or canter using any of the options. Pole cannot be raised more than approximately 4 inches. (10 cm)
 - International - Pole is executed in a full pass at the walk or canter using any of the options. Poles cannot be raised more than approximately 4 inches. (10 cm)

The 3 Barrels

- This obstacle consists of 3 barrels positioned in a triangle 3 meters apart.
- The distance from barrel to barrel is measured from the center of one barrel to the center of the next barrel, and all barrels to be the same distance from one another.
- The horse trots or canters a route through the barrels.
- The rider always circles around the first barrel on the right.
- Then proceeds to the next barrel, performing a change of lead over a line midway between the 1st and 2nd barrels.
- The rider then makes a $\frac{3}{4}$ circle around the 2nd barrel, performs another change of lead over a line midway between the 2nd and 3rd barrels, and makes a full circle around the 3rd barrel before exiting from the same point as the point of entry.
- Obstacle is judged on: The attributes of the correct working horse and rider. The precision and correctness of the lead changes when executed in the canter and the suppleness when changing bend in the trot are of paramount importance. This obstacle shows the ease of handling of the horse and his ability to perform in tight



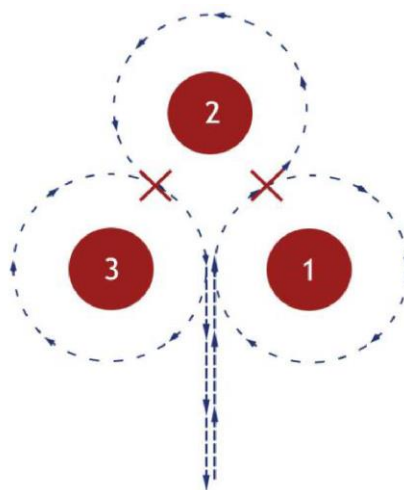
Loyalty

Character

Sportsmanship

areas, whilst still maintaining the impulsion and tempo of the trot or canter.

- Gait Required:
 - Preliminary- Canter (with lead changes through the walk or trot)
 - Intermediate -Canter with changes through the walk or trot
 - Advanced - Canter with flying changes
 - International - Canter with flying changes



The Double Pole Slalom

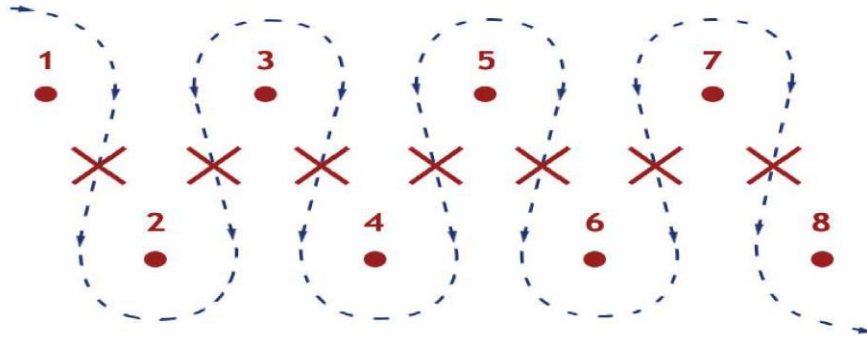
- The obstacle consists of 8 posts a minimum of 2m high.
- The posts should be fixed to a base which is preferably not secured to the ground.
- The posts are laid out in 2 parallel lines 6 meters apart between each post line and each post row.
- The horse takes a slalom course around the posts, with changes of lead performed on the half-way line between the posts when performed in the canter.
- The obstacle should be performed with the first pole on the right-hand side of the rider.
- For reasons of space the obstacle may be performed with fewer posts.
- Obstacle is judged on: The attributes of the correct working horse and rider. The harmony and precision of the horse's turns, the bend, the quality of the changes of lead, and whether any posts are hit or knocked over.
- Gait Required:
 - Preliminary - Canter (with lead changes through the walk or trot)
 - Intermediate - Canter with changes through the walk
 - Advanced - Canter with flying changes
 - International - Canter with flying changes



Loyalty

Character

Sportsmanship



The Glass on a Pole

- This obstacle consists of a down-turned drinking glass on a pole that is an appropriate height for the horse or pony division.
- The rider approaches at walk, then halts by the pole and picks up the glass from the top of one pole and replaces it on the top of the other. This obstacle can have the following variations:
 1. Standing Glass on a Pole - The rider halts between two poles (approximately 1 meter apart), picks up the glass from one pole and places it on top of the other.
 2. Moving Glass on a Pole - The rider halts at the pole and picks up the downturned glass and replaces it on another pole according to the course map.
 3. Backing Glass on a Pole - The rider halts at the pole and picks up the downturned glass and replaces the glass after backing according to the course map. This could include backing on straight or "L" lines.
 4. Slalom Glass on a Pole - The rider halts at the pole and picks up the downturned glass and replaces it on another pole after backing through a slalom according to the course map.
- Obstacle is judged on: The attributes of the correct working horse and rider. The immobility when switching the glass from one pole to the other. The obedience, straightness, roundness, and relaxation of the rein back. The rider is not required to halt at this obstacle during the Speed Phase.
- Gait Required: Horse should be immobile in the Glass on the Pole obstacle and then proceed immediately in the correct gait after replacing the Glass.
 5. Young Horse Test – Trot. Only the Standing or the Moving Glass on a Pole variation is used at this level. Exit at the trot.
 6. Preliminary - Canter. Only the Standing or the Moving Glass Pole is used at this level. Exit at canter.
 7. Intermediate - Canter Exit at the Canter from the walk. Only the Standing, Moving, or the Backing Glass pole may be used at this level.
 8. Advanced - Canter. Exit at the Canter.
 9. International - Canter. Exit at the Canter.



CANADIAN PONY CLUB

Working Equitation Handbook

2017

Loyalty

Character

Sportsmanship

The Elevated Bank

- The Bank can be a drop of no more than 24".
- This can be a natural bank or made of an entrance ramp (with sides of at least 2') to a drop.
- Obstacle is judged on: The attributes of the correct working horse and rider. The horse should approach and execute the obstacle with careful confidence.
- Gait Required: Walk or Canter according to the course design.
 - Intermediate – Walk or canter according to course design.
 - Advanced - Walk or canter according to course design.
 - International - Walk or canter according to course design.

The Water Filled Ditch

- The Water Filled Ditch should be no more than 2' deep and should have a gradual grade into and out of the water. It must have safe footing.
- Obstacle is judged on: The attributes of the correct working horse and rider. The horse should approach and execute the obstacle without hesitation but with careful confidence.
- Gait Required: Walk or canter according to course design.
 - Intermediate – Walk or canter according to course design.
 - Advanced - Walk or canter according to course design.
 - International - Walk or canter according to course design.

Speed Phase

The Speed Phase of Working Equitation is to test the speed, agility, athleticism, and submission of the horse and the balance, aids, and seat of the rider.

Guidelines

- The obstacles used in the Speed Phase are the same obstacles that are allowed at each level of the Ease of Handling. The Jug obstacle is never used in the Speed Phase.
- The Livestock Pen is only used in one direction in the Speed Phase. (See Ease of Handling)
- The Judge will signal the rider to begin by the ringing of a bell or blowing a whistle. Failure to begin within 45 seconds after the signal will result in disqualification. Starting before the signal will result in disqualification.
- The timer for the speed class starts running as soon as the horse's nose crosses the starting line and the timer is stopped as soon as the horse's nose crosses the finish line.
- When manually timing the Speed Phase there must be two timers. One timer will be designated the head timer and the second timer will be the backup. The head timer's time will be the recorded time unless there is a timer failure.
- The same two-timing devices and people must be used for each competitor in a class.



CANADIAN PONY CLUB

Working Equitation Handbook

2017

Loyalty

Character

Sportsmanship

- Timing devices and people can only be changed between classes.
- When timed with an electronic timer, a manual backup timer must be used.
- Obstacles can have tennis balls on any part of the obstacles that when dislodged by the horse or rider hitting the obstacle will incur 10 secs added onto their time for each occurrence. Knocking down part of, or the entire obstacle, will result in a 20-sec penalty added for each occurrence.
- Any obstacle already ridden is considered “dead” and may be ridden through in any direction without penalty, although be aware that knocking an obstacle (even a dead one) will affect the final time by incurring the appropriate time penalty.
- The rider must enter and leave the speed obstacle arena at a walk.

Disqualifications in the Speed Phase

- Starting the course or passing through the start flags before the judge has given permission by ringing a bell or blowing a whistle.
- Not starting the course within 45 seconds of the whistle or bell starting signal.
- An error in the course. (i.e., skipping an obstacle, doing an obstacle backwards, or doing the obstacles out of order)
- Three refusals on the course.
- Non-completion of an obstacle.
- Failure to pass through the obstacle flags (if obstacle is so marked.)
- Refusal of more than 15 seconds to perform an obstacle.
- Obviously showing an obstacle to the horse or attempting an obstacle before the test has begun.
- Fall of the horse or rider.
- More than three complete strides of canter in the Young Horse Test A, Walk Trot or Novice Speed Phases.

Gaits used for Speed Phase: (Maximum Allowed gaits)

- Young Horse – No Speed Phase
- Lead Line – No Speed Phase.
- Walk – No Speed Phase
- Walk Trot – Trot
- Novice – Trot
- Preliminary - Canter
- Intermediate - Canter
- Advanced - Canter
- International – Canter



Loyalty

Character

Sportsmanship

Special Awards

These are suggested not required

- Dressage Champion: This is awarded for the highest percentage score at each show at each level. There is a minimum of 5 entries required for a Dressage Champion to be awarded.
- Ease of Handling Champion: This is awarded for the highest percentage score at each show at each level. There is a minimum of 5 entries required for an Ease of Handling Champion to be awarded.
- Supreme Dressage Champion: This is awarded for the highest percentage score at each show out of all the levels from Novice to Advanced. There is a minimum requirement of 10 entries per show for a Supreme Dressage Champion to be awarded.
- Supreme Ease of Handling Champion: This is awarded for the highest percentage score at each show out of all the levels from Novice to Advanced. There is a minimum requirement of 10 entries per show for a Supreme Ease of Champion to be awarded.

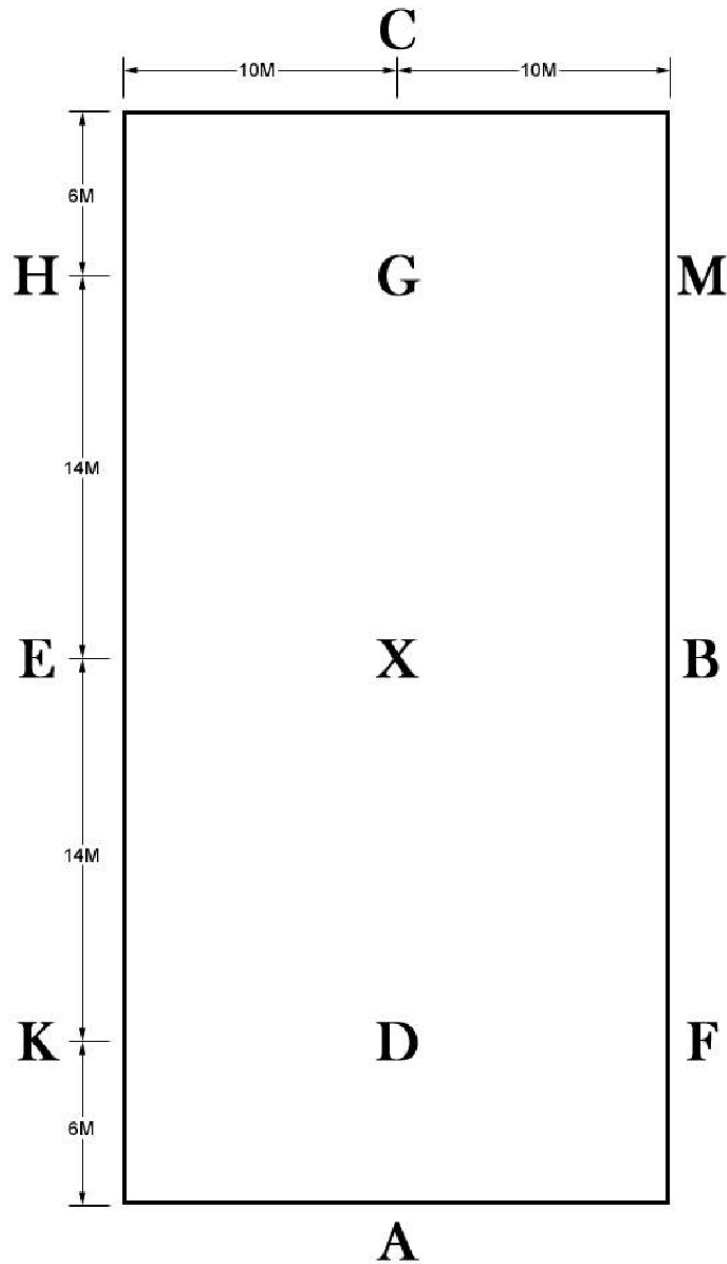


Loyalty

Character

Sportsmanship

Dressage Arena Diagram



Short Arena Dimensions: 20M x 40M



Loyalty

Character

Sportsmanship

Scoring Chart for Dressage and Ease of Handling Phase

- This chart is for converting the percentage scores in the Dressage Phase and the Ease of Handling Phase to points.
- EXAMPLE: A competitor that scores a 68.54% in the Dressage Phase would receive 3.5 points. If that competitor then scores a 71.33 in the Ease of Handling Phase would receive 4.25 points. The total points for that competitor for the first two phases of competition would be Dressage (3.5) + Ease of Handling (4.25) = 7.75 total points for the first two phases.

Minimum %	Maximum %	Points Awarded
55	55.99	.25
56	56.99	.5
57	57.99	.75
58	58.99	1
59	59.99	1.25
60	60.99	1.5
61	61.99	1.75
62	62.99	2
63	63.99	2.25
64	64.99	2.5
65	65.99	2.75
66	66.99	3
67	67.99	3.25
68	68.99	3.5
69	69.99	3.75
70	70.99	4
71	71.99	4.25
72	72.99	4.5
73	73.99	4.75
74	74.99	5



CANADIAN PONY CLUB

Working Equitation Handbook

2017

Loyalty

Character

Sportsmanship

Minimum %	Maximum %	Points Awarded
75	75.99	5.25
76	76.99	5.5
77	77.99	5.75
78	78.99	6
79	79.99	6.25
80	80.99	6.5
81	81.99	6.75
82	82.99	7
83	83.99	7.25
84	84.99	7.5
85	85.99	7.75
86	86.99	8
87	87.99	8.25
88	88.99	8.5
89	89.99	8.75
90	90.00	9
91	91.99	9.25
92	92.99	9.5
93	93.99	9.75
94	100	10

Point Conversion for Speed

To convert speed placings to points:

- List the number of points of the first-place winner in dressage. Example: The winner of dressage had 5.5 points.
- List the number of points of the first-place winner in Ease of Handling. Example: The winner of the Ease of Handling had 7 points.
- Add the two numbers together. Example: $5.5 + 7 = 12.5$
- Divide that sum by 2. Example 12.5 divided by $2 = 6.25$
- 6.25 is the average of the winning score of Dressage and Ease of Handling.
- 6.25 now becomes the number of points that the winning Speed Phase time will be awarded.



CANADIAN PONY CLUB

Working Equitation Handbook

2017

Loyalty

Character

Sportsmanship

- Each placing after that will result in a deduction of .5 (1/2 of a point) for each place below first place. Example: 2nd place would be 5.75 (6.25 - .5 = 5.75).
- 3rd place would be a deduction of another .5 of a point from the 2nd place score or 5.25. (5.75 - .5 = 5.25)
- Each place thereafter is .5 points lower than the place before.

Glossary of Working Equitation Terms

Above the Bit

A position of the head and neck where the nose of the horse is pushed forward and upward and often retracting the neck. This position is usually an indication of the horse not accepting the contact or not accepting the leg.

Above the Bridle

A position of the head and neck where the nose of the horse is pushed forward and upward with a hollow back and often with a retracted neck. This position is usually an indication of the horse not accepting (or perhaps not understanding) the forward pushing aids into the contact. **Synonyms:** Above the bit.

Acceptance of The Aids

Confidence in, understanding of, and acquiescence to the rider's leg, weight, and rein aids. Lack of resistance or evasion to the rider's leg, weight, and rein aids.

Acceptance of The Bridle

Acceptance of the contact that creates a connection from the horse's back end to his front end and is without resistance. A horse in "acceptance of the bridle" will have a stretched and round topline with the nose approaching the vertical and with the poll the highest point. **Synonyms:** Acceptance of the Bit. On the Bit. Round and On the Bit.

Activity

Referring to the energy, quickness, and liveliness in the horse's hind legs.

Against the Bridle

The horse is not yielding to the bridle. Often exhibited by a tense and rigid neck, poll, and jaw. **Synonyms:** Running through the bit / bridle. Against the hand.

Against the Bit

The horse is not yielding to the bit. Often exhibited by a tense and rigid neck, poll, and jaw.

AIDS

The reins, the seat, the weight, and the legs.



CANADIAN PONY CLUB

Working Equitation Handbook

2017

Loyalty

Character

Sportsmanship

Auxiliary Aids

The whip and the spurs.

Balance

The distribution of the horse's weight onto the hindquarters - more or less depending on the level - thereby lightening the forehand, making the forehand more mobile, and being better able to carry the rider.

Beat

The amount of times one or more hooves simultaneously or nearly simultaneously hit the ground within a stride. The walk has four beats with each hoof hitting the ground separately each stride. The trot has two beats with the diagonal pairs hitting the ground simultaneously or nearly so each stride. The canter has three beats. When used as a musical riding term and coinciding with the music, the walk has two beats per stride; the trot has two beats per stride.

Behind the Bit

The unwillingness of the horse to seek and accept the connection to the rider's hand by the withdrawal of the horse from the contact of the bit. The head may or may not be behind the vertical.

Behind the Bridle

The unwillingness for the horse to seek and accept and the connection to the rider's hand by the withdrawal of the horse from the contact of the bit. The head may or may not be behind the vertical. **Synonyms:** Spitting out the bit.

Behind the Vertical

The face of the horse is behind the vertical line. **Synonyms:** Curling.

Bend

The horse's body should appear to bend in a uniform curve the arc of which is the same as the curved line the horse is traveling or in accordance with the lateral exercise being ridden. The act of correct bending will stretch the outside of the horse's body, lower and weight the inside hind leg, and adduct the inside hind as well as the outside foreleg.

Cadence

The marked rhythm and beat that is a result of a regular and suitable tempo coupled with a springy impulsion.

Clarity or Clear

The correct sequence and timing of the footfalls and phases of a gait.



Loyalty

Character

Sportsmanship

Clean Change

A change of lead that goes from one pure canter rhythm to the other lead in a pure canter rhythm without any walk or trot strides and without any disunited strides.

Collection

1. Walk – shorter steps with a more uphill balance than in the working, medium or extended walks while maintaining the activity, energy, and tempo.
2. Trot and Canter – shorter steps with a more uphill balance than in the working, medium, or extended trot and canter while maintaining the activity, energy, tempo, and impulsion.

Confidence

The boldness and inner tranquility of the horse as he does his work as well as his trust in his rider.

Connection

The energy from the horse's lively and thrusting hindquarters going through the rider and to the bit by way of the correct contact without any blocking or slack by horse or rider.

Constricted

Sustained muscular contraction of the horse or rider causing physical tightness due to tension or being forcefully aided.

Contact

The horse and rider accepting and consistently feeling each other from the rider's seat, through the hands to the bit and the horse's mouth (or nose) by way of a taut but elastic rein.

Crookedness

Not being straight to the line of travel. For example: On the centerline- Haunches or shoulders being to the right or left of the centerline. On the circle – Haunches or shoulders being to the inside or outside of the line of the circle. In lateral work – haunches leading or trailing.

Cross-Canter

The horse canters on one lead with the front legs and the opposite lead with the hind legs. This is also the same as a disunited canter. This is a major fault.

Disobedience

The horse's willful resistance to what is being asked or his willful determination to do what is not asked.



CANADIAN PONY CLUB

Working Equitation Handbook

2017

Loyalty

Character

Sportsmanship

Disunited Canter

The horse canters on one lead with the front legs and the opposite lead with the hind legs. Also known as a cross-canter. This is a major fault.

Downhill

Not well balanced longitudinally with the forehand carrying too much weight and the hind quarters not carrying enough weight. Can have the appearance of the horse going downhill from hindquarters to shoulders regardless of the height of the horse's pole.

Dragging

The inactivity of the hind legs resulting in the dragging of the hind feet. In Rein, back this can refer to the dragging of both front and hinds.

Engagement

Increased flexion of the lumbosacral joint (located at the top of the croup) and the joints of the hind leg during the weight-bearing phase of the movement. This lowers the croup relative to the forehand. Engagement is the amount of flexion of the hind leg when it is on the ground, *not* the amount of flexion of the hock while it is in the air. The amount of engagement expected increases with each level of training from the smallest amount at Walk Trot to a high level at Intermediate and Advanced.

Evasion

Avoidance of the correct action.

Extension

1. Walk – The maximum length of stride and frame while remaining in contact with the bit. The hind feet will touch the ground in front of the prints of the forefeet. The tempo is the same as in collection.
2. Trot and Canter – A maximum length of stride, frame, and impulsion. The uphill balance of the extension is greater than in the lengthening. The tempo is the same as in collection.

Figure

Geometric part of the dressage or ease of handling test. Examples: Circles, change of rein, figure 8's, slaloms.

Flexibility

The free range of motion of the joints of the horse.

Flexion

1. In the joints – The articulation of the joint in which the angle in the joint becomes smaller.



CANADIAN PONY CLUB

Working Equitation Handbook

2017

Loyalty

Character

Sportsmanship

2. Lateral Flexion – The closing of the angle between the horse’s cheek and the neck.
3. Longitudinal Flexion – The closing of the angle between the horse’s chin and the underside of the neck.

Note: Lateral Flexion alone does not create bend but the horse cannot bend without lateral flexion.

Frame

The outline of the horse.

Freedom

Lack of constriction in the horse’s movement.

Free Walk

The horse, on a loose rein, is allowed to freely lower and stretch out his head and neck and relaxes and swings his back. The horse walks with energetic, elongated strides where the hind feet touch the ground in front of the prints of the forefeet.

Full Pass

The horse moves sideways without forward motion but is bending in the direction of the movement. The outside front and hind legs cross over in front of the inside front and hind legs. (When moving to

the right, the left legs will cross over in front of the right legs) Full Pass is a more advanced movement than side pass and require more collection.

Gaits

Various established patterns of foot movements (rhythms) of a horse.

1. Walk, trot, and canter are gaits used in Working Equitation.
2. Horses that amble, pace, single foot, fox trot, running walk, are not yet included in Working Equitation. These horses are often called “gaited”.

Half-Halt

An effect of the aids that focuses the horse’s attention on the rider and improves one or more of the Attributes of the Training Pyramid.

Half Pass

A variation of travers (haunches-in) which is ridden on a diagonal line. In this collecting movement, the horse moves forward and sideways with a slight bend in the direction of travel. The horse is looking into the direction of travel. The outside front and hind legs cross over the inside front and hind legs. The horse’s body, while being bent around the rider’s inside leg, will be almost parallel to the long side of the arena with just the forehand slightly leading.



Loyalty

Character

Sportsmanship

Hollow Back

A downward curve of the horse's back caused by either slackness of the back and belly muscles (passive) or by momentary or sustained contraction of the back muscles (active). This is a position that is detrimental for the horse and uncomfortable for the rider.

Hurried

Refers to a tempo that is too fast compared to the ideal tempo for that horse.

Impulsion

Engagement stores energy and that energy can be released as thrust from the hindquarters. The only way that this energy can be released as thrust is through the horse's back that is free from negative tension.

Inside / Inner

The direction in which the horse is positioned, laterally flexed, or bent.

Late Behind

The hind legs changing after the forelegs in a flying change of lead. (The hind legs should always strike the ground first (but within the stride) in a flying change.)

Lateral

1. Meaning to the side.
2. Meaning an impurity in the walk, trot, or canter where the legs on the same side move together or almost together. In the walk and the trot this can also be called pacing.

Leaning In

Not vertical over all four legs.

Leg Yield

An elementary forward and sideways movement. In leg yield to the right (moving away from the rider's left leg) the horse will be very slightly flexed to the left but with a straight body. The left front and left hind leg will cross over in front of the right front and right hind leg respectively. The horse's body will be almost parallel to the long side of the arena with the horse's shoulders very slightly ahead of the haunches.

Lengthening of The Stride

A trot or canter in which the stride and frame are longer than in the working paces. The degree of uphill balance is less than is required at the medium and extended paces. The tempo should remain the same as the working trot or canter.



Loyalty

Character

Sportsmanship

Lightness

1. The horse's ease of movements.
2. The amount of weight in the reins.

Long and Low

A frame in which the horse, still ridden into contact on a longer rein, lowers and stretches out its head and neck resulting in a stretching and relaxing of the horse's back.

Longitudinal

Lengthwise.

Marching

Purposeful and energetic walk steps.

Medium (Walk, Trot, Or Canter)

A pace of moderate lengthening in which the length of the strides is longer than in the collected paces and are more uphill than at the lengthened paces. The strides in the medium paces are not as long as the strides in the extended paces. Medium paces come from collection and maintain the same uphill balance. Lengthened paces come from the working paces and maintain the same level balance. The tempo of the medium should remain the same as that of the collected paces.

Movement (Test)

Working Equitation movements include: leg-yield, side pass, shoulder-in, travers (haunches-in), renvers (haunches out), turn on forehand, turn on haunches, half pass, full pass, flying changes, and pirouettes. (Movements are not figures, patterns, or transitions.)

MPH / MPM

Miles per hour / Meters per minute.

Obedience

The willingness to accept and perform the rider's commands. An obedient horse is not necessarily a correctly trained one. For example, a horse may obediently pick up the canter exactly when the rider commanded but still be above the bit and hollow in the back.

On the Aids

The state of the horse reacting to the rider's aids obediently, correctly, confidently, and immediately.



Loyalty

Character

Sportsmanship

On the Bit

See acceptance of the bridle. Acceptance of the contact and the connection without any resistance. A horse in “acceptance of the bridle” will have a stretched and round topline with the nose approaching the vertical and with the poll the highest point.

On the Forehand

Longitudinally balanced with too much weight onto the forelegs. This poor balance often results from a lack of engagement.

Out Behind

The hind legs are carried out behind the hindquarters with a backward push instead of being in a position to carry the weight onto the hindquarters.

Outside

The direction away from which the horse is positioned, flexed, or bent.

Overbent

Laterally positioning the head and/or neck too much to the inside relative to the bend in the horse’s body.

Over flexed

1. The horse’s nose is longitudinally positioned behind the vertical (not the same as behind the bit).
2. Too much lateral flexion in the neck.

Over stride, Overstep, Overtrick

The act of the hind feet stepping in front of the tracks left by the front feet.

Paces

1. The variations within the gaits. At walk, trot, and canter (the gaits) the paces would be working, lengthening, collected, medium, and extended.
2. A gait performed in some gaited horses in which the lateral pairs of legs move in unison. In non-gaited horses, the pace is a severe fault.

Passagey Trot

A trot with prolonged suspension and hesitant forward movement. Also called a hovering trot. This is not a desirable trot.



CANADIAN PONY CLUB

Working Equitation Handbook

2017

Loyalty

Character

Sportsmanship

Phase

A section of Working Equitation competition. The Phases are: dressage, ease of handling, speed, and cattle trial.

Phases of The Gaits

- Swing phase – foot moving through the air.
- Stance phase – foot on the ground.
- Suspension phase - no feet touching the ground (all four feet in swing phase)
- Support phases – All the gaits have different support phases depending on which limbs are in the stance or swing phases.
 - Walk – 8 support phases in each stride.
 - Trot – 2 support phases and 2 suspension phases for a total of 4 phases.
 - Canter – 5 support phases and 1 suspension phase for a total of 6 phases.

Pirouette

- In Walk: The horse moves his forelegs sideways in an arc or circle around the hind legs without losing the rhythm of the walk. The hind legs remain nearly on the spot without sideways motion, pivoting, or stepping out. The horse is bending in the direction of the turn.
- In Canter: The same as in the walk with the exception of the rhythm. In the canter pirouette the canter rhythm is four beats for the duration of the pirouette. The canter should be three beats approaching and leaving the canter pirouette.

Pivoting

Not picking up a foot in the proper rhythm of the walk or canter. Turning around a grounded or “stuck” foot. This term is used to describe faulty rhythms in the turn on the haunches, turn on the forehand, or pirouettes.

Position

1. The posture of the rider.
2. The lateral flexion of the horse either right or left.

Purity

The correct rhythm, sequence, and timing of the footfalls and phases of a gait.

Pushing Out

The hind legs moving too far behind the horse. In this position, the hind legs are pushing backward behind the horse more than carrying the weight.

Pyramid of The Attributes of Training

A figure that represents the steps of the attributes of Working Equitation training from the basic (base of pyramid) to the advanced (top of pyramid).



Loyalty

Character

Sportsmanship

Quick

Usually refers to the tempo.

Reach

The forward extension of the fore limbs, hind limbs, or the neck of the horse.

Regularity

A consistent non-changing tempo.

Relaxation

1. The horse's mental calmness. A lack of anxiety or nervousness.
2. The horse's physical lack of negative tension. Negative tension is the muscle contraction that is not needed for balanced carriage, strength, or pushing power.

Resistance

Purposeful and rigid opposition to the aids of the rider.

Rhythm

The characteristic timing, sequence, and phases of a given gait. (Rhythm is not tempo.)

Roundness

The horse's topline is convex, the under neck is concave, and the horse is on the bit.

Running

1. A tempo that is too fast for the horse to stay in balance.
2. An increase in tempo of the lengthening, medium, or extended as compared to the working (lengthening) or collected (medium and extended) paces.

Seat

The pelvis, back, and rib cage of the rider and its harmony with and influence on the horse's body and mind.

Self-Carriage

When a horse carries himself in balance and in the correct frame without the support of the rider's hand.

Side Pass

The horse moves sideways without forward movement. The body of the horse is straight but with a slight lateral flexion away from the direction of movement. The inside fore and hind leg should cross in front of the outside fore and hind leg. (When moving to the right the left legs will cross over the right legs)

Snatching

The horse or rider jerking at the reins.



Loyalty

Character

Sportsmanship

Speed

Miles per hour or meters per minute. (Speed is not impulsion.)

Stiffness

1. Lateral lack of suppleness.
2. Longitudinal lack of suppleness.
3. Lack of flexion in the joints.

Straightness

1. A direct line of travel (not weaving or wobbling).
2. The hind feet traveling in the same path as the front feet. (Not in haunches in/out or shoulders in/out on a circle.)
3. The proper alignment of the horse's body parts.

Stride

The complete series of footfalls and phases in a gait. The length of the stride is the amount of ground covered during each complete series of footfalls and phases in a gait.

Strung Out

Too long in the frame with longitudinal unbalance.

Stuck

The horse's foot remains too long on the ground and breaks the rhythm of the gait. Most often applied to turn on the haunches and pirouettes.

Submission

Compliance and yielding to the rider's aids with confidence, harmony, alertness, and correctness.

Suppleness

Flexibility of the body and joints.

Tempo

The speed of the repetition of the stride. (Tempo is not rhythm.)

Tense / Tension

1. Mental anxiety.
2. Negative muscle contraction.

Thoroughness

The horse allowing the aids to influence him from back to front and front to back with relaxation and a correct connection.



CANADIAN PONY CLUB

Working Equitation Handbook

2017

Loyalty

Character

Sportsmanship

Tilting

The head of the horse is slanted with either the right ear or left ear carried lower. This is a fault of the connection.

Topline

The part of the horse from the poll, over the crest of the neck, down the back, loin, and croup to the top of the tail.

Track

1. Line of travel.
2. Direction of travel.
3. The part of the arena along the rail.
4. Line of travel of the horse's feet.

Tracking Up

The hind feet stepping into the prints left by the fore feet.

Trailing

1. In lateral work Trailing refers to the haunches lagging too far behind the shoulders.
2. Sometimes used to mean out behind.

Training Scale

Same as the pyramid of training.

Turn on The Forehand

The horse steps the haunches sideways in an arch or circle around his forehand which remains more or less in the same spot. The rhythm of the walk is kept without interruption or pivoting.

Uneven

An irregularity in the walk or trot in which the front or hind pair of legs have a different length of stride.

Unlevel

An irregularity in the walk or trot in which the front or hind pair of legs have a different height of step.

Wide Behind

Moving wider with the hind feet than with the front feet. Commonly occurs in halts and lengthening of trot. Not desirable.

Working Paces (Walk, Trot, Canter)

A pace where the stride is longer than the collected pace but shorter than the medium. The balance of the working paces is less up-hill than the collected, medium, and extended paces.



CANADIAN PONY CLUB

Working Equitation Handbook

2017

Loyalty

Character

Sportsmanship

Concussion Policy

CPC GUIDE ON CONCUSSION IN OUR SPORT

CPC Risk Management Committee has reviewed the “Consensus Statement on Concussion in Sport 3rd International Conference on Concussion in Sport Held in Zurich, Nov 2008.”

After this review our recommendations to Organizers, Coaches and Parents are as follows:

1. If a rider has any blow to the head, face, neck or other part of the body that causes an impulsive force to the head, they should be screened for acute symptoms of concussion.
2. Symptoms to screen for include: loss of consciousness, seizure, amnesia, headache, pressure in head, neck pain, nausea or vomiting, dizziness, blurred vision, balance problems, sensitivity to light or noise, feeling slowed down or in a fog, “Don’t feel right”, difficulty concentrating or remembering, fatigue, confusion, drowsiness, emotional or irritable, sadness or anxiousness.
3. Any athlete with a suspected concussion should be immediately removed from riding, should not be left alone or allowed to drive, and should be referred for medical assessment.
4. Same day return to riding should only be allowed with medical clearance that there was not a concussion.
5. When a concussion is diagnosed CPC recommends that parents and coaches follow the Graduated Return to Riding Protocol (table 1) allowing at least 24 hours for each stage. This is adapted from the Consensus Return to Play Protocol and time frames may be extended for children under 10 where recovery can be more complicated.

Rehabilitation Stage	Functional Exercise at Each Stage of Rehabilitation	Objective of Each Stage
1. No activity	Complete physical and cognitive rest	Recovery
2. Light aerobic exercise	Walking, swimming or stationary cycling keeping intensity <70% MPMR; no resistance training	Increase HR
3. Sport-specific exercise	Light flat riding, walk/trot in controlled setting	Add movement
4. Non-contact training drills	Progression to more complex riding on flat	Exercise, coordination, and cognitive load
5. Full contact practice	Following medical clearance, participate in normal training activities (lessons and jumping)	Restore confidence and assess functional skills by coaching staff
6. Return to play	Normal competitive riding	