



New Zealand Miniature Horse Association Inc

Please Note: These guidelines are a draft that is available for members to use if they are running a Specialty Event. They will remain as Draft Guidelines for approximately two years and are subject to review in May 2007. If you use these Draft Guidelines Please provide feedback to NZMHA c/- Cara Scott, NZMHA Council Specialty Committee Chairperson. Thanks to Kay Dance and others for the development of these Draft Guidelines.

Also Note: Diagrams are still to be inserted.

Draft Guidelines For Specialty Events

Contents

Procedures and Guidelines for Organising Committees and Competitors in the Performance Disciplines of

- ~ Inhand Dressage and Dressage in Longreins
- ~ Inhand Showjumping
- ~ Combined Training (eg: Dressage with Show Jumping)
- ~ Inhand Eventing (Horse Trials/One Day Event)
- ~ Associated Teams Competitions and Novelty Teams Event

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<u>A: GENERAL RULES FOR ALL DISCIPLINES</u>		

1: INTRODUCTION

- (a) These rules and procedures, for events modeled on the ‘Olympic’ disciplines and Pony Club and Riding Club events for full sized horses and ponies, have been tailored specifically for Miniature Horses. Whilst it is recognised that, unlike ridden competition, the limiting factor in Miniature Horse competition is the fitness, ability, and positioning of the handler of the Miniature Horse, the principles in training for, competing in, and judging of these disciplines has been retained.
- (b) The primary objective of these disciplines is to encourage a harmonious relationship between horse and handler in an enjoyable environment, yet still provide sufficient challenge within the capabilities and competitiveness of the competitor. Any sound and suitably trained horse of sufficient age should be able to participate, most handlers will be able to participate to their own level of physical ability.
- (c) The majority of the rules and procedures are provided for application by organizing committees of any level of experience to ensure the running of the event is achieved in a safe, fair, and enjoyable environment. A summary of the rules and helpful hints is available as a Guide for Competitors, however, competitors should familiarise themselves with the applicable rules to ensure themselves and their horses are suitably prepared, especially with regard to minimum ages, dressage movements, jump dimensions/type, and compulsory/prohibited equipment.

2: GRADING, DEFINITIONS

(a) **CLASSES OF COMPETITION**

- (i) For all disciplines separate classes for Category A and Category B must be offered in Graded competition.
- (ii) For all disciplines separate Novice classes must be offered where Open classes are offered in the schedule.
- (iii) Introductory level competition may be offered for Inhand Show Jumping, Combined Training, and Eventing, open to all grades of horses and run under Introductory conditions as specified under the particular rules for each discipline.
- (iv) For all disciplines separate classes/awards may be offered for Youth and Masters competitors.

(b) **GRADING**

- (i) The following Grades will apply:
 - Novice (N) - horses with no more than six (6) wins in the corresponding discipline.
 - Open (O) - horses with more than six (6) wins in the corresponding discipline.
- (ii) Grading applies to the horse only, not the handler or horse-handler combination. Grading of a horse for one type of competition will not effect its Grading in another (eg horse may be Open Inhand Dressage and Novice Dressage in Longreins).
- (iii) In order for wins to qualify for Grading points the competition must have prior approval for Grading status, be run under NZMHA Rules, the Grading classes be restricted to NZMHA registered horses, with separate Grading classes for Category A and Category B. There will be NO wins accumulated for Grading for/from:
 - Combined Training, classification being based on the horse’s grading level for Inland Eventing.
 - Introductory level Show Jumping and Eventing
 - Classes restricted by other than performance-based Grading (eg the age of the Handler (eg Youth, Masters) or horse (eg Futurities, Junior/Senior awards)).
 - Auxiliary awards (eg tournament points awards) and team competitions.
 - Specialty classes as listed within their respective discipline as Non-Grading
 - Classes where horses not registered with NZMHA are permitted to compete, or classes restricted to members of an Affiliated Club (closed Club competition), or where the show/class is specified as Non-Grading in the schedule.
- (iv) Dressage wins require a threshold score of 55% for a win to accumulate for Grading.
- (v) Wins in Open classes by a Novice horse will accumulate.
- (vi) Should a horse be entered in more than one class within a discipline at an Inhand Dressage, Dressage in Long Reins, or Inhand Show Jumping competition, where these classes are running simultaneously (in separate arenas) the horse shall be deemed to be competing as its current Grade for all such classes, and wins in all such classes shall be deemed valid.

(c) **PLACINGS**

- (i) At least the top four (4) competitors in each class shall be placed.
- (ii) At least the top four (4) teams in each team competition shall be placed, every team member shall receive an award.
- (iii) Any other auxiliary awards may be offered at the discretion of the organizing committee (eg presentation/conditioning, tournament points awards, performance futurities).

(d) **CHANGE OF CATEGORY**

Where a horse moves from one height Category to the other (ie A to B, or B to A), the following shall apply to Grading:

- (i) Inhand Dressage and Dressage in Longreins - Grading wins accumulated in either Category shall remain valid.
- (ii) Inhand Show Jumping and Inhand Eventing:

- Category A to B - Grading wins accumulated in Category A shall not carry over to Category B, as the jump heights in the classes in which they were gained were less demanding than those the horse must now compete under. Should the horse return to Category A all wins accumulated in either Category shall be valid.
- Category B to A - Grading wins accumulated in Category B shall remain valid and be carried over to Category A, as the jump heights in the classes in which they were gained were more demanding than those the horse must now compete under.

3: ELIGIBILITY TO COMPETE

- (a) (i) All competitors are bound by Rule G03.01 – Eligibility for Showing of the General Rules in the Show Rule Book for Breed Shows.
- (ii) Special Considerations for Stallions with regard to minimum handler/driver ages as applicable to showing under the General Rules in the Show Rules Book shall apply.
- (iii) All horses must be registered with NZMHA, unless otherwise permitted in classes run under Introductory conditions or where the competition or class is held as a “Non-Grading” event, all of which must be clearly stated on the schedule.
- (iv) All horses must have a valid NZMHA Height Certificate at the time of competing. Day Certificates may be issued for horses entered in Non-Grading classes at the discretion of the organising committee (refer Rule G03.01(e) in Show Rule Book).
- (v) No horse which has been grazed, exercised, or trained (other than warmup for a previous competition) in the competition area within the 30 days preceding the competition may compete in any class at that event other than as *hors concours* (4:a (vi)).

(b) MINIMUM AGES

NB: Horse ages are actual ages. Handler ages are as at 1st August preceding the competition.

(i) INHAND DRESSAGE and DRESSAGE IN LONGREINS

- Horses entered in Inhand Dressage must be 12 months or older.
- Horses entered in Dressage in Longreins must be 24 months or older
- Handlers must be 5 years and older to compete in Inhand Dressage under Novice conditions.
- Drivers must be 9 years and older to compete in Open Inhand Dressage and Novice and Open Dressage in Longreins.
- Drivers must be 13 years and older to compete in Advanced Open Dressage in Longreins.

(ii) INHAND SHOWJUMPING, COMBINED TRAINING, EVENTING

- Horses entered in Introductory level competition must be 24 months or older.
- Horses entered in Novice and Open competition, and Youth/Masters classes under Novice conditions, must be 36 months or older.
- Handlers must be 9 years and older to compete in Introductory and Novice competition.
- Handlers must be 13 years and older to compete in Open competition.

(c) AGE-RESTRICTED COMPETITION (All events)

(i) Youth Competition

For all events is restricted to handlers 17 years & under. It is not compulsory for eligible competitors to compete in Youth classes even where these are offered.

This class may be further divided into:

- Senior Youth - 13 years & over and 17 years & under (Maximum difficulty – Novice Dressage, Novice Jumping)
- Junior Youth – 12 years & under (Maximum difficulty - Novice Dressage, Introductory Jumping)

Where all Youth are required to compete together the conditions shall not exceed Maximum difficulty for Junior Youth.

(ii) Masters Competition

- For all events is restricted to handlers 45 years & over. It is not compulsory for eligible competitors to compete in Masters classes even where these are offered
- Maximum difficulty –Novice Dressage, Showjumping/ Combined Training - Novice height/Introductory speed, Introductory Eventing

(iii) Horse Age-restricted Classes

- Young Performance Horse Futurities in Dressage, Show Jumping, and Eventing may have classes with further restriction on the age of horses (eg upper age limit). No Futurity will exceed Novice conditions.
- Breed Shows may have Dressage classes split into Junior/Senior horse as applicable to age groups for ‘all-round’ awards at the show. No such class shall exceed Novice conditions.

4: ENTRIES, ORDER OF COMPETITORS (THE DRAW)

(a) ENTRIES

- (i) All entries for Combined Training and Eventing shall be by Postal Entry, to be received by the Event Secretary not later than 14 days prior to the event to allow for the Draw to be made and for Competitors to be notified of their Draw.
- (ii) Entries for Inhand Dressage, Dressage in Longreins, and Inhand Showjumping should be by Postal Entry as above, but competitors may compete in ‘blackboard’ order at the discretion of the Organizing Committee.
- (iii) Each horse may be entered only once per class for Dressage and Show Jumping, (ie no multiple entries for the same horse in the same class with different handlers/drivers). Each horse may be entered once in only one class for Combined Training and Eventing (ie. no multiple entries for the same horse in the same/ different class with the same/different handlers).

- (iv) Horses may compete with a different handler/driver than the handler notified at time of entry without penalty. Substitution of a handler during a class is not allowed (ie: different handler for Showjumping jumpoff)) except with the express permission of the organising committee on medical grounds. Substitution of horses after close of entries and/or changing of classes to accommodate a different handler (eg Youth/Masters eligibility altered) shall be at the discretion of the Organising Committee.
- (v) Any horse may be entered in Open Grade competition, unless these classes are specifically restricted in the schedule to Open Grade horses. Only Open Grade horses may be entered in Advanced Open Dressage in Longreins.
- (vi) Open horses may not be entered in Novice Grade except in age-restricted classes (eg Youth/Masters classes, Performance Futurities) or as a Non-Competitor (*hors concours*). Any horse may be entered *hors concours* in any class at any competition, including events of their own Grade. Although not eligible for any placings/awards/points horses entered as *hors concours* shall be entered in the usual manner, and be bound by the Rules as if they were eligible for placings/awards/points.
- (vii) Any horse may be entered in Introductory competition, irrespective of Grade.

(b) UPGRADED ENTRIES

- (i) Should a horse upgrade after the closing date for entries he may have his entry transferred to class(es) of the higher Grade, or continue to compete *hors concours* in the entered Grade.
- (ii) Should a horse upgrade during the course of a Dressage or Show Jumping competition/tournament, he may have his other class entries transferred to class(es) of the higher Grade (provided Judging has not already commenced in the class(es) of the higher Grade), or continue in the class(es) entered *hors concours*.

(c) STARTING ORDER - THE DRAW

- (i) The names of all horses in a class are placed in a container and drawn out. The order in which they are drawn shall be their starting order (Draw). Competitors with more than one horse entered in a class shall have their draw staggered.
- (ii) All horses shall be appointed one number for the entire event, for which they shall receive a corresponding arm or back number for the handler to wear whenever competing. All horses shall be numbered from the first horse in the draw for the first class in the schedule, who shall be number one (1).
- (iii) The order of competitors and their arm/back numbers shall be displayed on the Score Board.
- (iv) All Inhand Eventing classes shall run from the class within each Grade with the highest maximum jump heights to the class of the lowest (eg Open B, Open A, Novice B, Novice A, Masters, Youth, Introductory) to accommodate break-down/height reduction of cross country jumps.

(c) START TIMES – Dressage , Dressage phase of Combined Training and Eventing

- (i) Approximate Start Times for each competitor in each Test will be calculated at approximate intervals of the Time Allowed plus three (3) minutes, to allow time for the Judge to check all movements are marked, to score the Collective Marks, to make appropriate comments, and to sign the Test Sheet.
- (ii) Competitors will be notified prior to the competition of their Approximate Start Time for each Test entered but must be prepared to start earlier than their notified Approximate Start Time in the event of scratchings.

5: JUDGES, STEWARDS, OFFICIALS

(a) INHAND DRESSAGE and DRESSAGE IN LONGREINS

- (i) Any New Zealand Equestrian Federation, New Zealand Pony Clubs Association, or New Zealand Riding Clubs Association approved Dressage Judge, or other such experienced person as deemed suitable, may Judge a Dressage Test. The Dressage Judge shall have no close connection to any horse or owner, or any handler, in the Test they are judging.
- (ii) Any suitable person may act as Writer to the Dressage Judge. The Writer shall have no close connection to any horse or owner, or any handler, in the Test they are writing for except with the express permission of the Organising Committee.

(b) INHAND SHOW JUMPING

- (i) Any New Zealand Equestrian Federation, New Zealand Pony Clubs Association, or New Zealand Riding Clubs Association approved Show Jumping Judge, or other such experienced person as deemed suitable, may judge. The Judge will be named on the schedule.
- (ii) Any suitable person(s) may act as Writer and Timekeeper to the Show Jumping Judge.

(c) INHAND EVENTING - Dressage, Show Jumping, and Cross Country Officials

In addition to the Judges and Officials required for the Dressage and Showjumping phases the following will be required:

- (i) A Starter shall be required to send competitors onto the Cross Country course, and every Starter shall have a Timekeeper, responsible for recording start and finish times for all competitors. Any suitably experienced person/s may be utilised.
- (ii) Sufficient Cross Country Jump Officials/Fence Judges shall be positioned around the course to ensure every approach of every jump can be judged and every jump-related fault can be recorded. Jump Officials are also responsible for keeping the course clear of spectators for horses on course, and for recording any stoppage time on course. Any suitably experienced person/s may be utilised
- (d) No horse may be shown before a Dressage or Show Jumping Judge that has been owned or trained by said judge within the 90 days preceding the competition. The Judge will be named on the schedule.

(e) AUXILIARY OFFICIALS

Any suitable person/s may be employed for the following:

- (i) A Gate Official shall be required, to close the dressage arena gate at A should this be requested by a competitor. A Gate Official shall be required in the jumping collecting area/s, to oversee the flow of competitors to the arena/cross country start and the use of the practise/warmup jump

- (ii) Scorers will be required for addition of dressage marks and conversion to percentage (%) for final classification/placings, and conversion of total score to penalty score for Dressage Phase of Eventing and Combined Training, for addition of jump faults (penalties) and calculation of time faults in Show jumping and cross country, and for calculating marks for final classification/placings.
- (iii) An Official shall be responsible for returning showjumping jumps to their original positioning and construction/height in the event of a horse faulting.

6: OTHER PROCEDURES, PROTESTS

(a) DRUGS AND ARTIFICIAL IRRITANTS

All competitors are bound by Rule G08 – Drugs and Artificial Irritants of the General Rules in the Show Rule Book for Breed Shows.

(b) UNSPORTSMANLIKE BEHAVIOUR/ABUSE

All competitors are bound by Rule G10 – Ring Procedure of the General Rules in the Show Rule Book for Breed Shows.

(c) PRESENTATION

- (i) At all times the exhibitor of a Miniature Horse must be aware that both horse and handler are on show, Competitors are reminded that they are required to be neatly and safely attired and their horses presented to a standard suitable to appear before an audience. Closed front shoes or boots with a low heel and long trousers/pants are required for all disciplines, in all jumping classes/events smart sports shoes/trainers are recommended. Flashy turnout and 'silver' on gear will not place over a better performance in workmanlike attire.
- (ii) Horses entered in Performance Disciplines are required to be physically conditioned and trained to a level suitable to the physical and mental demands of the event.
- (iii) Clipping is recommended for horses in heavy coat competing in jumping disciplines to minimize sweating, partial clipping (eg trace high clip) is permitted. It is permissible to plait the mane and tail for any and all classes in all disciplines.
- (iv) A whip with a flapper on the end, total length not exceeding 30in, may be carried in all jumping classes and jumping phases. In all disciplines the use of any object as a whip substitute is prohibited. The whip is to be carried in the left hand as an extension of the hand and is considered an aid, incorrect use/misuse of a whip or abuse using a whip or whip substitute, either in the competition arena, collecting area, or elsewhere on the grounds will not be tolerated (refer 6(b) above).
- (v) Compulsory/Optional/Prohibited Equipment is listed under the relevant section of the Rules for each discipline. All auxiliary equipment not specifically listed as Compulsory or Optional must be considered Prohibited, the use of Prohibited Equipment (including at the practise/warmup jump) will result in automatic disqualification.

(d) PROTESTS

- (i) All Protests are bound by Rule G09 of the General Rules in the Show Rule Book for Breed Shows.
- (ii) In addition, all protests regards marking and scoring of Dressage Tests must be lodged within 30 minutes of the Test Sheets being available to Competitors.

(e) DISCLAIMER

Every endeavour has been made to ensure the information in these rules is correct and designed to ensure events are run safely. However, the responsibility for safety at events rests with the organising committee/show management. The New Zealand Miniature Horse Association will accept no responsibility for any accident or other event that gives rise to damage, or loss to horse, vehicles, or other property; or to death, injury, or illness (including mental anguish) to any person whether a member, guest, spectator or otherwise, whilst participating in events run under these rules.

B: INHAND DRESSAGE AND DRESSAGE IN LONGREINS

1: OBJECTIVES

- (a) Dressage aims to produce a horse suitably trained and conditioned so as to be able to perform the movements required with both grace and the minimum of effort, with obedience to a respectful handler/driver, so that the combination of horse and handler/driver is working in harmony.
- (b) In competitive Dressage, horses must complete a set pattern of movements in an arena at markers as defined by the Test. General impression and ability of horse and handler/driver are also scored. Conformation of the horse is not judged.

2: ARENA SPECIFICATIONS

- (a) All Tests shall take place in a level arena of the following size:

Novice (N)	12m x 24m
Open (O)	12m x 24m or 12m x 36m
Advanced Open Dressage in Longreins (AOL)	12m x 36m

- (b) (i) The perimeter of the arena shall be clearly and safely defined. Rails, raised boards, flat/round top picketing are ideal, thick taut rope may be used.

(ii) The following are prohibited: Electric fence tape, baling twine, fine nylon rope, wire of any description, including standard wire fence.

(iii) The entrance to the arena at 'A' must be 2m wide for individual Tests and 4m for Pairs and Quadrille Tests.

(iv) A 'gate' must be made available at the entrance at 'A', in the same materials as the arena, to enclose the arena after the competitor has entered should any competitor request this. Closing the 'gate' is compulsory for Pairs and Quadrille Tests.

- (c) The arena will be clearly lettered in the following standard fashion:

(i)	12m x 24m	(ii)	12m x 36m
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(To be inserted)

(d) (i) No horse or handler/driver may enter the arena except when actually competing, on penalty of elimination. They may, however, work around the arena in preparation for entering to compete, provided the preceding competitor has completed their Test and exited the arena.

(ii) All spectators and competitors shall be kept at least 12m from the arena while judging is in progress.

3: TEST REQUIREMENTS

(a) (i) Tests shall be approved by Council and revised from time to time. There shall at any one time be a minimum of three (3) Tests and a maximum of five (5) Tests available in each of the recognised Grades of competition. Additional Tests specific to Advanced Open Longreining, incorporating other high-skill movements (eg half pass), may be developed as the need arises.

(ii) Every Test shall begin with the sounding of a bell, whistle, or horn by the Judge, at which time the competitor has 60 seconds to commence the Test by entering the arena at 'A' and proceeding up the centreline at the prescribed pace. Failure to enter the arena within 60 seconds will result in elimination.

(iii) Every Test shall require the horse to work in both directions, and at Walk and Trot, performing figures and movements relevant to the Grade, and transitions from one pace to another, to be executed in the arena as defined by the lettered markers.

(iv) The Test ends with the final halt and salute on the centreline at the prescribed marker (X or G), the competitor then leaves the arena at 'A' on a free rein.

(b) PACES

(i) **The Medium (ordinary) Walk** - a four beat pace, each hoofbeat is clearly defined with the hindfeet up to the print of the forefeet. The horse's head may 'nod' in time to the rhythm. Loss of rhythm, pacing or ambling, will be penalised.

The Free Walk - completely relaxed with no head restraint, horse lowers head to approximately knee level and lengthens frame whilst maintaining rhythm.

The Extended Walk (O) - horse covers as much ground as possible, hindfeet clearly overtracking the print of the forefeet.

(ii) **The Working (ordinary) Trot** - a two beat pace, the horse moving freely forward with the legs moving as diagonal pairs. The horse's head is stationary relative to the horse's body. Loss of rhythm, pacing, ambling, or a four beat stride will be penalised.

The Collected Trot (O) - light in hand with shortened frame, the poll the highest point and the face nearly vertical. Increased impulsion and lightness of the forehand from lowering and engagement of hindquarters, hindfeet up to print of forefeet. Required for all lateral movements in Longreins (shoulder-in, half pass).

Lengthened Stride at Trot (N) - 3 to 4 strides of increased length from the Working Trot. Horse should cover more ground with each stride whilst maintaining rhythm. Lengthening in front only (ie flashy toe flicking) and breaking of stride or merely increasing speed (running) will be penalised.

The Extended Trot (O) - horse covers as much ground as possible with maximum engagement of hindquarters.

(c) FIGURES

(i) **Circle** (figure 1) - Full circle of the prescribed diameter, finishing at the starting point.

Half Circle (figure 2) - finishing facing the opposite direction and on a parallel track

Minimum diameter of circles(full and half): Working Trot - Novice 9m, Open Inhand 6m. Collected Trot (Longreins) 6m

(ii) **Serpentine** - 3 loops (figure 3) in a short or long arena, 3 or 4 loops (figure 4) in a long arena, travelling the length of the arena, starting at either A or C and finishing at the opposite short side (C or A), each loop touching the long side without going into the corners.

Fig. 1

Fig. 2

Fig. 3

Fig. 4

(To be inserted)

(d) MOVEMENTS

(i) **Halt** - four square, attentive, straight. Handler to remain at horse's side, driver to remain behind or slightly to one side.

(ii) **Reinback (O)** - stepping straight backwards from the halt the prescribed number of steps with the feet moving in diagonal pairs, and moving forward immediately at the prescribed pace.

(iii) **Pivot (O)** - (figure 5) horse's forehand scribes a full or partial circle (diameter the length of the horse) by moving around the hindquarters whilst maintaining the rhythm of the pace with the forefeet. The hind foot on the inside of the turn either marks time or pivots, returning as nearly as possible to the same spot with each step. The horse looks in the direction of the turn and this is the direction of the pivot.

(iv) **Shoulder-In (AOL – Level 1)** - (figure 6) Lateral movement where the horse's hind feet remain on the outside track, or centreline, of the arena while the forehand is moved onto an inside track in the prescribed direction (eg Right Shoulder In, right shoulder moved 'in' onto an inside track). Horse looks and is bent through his body to the inside of the arena, and his inside foreleg crosses in front of his outside fore. Hind feet remain straight, forward rhythm and pace of the Collected Trot are maintained.

(v) **Half Pass (AOL – Level 2)** – (figure 7) Lateral movement where the horse moves forward and sideways, with the outside fore and hind legs crossing in front of the inside legs. Horse looks and is bent through his body in the direction of travel, forward rhythm and pace of the Collected Trot are maintained.

Fig 5.

Fig. 6

Fig. 7

(To be inserted)

(e) COMMANDING OF TESTS

(i) Specialty/Freestyle Tests must be performed from memory. All other Tests may be Commanded (called).

(ii) Competitors must provide their own Commander, who must stand outside the arena opposite B or E.

(iii) Commanders must recite the *entire* Test *exactly* as it is written, and should recite each movement one movement in advance to give the competitor adequate warning for preparation. If, in the opinion of the Judge, the Commander makes any variation to the Test, or assists the competitor with signals, remarks, or inflexion of the voice, a penalty may be awarded equal to the Error of Course which would otherwise have occurred.

(iv) Assistance in any other way from outside the arena, from the Commander or any other person, will result in elimination.

4: SCORING

(a) Each Movement, as defined by the Test, shall be scored in the standard fashion from zero to ten with ten (10) being Excellent and zero (0) being Not Executed (practically nothing of the required movement has been performed).

(b) Collective Marks (scored 0 to 10) shall be awarded at the completion of the performance for general impression, overall performance of the horse, and ability of the handler/driver;

(i) Horse - Impulsion (engagement of hindquarters, suppleness)

- Paces (freedom, regularity, elasticity of steps)

- Submission (lightness of the forehand, acceptance of handler's/driver's instructions, and the ease in which the Test is performed).

(ii) The handler/driver is judged on his/her ability to control the pace and direction of the horse, and the manner in which this is achieved.

(c) The Collective Marks, as well as certain difficult Movements (as indicated on the Test), may be weighted by a co-efficient (multiplying factor), usually 2, to be multiplied before adding of the total marks.

(d) (i) Any incidents or disobediences before the competitor has entered the arena shall have no bearing on the marks.

(ii) Any incidents or disobediences after the end of the Test shall have no bearing on the marks, other than failure to leave the arena calmly and safely at a free walk at A which may be penalised in the Collective Marks.

(e) FAULTS

(i) Horses should work calmly and confidently, with free flowing forward movement, a degree of 'self-carriage', and be attentive and obedient to their handler/driver. Faults in the way of going of the horse which shall be penalised include, but are not limited to:

- horse not tracking straight

- resistance to handler/driver

- lack of impulsion ('drive') from hindquarters

- lack of suppleness of the spine

- irregularity of stride

(ii) Handlers/drivers should use subtle aids to direct the horse. Faults in the technique of the handler/driver which shall be penalised include, but are not limited to:

- obvious correction of the horse's way of going, pulling/hard checking, rough, aggressive, or intimidating handling, loud voice commands.

- touching or physically maneuvering the horse (eg pushing him around corners/circles with the body).

(iii) Error of Course (deviating from the prescribed movements in the Test).

Where the competitor makes an Error of Course the bell or horn will sound. The Judge will show the competitor where to take up the Test and the next movement. Where the competitor makes an Error of Course that does not impede the fluency of the Test (eg transition at wrong marker) it is at the Judge's discretion whether to sound the bell or horn.

Whether the bell or horn is sounded or not penalties for Errors of Course will accumulate as follows, and be deducted from the total marks:

First Error	2 penalties
Second Error	4 penalties
Third Error	8 penalties
Fourth Error	Elimination

(iv) Throughout all Inhand Dressage Tests the Handler will remain on the near (left) side of the horse unless directed otherwise in the Test, or in Freestyle/Specialty Tests. Changing sides unless permitted will be penalised as an Error of Course.

(f) ELIMINATION

Competitors will be automatically Eliminated for the following:

(i) - entering the arena before the Judge's signal (bell or horn)

- horse and/or handler/driver leaving the arena *completely* at any time during the Test

- Fourth Error of Course

- fall of horse and/or handler/driver

- assistance from outside the arena, other than Commanding (3 (e)).

In all of the above the competitor may complete the Test and continue to be marked.

(ii) - use of Prohibited Equipment, including use of the end of the lead/rein as a substitute for a whip

- excessive intimidation of the horse, abusive handling

- exceeding the Time Limit, which shall be twice the Time Allowed for the Test.

- the horse is deemed to be unsound.

(g) FINAL CLASSIFICATION and PLACINGS

(i) In Inhand Dressage and Dressage in Longreins the horse and handler/driver with the highest Total Mark shall be declared the winner.

(ii) Equal placings will be declared where Total Marks are equal, except that in the event of equality of marks for First at a Championship Final those competitors that are equal first will be required to work off again.

(iii) For all Tests the Total Mark will be converted to a percentage (%), only wins receiving 55% or higher will accumulate for Grading.

(iv) Dressage Phase of Inhand Eventing and Combined Training - Total Marks converted to a Penalty Score for addition to any jumping penalties for a final penalty score. (refer Rule D)

(v) All scores and results, including percentages, will be posted and Dressage Test Sheets made available to competitors. All protests regarding the marking and scoring of Dressage Tests and placings must be lodged within 30 minutes of the Tests being made available. After this time the Test Sheets will become the property of the competitors.

5: PRESENTATION, COMPULSORY/PROHIBITED EQUIPMENT

(a) Inhand Dressage

(i) Compulsory Equipment

- Standard headcollar or headstall in leather, plastic, nylon web, or similar, which must lay flat with a smooth side against the horse's skin.
- Lead, either leather, nylon, cotton, or rope. The lead must attach directly to the underside of headcollar/headstall noseband. The free end of the lead must be without weighting (other than splicing on a rope). Minimum length 4ft, Maximum length 8 ft.

(ii) Prohibited Equipment

- Any auxiliary equipment not specifically mentioned as compulsory or optional should be considered prohibited.
- The use of prohibited equipment will result in automatic disqualification.

(b) Dressage in Longreins

(i) Compulsory Equipment (refer Rule H06.02 in the Harness section of the Show Rules Book)

- Standard bridle without blinkers.
- A simple snaffle bit which must not be able to be pulled through the horse's mouth, either unjointed or single jointed, with a smooth metal mouthpiece.
- Reins - length to suit, must not be able to be walked on, made of any safe material, and reins must be split.
- Harness saddle, or standard roller with D rings (padded or plain).
- Gloves are compulsory for all Drivers.
- Whip suitable for driving (ie able to reach horse's shoulder)
- Crupper

(ii) Optional Equipment

- Cavesson noseband (fitted above bit)
- Saddle cloth or pad

(iii) Prohibited Equipment

- Full driving harness, breastplates, martingales, overchecks, breeching.
- Any auxiliary equipment not specifically mentioned as compulsory or optional should be considered prohibited.
- The use of prohibited equipment will result in automatic disqualification.

(d) Specialty Dressage - Costume

- (i) Where Costume is permitted for Specialty Dressage Tests this will be stated in the schedule.
- (ii) All articles of costume shall be fastened safely and securely, no part of a costume may be dragged. Competitors will be penalized 20 points for any article of costume which detaches during the course of the test. No article which might be expected to harm or frighten the exhibitor's horse, or any other horse in the arena, may be used as part of any costume.
- (iii) Suitable footwear is required for all exhibitors.
- (iv) No part of the costume may inhibit the horse's performance or unduly obstruct the Judge's view of the performance.
- (v) Horses may only wear leg wraps/bandages as part of costume in Pairs/Quadrille.
- (vi) Live animals may not be used as props. Hand-held props are not permitted.

6: SPECIALTY DRESSAGE

These events are designed to add a different dimension to the discipline of Dressage by encouraging creativity and a departure from the routine of training and standard competition. They also provide an opportunity for a display feature as used in an intermission at other events.

(a) FREESTYLE, FREESTYLE TO MUSIC – Non-Grading

- (i) Tests for Freestyle and Freestyle to Music competitions shall be arranged by the competitor and will be performed from memory.
- (ii) Each Test will begin with entry to the arena at 'A' and shall end with a halt and salute on the centreline.
- (iii) Horses shall be required to show work at all paces and work in both directions with any number of movements and figures normally required in Official Tests of the corresponding Open Grade. Failure to show work at all paces and in both directions will be marked as an Error of Course, movements performed of a higher grade will not be marked.
- (iv) Music for Freestyle to Music Tests is the responsibility of the competitor. The tape must be clearly marked with the competitor's name, number, and side of recording, and be set at the exact place for playing. Music will be judged as to its suitability in rhythm and type to that of the horse and its performance, the Judge's personal opinion of the music itself will not be a consideration in judging. Instrumental music is preferable to songs whose lyrics may be a distraction.
- (v) Freestyle Tests shall not exceed 3 minutes in a 12m x 24m arena or 4 minutes in a 12m x 36m arena.

Timing shall commence as the competitor enters the arena at 'A'. If the performance exceeds the Time Limit the judge will signal by bell, whistle, or horn when time is up and the competitor must immediately bring the performance to a close with a turn down the centreline, halt, and salute. Any movements attempted after this signal is given will not be judged.

(vi) The performance will be judged on the correctness of execution of each of the movements attempted, the choreography, suitability of the music (and costuming if permitted), and the scoring of the general Collective Marks as would be required in an Official Test.

(b) PAIRS, QUADRILLE – Non-Grading

(i) Freestyle to Music Tests for Pairs (2 horses and 2 handlers/drivers) shall be performed in a 12m x 24m arena, and may not exceed 3 ½ minutes.

(ii) Freestyle to Music Tests for Quadrille (4 horses and 4 handlers/drivers) shall be performed in a 12m x 36m arena, and may not exceed 5 minutes.

(iii) The gate at 'A' must be closed after the competitors have entered at 'A'.

(iv) Inhand and Longreining horses shall not compete in the same Tests, but the horses may be Category A, Category B, or any combination of A & B.

(v) Horses of any Grade may compete, movements of any grade are allowed. Not all horses need attempt all movements, but all shall show Walk and Trot, and show work in both directions.

(vi) The performance shall be judged on its aesthetic appeal; the correctness of execution of each of the movements attempted; the ability of the individual horses and handlers/drivers to execute these movements; the ability of individual horses and handlers/drivers to work together as part of a team performance; the choreography, and suitability of the music (and costuming if permitted). No individual scores will be posted of individuals within the Pair/Quadrille.

C: INHAND SHOWJUMPING

1: OBJECTIVES

Show Jumping tests the ability of horse and handler to negotiate a course of faultable jumps of varying style and appearance within a set time frame. The competitor is penalised for faults on course, jumping style is not a consideration. In Standard competition horses shall jump once over a set course of jumps, with a jumpoff against the clock to decide the winner if necessary.

2: THE COURSE

- (a) A Course Designer shall be appointed by the Organising Committee to be responsible for ensuring the course is built to a safe standard and within the standards/dimensions for the level of competition.
- (b) A plan of the course shall be posted not less than 30 minutes prior to Start time for all competitors to view and shall include jump numbers, direction to be jumped, distance of course, time allowed, and course for jumpoff. The course shall be opened not less than 15 minutes prior to the Start time to allow all competitors fair opportunity to inspect the course (without their horses) and familiarise themselves with the order and placement of the jumps.
- (c) Start and Finish lines will be labeled and clearly defined with markers set at least 2m apart, with a red marker on the right hand side and a white marker on the left. Start and Finish lines must both be easily seen by Judge and Timekeeper, and must be placed on a natural track that the average competitor might be expected to take on approach to the first jump on the course and on completing the last jump on the course.
- (d) All jumps will be consecutively numbered, the number shall be placed on the right hand side on the approach side of the jump. Where jumps are so close as to have only 1 or 2 strides between them they may be considered one jump, each element in the Combination carrying the same jump number and lettered alphabetically (eg Double 4A,B, Treble 9A,B,C).
- (e) For the show jumping phase of Combined Training and Eventing and unless otherwise stated in Specialty show jumping classes there shall be a minimum of 6 and a maximum of 10 numbered jumps, at least one of which must be a Combination with one or two strides between each element.
- (f) There shall be at least one change of rein (direction).
- (g) Category A and Category B horses must compete separately in Graded classes. Should Introductory, Youth, or Masters entries be combined A & B then Category A jump dimensions/speed/timing and Category B striding in Combinations shall apply, with Trebles prohibited.

3: THE JUMPS

- (a) It is expected that handlers will remain on the near (left) side of the horse and jumps shall be constructed and sited taking this into account.
- (b) Jumps may be Upright (height with no notable width), Spread (height and width), or Spread Only (eg water), but all must be faultable, either by reduction of height, width, or both by horse and/or handler.
- (c) Any type of jump which may be expected in ridden showjumping may be utilised. False ground lines (where the ground line is behind the front line of the jump), wire, wire netting, metal gates and piping, pointed pickets, and any other hazardous material is prohibited.
- (d) No jumpable part of any jump may exceed the following maximum dimensions, except as provided for in Specialty Showjumping classes:

	<u>Class</u>	<u>Maximum Height</u>	<u>Maximum Width (Spread)</u>
(i) Category A	Introductory	16 in	18 in
	Novice	24 in	24 in
	Open	28 in	28 in
(ii) Category B	Introductory	18 in	20 in
	Novice	28 in	28 in
	Open	32 in	32 in

(iii) The first jump in any round or jumpoff may not be either maximum height or maximum spread. No more than 25% of jumps in any round may be maximum height. No jump in any part of a Combination may be both maximum height and maximum spread.

(e) Combination Jumps (Doubles and Trebles) and Related Distances

- (i) All Standard courses will include a Combination, which may be a Double (two jumps with only 1 or 2 strides between them) or a Treble (three jumps with only 1 or 2 strides between them). More than one Treble in any course is not permitted. Trebles are prohibited in Jumpoffs and combined Category A & B Introductory classes and Handler-age classes (eg Youth, Masters).
- (ii) The following striding distances are based on an average horse approaching the first (A) element of an Introductory or Novice Combination at a brisk trot or quiet canter and jumping calmly and in good form.

Category A	One Stride	2.8m	Two Strides	4.6m	Three Strides	6.4m (+ 1.8m per additional stride)
Category B	One Stride	3.0m	Two Strides	5.0m	Three Strides	7.0m (+ 2.0m per additional stride)

(iii) All distances are to be measured along the ground between the highest portions of each jump (figure 8) which would be the middle of the horse's arc as he jumps over the jump. Distances should be increased by up to 10cm/stride for Open Category A and up to 15cm/stride for Open Category B to allow for the extra distance from the bigger jumps on takeoff and landing.

Fig. 8

(f) Warmup/Practise Jump

- (i) At least one jump shall be provided in the collecting area for the purposes of warm-up prior to competing in Inhand Show Jumping classes, it is preferable that one Upright and one Spread be provided.
 - (ii) These jumps shall be constructed to the same standards as those in the competition arena and the height shall not exceed the maximum height for the class being prepared for. No substitutes for a jump may be used.
 - (iii) For reasons of safety the jump may be jumped from one direction only, and should be 'flagged' with a red marker on the right hand approach side and a white marker on the left. Competitors jumping the warmup jump from the wrong direction may be barred from the warmup/collecting area.
 - (iv) No part of the jump may be supported by hand. RAPPING (hitting the horse's legs as he jumps to encourage a higher jump) is PROHIBITED and considered abuse, and will be dealt with per Rule G10 (g) of the General Rules for Breed Shows.
- NB:** This jump is not provided for the purpose of teaching horses to jump, and NO HORSE UNDER 24 months may jump the warmup/practice jump.

4: SCORING

- (a) Upon entering the competition arena the competitor acknowledges the Judge and awaits his signal (bell or whistle). The competitor then has 60 seconds in which to commence his round by passing through the Start line. During this time he may circle his horse as required without penalty to establish the desired pace and attitude.
- (b) Faults made between the time the horse passes through the Start Line until he passes through the Finish Line will be penalised. The horse with the lowest number of total penalties at the end of the class shall be declared the winner. Jumping style and manners are not a consideration in judging.
- (c) The following penalties apply for all Inhand Show Jumping classes, except as provided for in Gamblers Stakes (Specialty class).
- (i) A Disobedience is defined as a Refusal (stopping in front of a jump and not *immediately* jumping), Run-out (horse avoids jumping by running out to one side), Circling between jumps (including circling between A&B,B&C elements of a Combination). First Disobedience on course 3 penalties

Second Disobedience on course	6 penalties
Third Disobedience on course	Elimination

Combinations are considered one jump. If a Disobedience occurs at element B or C, *the entire Combination must be retaken*. Further Disobediences when retaking *any* element(s) of a combination (including those already cleared the first time) will be considered Second and Third Disobediences.

- (ii) Reducing the Dimensions of a Jump, by lowering the height and/or reducing the width .

Jump knocked down while jumping	4 penalties
Handler's Foot or Horse's Hoof in water jump	4 penalties
Disobedience plus knocking down a jump	6 penalties

(ie: dimensions of jump reduced by horse and/or handler in the course of Refusing/Run-out/Circling)

- (iii) Falls on any part of the course between the Start and Finish Lines are considered Jump-Related and will be penalised
 - The Horse is considered to have Fallen if his haunches and/or shoulder make contact with the ground.
 - The Handler is considered to have Fallen if the knee, hip/buttocks, hand, arm, and/or shoulder makes contact with the ground, or the Handler makes contact with a jump in order to prevent such ground contact, whether or not the horse is released. The Handler completely releasing the lead in the course of jumping or between jumps (loose horse) shall also be penalised as a Fall.

First Fall of horse or handler or both	8 penalties
Second Fall of horse or handler or both	Elimination

Combinations are considered one jump. If a Fall occurs at element B or C *the entire Combination must be retaken*.

- (c) Elimination will also occur for the following:

- Starting before the Judge's signal (bell or whistle)
- Failure to Start within 60 seconds of the Judge's signal.
- Showing the horse a jump in the competition arena before passing through the Start, showing a horse a jump without intending to jump.
- Third Disobedience on course, Second Fall on course (as above)
- Failure to retake all lettered elements of a Combination after a Fall or Disobedience within that Combination.
- 'Off Course' - jumping course in wrong order, jumping a jump in the wrong direction, retaking a numbered jump already jumped (except elements of a Combination as above).
- Horse and/or handler leaving the arena before completing the course (including not passing through Finish Line)
- Exceeding the Time Limit, which shall be twice the Time Allowed.
- Assistance of any kind from outside the competition arena (except assisting with catching a loose horse after a Fall).
- Handler jumping a jump.

5: TIMING

(a) (i) Time Allowed shall be calculated on the following speeds (brisk or workmanlike trot), which shall be the same for both Category A and Category B as the Handler's speed is the limiting factor:

Introductory, Junior Youth, Masters	130 metres/minute
Novice, Senior Youth	150 metres/minute
Open	150 metres/minute

(ii) Distances shall be measured on a natural track which the average horse would be expected to take, commencing at the mid-point of the Start line and concluding with the mid-point of the Finish line. Cutting of corners whilst measuring distance to produce a shortened distance and trick time is not permitted in any competition.

(b) Timing commences when the horse's shoulder passes over the Start line and stops when the horse's shoulder passes over the Finish line.

(c) (i) Exceeding the Time Allowed in the First Round will incur 0.25 Time Penalty for every second (or part thereof) over the Time Allowed.

(ii) Exceeding the Time Allowed in the Jumpoff will incur one (1) Time Penalty for every second (or part thereof) over the Time Allowed.

(iii) Exceeding the Time Limit, which shall be twice the Time Allowed, will result in **Elimination**.

(d) Stopping a Competitor on course

If a competitor must be stopped during the course of a round (eg to rebuild a jump knocked down during a disobedience) the bell or whistle will sound and the clock will be stopped. Once the course has been restored the bell will sound again, at which time the clock will be restarted and the competitor will continue his round.

6: STANDARD SHOWJUMPING

(a) FIRST ROUND PROCEDURE

(i) All competitors shall compete over one course of 6 to 10 jumps, including a Combination. No more than 25% of the jumps may be maximum height or maximum width. Faults will be penalised in the usual manner, first round scores will be posted.

(ii) The winner shall be the competitor with the lowest penalty score, and this must be an outright winner. In the event of equality of the lowest penalty score those competitors who are equal shall return for a Jumpoff.

(b) JUMPOFFS

(i) The same combination of horse and handler must start in the Jumpoff as completed the first round. Any substitution will result in Elimination. Competitors must compete in the Jumpoff in the same Draw order as the first round.

(ii) A plan of the Jumpoff course (including distance and Time Allowed as calculated in the same manner as for the first round) must be posted at the same time as the course plan for the first round. Competitors are expected to familiarise themselves with both courses prior to competing. Organisers are not obliged to schedule a specific break for inspecting the Jumpoff course.

(iii) The Jumpoff course may consist of a second round over the same course, or a shortened course of not less than 6 jumps to be jumped in correct direction in the specified order. Trebles are prohibited and no more than 25% of the jumps may be maximum height or maximum width.

(iv) The Jumpoff is performed against the clock, with the placings determined by the quickest time with the least faults (ie all horses on the equal faults will be placed according to time).

(v) Equality of scores shall stand for equal minor placings. Subsequent placings for competitors not in the Jumpoff shall be determined from reverse order of scores in the first round.

7: SPECIALTY SHOWJUMPING

(a) DERBY

(i) The course consists of 8 to 12 jumps with a mixture of approx. 50% show jumping jumps and the balance natural/rustic 'cross country' style jumps (which must be faultable as per a show jumping jump). The terrain may be level or slightly rolling. Banks may be included, drop from the highest point to landing not to exceed 75% of the maximum jump height for the class.

(ii) The Time Allowed is calculated and the course scored in the Standard manner.

(iii) A Jumpoff over a shortened course shall determine the winner if there is equality of the lowest score.

(b) MYSTERY TIME - Non-Grading

(i) Horses jump a single round of 6 to 10 jumps, dimensions set relative to the level/Grade of the class. Jumping Penalties are incurred and scores calculated in the usual manner, but no Time Penalties are incurred.

(ii) The Time Allowed for the course is calculated as per Standard Competition, but is not posted on the course plan ('Mystery' time).

(iii) The round with the least faults closest to the Time Allowed shall be declared the winner, subsequent placings determined by lowest faults closest to the Time Allowed (ie closest to the 'Mystery' time is the deciding factor where faults are equal).

(Note to Organisers: This is a good first class in a schedule, as competitors have a chance to get their 'eye' in without the demands of a jumpoff.)

(c) GAMBLER STAKES (Accumulator) - Non Grading

- (i) 10 jumps are provided for the first round. Jump number 1 must be the smallest and simplest, Jump 10 the most challenging, with Jumps 2 to 9 of increasing difficulty (height, spread, or construction). Each Jump carries a Points value equivalent to the Jump Number (ie Jump 1 = 1 point). Jumps are to be jumpable from both directions, Combinations are prohibited.
- (ii) The competitor sets his own course of 6 jumps. Competitors must start through the Start line and finish through the Finish line in order for the round to be timed, but may do so in either direction. Jumps may be jumped from either direction and in any order but any one jump may only be jumped once and from one direction. With each jump cleared at the first attempt the competitor accumulates points equal to the Jump Number, for a maximum possible high score of 45 (jumps 5-10).
- (iii) Should a jump be knocked down, no points will accumulate for that jump. Should a horse refuse or run-out no points will accumulate for that jump, but that same jump must be re-attempted - no substitutions are allowed. Eliminations are recorded in the usual manner.
- (iv) Unless Eliminated the competitor may choose to attempt the *Joker*, which shall be a most challenging jump, either by its dimensions or appearance. Intent to attempt the *Joker* must be indicated after passing through the Finish line. A successful first attempt shall add 20 points to the accumulated score, however faulting at the *Joker* will cause 20 points to be deducted.
- (v) The combination with the highest total score shall be declared the winner. In the event of equality of scores the quickest times shall determine the placings.

(d) TWO JUMP CHALLENGE – Non Grading

- (i) A variation on 'Fault and Out', horses must be 36 months or older and can be any Grade.
- (ii) Two jumps are placed in a direct line 3 strides apart.
 - The first jump must be an Upright. The height of this jump is not altered and shall be set at:
 - Minimum 14 inches and maximum 20 inches for Category A
 - Minimum 18 inches and maximum 24 inches for Category B
 - The second jump may be an Upright or an ascending Spread (preferable). In the first round of jumping the jump height will be:
 - Minimum 14 inches and maximum 20 inches for Category A
 - Minimum 18 inches and maximum 24 inches for Category B
 - The jump will be raised in subsequent rounds in increments of Minimum 1 inch and Maximum 4 inches after each competitor has jumped once, and continue until only one horse remains in the competition.
- (iii) Faults incurred at either jump result in Elimination. The horse who has not been eliminated shall be declared the winner. Should no horses remain those eliminated in the previous round shall jump off again over the jumps at the height of the previous round, and continue if required. The judge may choose to award equal first placings in the interest of horses' welfare.
- (iv) Minor placings shall be determined by reverse order of elimination (**NB: This is the only class where an eliminated competitor may receive a placing**). Should two or more horses be equal in the minor placings, they may be required to jump off or the judge may award equal placings. Horses who fault at the first jump shall place behind horses who fault at the second jump in the same round. Successful competitors may choose to not proceed with the next round of jumps in the interests of their horses, such competitors will receive a lower ranking than those who do proceed and are eliminated.

(e) TAKE YOUR OWN LINE - Non-Grading

- (i) This is a speed event, horses must be 36 months or older, and can be any Grade.
- (ii) The 6 - 10 Jumps shall be constructed to be jumpable from either direction, Combinations are prohibited.
- (iii) The competitor sets his own course and must jump all jumps in the arena in the order of their choosing, each jump may be jumped from either direction once but can be jumped only. Competitors must start through the Start line and finish through the Finish line, but may do so in either direction.
- (iv) The round is timed, the quickest round with the least faults is the winner, minor placings being determined by quickest time for their faults.

(f) JIGSAW JUMP - Non-Grading

- (i) This is a pairs speed event, horses must be 36 months or older, and can be any Grade. Category A and B horses may compete in the same pair.
- (ii) The course must comprise an even number of jumps (8 or 10 or 12), jumpable from either direction, Combinations are prohibited. Maximum jump dimensions shall be as for Novice Category A.
- (iii) The pair of horses are on course at the same time, Competitors must each jump half of the jumps in the arena in the order of their choosing, each jump may be jumped only once but can be jumped from either direction. Competitors must start through the Start line and finish through the Finish line, but may do so in either direction. Timing commences as the first horse's shoulder cross the Start line and finishes as the second horse crosses the Finish line.
- (iv) The round is timed, the quickest round with the least faults is the winner, minor placings being determined by quickest time for their faults.

8: PRESENTATION, COMPULSORY/PROHIBITED EQUIPMENT

(a) Compulsory Equipment

- Standard headcollar or headstall in leather, plastic, nylon web, or similar, which must lay flat with a smooth side against the horse's skin.

- Lead, either leather, nylon, cotton, or rope. The lead must attach directly to the headcollar/headstall for all horses other than Open class competitors. The free end of the lead must be plain, without weighting (other than splicing on a rope), and be without a loop. Minimum length 6ft, Maximum length 12 ft.

(b) Optional Equipment

- protective leg wraps or boots

- a slip lead or chain attached under the horse's lower jaw may be used in Open Show Jumping competition (excluding Show Jumping phase of Open Eventing and Open Combined Training).

- a whip with a flapper on the end, total length not exceeding 30in, may be carried.

(c) Prohibited Equipment

Any auxiliary equipment not specifically mentioned as compulsory or optional should be considered prohibited.

The use of prohibited equipment will result in automatic disqualification.

D: COMBINED TRAINING

1: OBJECTIVES

In Combined Training the combination of horse and handler are tested for training in Inhand Dressage and jumping ability in Show Jumping. This event useful as an introduction to the demands of Eventing or as a substitute for Eventing when weather/ground conditions/fitness levels make cross country jumping undesirable, as in pre-season competition.

2: DRESSAGE PHASE

(a) The competition commences with the Dressage phase, and the aim is to complete the competition without adding to this penalty score, the combination with the least penalties being the winner.

(b) The following levels of Dressage Test will be used:

Open	Open Inhand Test
Novice	Novice Test
Introductory	Novice Test
Youth (all ages)	Novice Test
Masters	Novice Test

(c) (i) Refer to **Rule B: Inhand Dressage** for the running of this phase.

(ii) Scoring of Dressage phase for Combined Training and Eventing - Total Marks are subtracted from total possible marks. This figure is then multiplied by **0.75** to convert to a Penalty Score for addition to any jumping penalties for a final penalty score. (NB: 0.75 is used, rather than the 0.5 used for ridden events, as there are no canter movements to add to the score)

3: SHOWJUMPING PHASE

(a) Horses shall jump a single round over a course of 6 to 10 jumps, including one Combination (Double), in the manner for a first round of Standard Show Jumping (Rule C).

(b) No jump (including the practise/warmup jump) may exceed the following heights:

(i) Category A	Introductory	16 in
	Novice	22 in
	Open	24 in
(ii) Category B	Introductory	18 in
	Novice	26 in
	Open	28 in

(iii) No spread may exceed the height of the jump.

(c) All courses shall have a **Time Allowed**, calculated on the following speeds, which shall be the same for both Category A and Category B as the Handler's speed is the limiting factor:

Introductory, Youth, Masters	130m/minute
Novice	150m/minute
Open	150m/minute

(d) The following penalties apply for all Show Jumping phases of **Dressage with Jumping** and **Eventing**:

First Disobedience on course	10 penalties
Second Disobedience on course	20 penalties
Jump knocked down while jumping	5 penalties
Handler's Foot or Horse's Hoof in water jump	5 penalties
Disobedience plus knocking down a jump	15 penalties
First Fall	30 penalties
Exceeding the Time Allowed	0.25 penalty/second or part thereof
Third Disobedience on course, Second Fall	Elimination
Exceeding Time Limit(twice Time Allowed)	Elimination

Elimination will occur for all additional faults under refer Rule C 4 (c).

4: SCORING/FINAL CLASSIFICATION

(a) Dressage marks (converted to penalty score) and showjumping penalties are added together to give a final penalty score over all phases of the competition. The competitor with the lowest penalty score shall be declared the winner. Placings are not calculated for awards in each phase.

(b) In the event of equality of score the competitor with the lowest dressage penalty score shall receive the higher placing. If scores are still equal the tie will stand.

5: NOVELTY VARIATIONS OF COMBINED TRAINING

Any variation as listed below must be stated on the schedule.

- Substitute Standard course in Show Jumping phase with Derby course.

- Substitute Standard course in Show Jumping phase with Gamblers stakes, dressage phase not converted to penalty score and best total score wins.
- Substitute Show Jumping phase with Halter Obstacle (refer Rule P of Show Rule Book), horses 12 months and over eligible to compete, dressage phase not converted to penalty score and best total score wins.

E: INHAND EVENTING

1: OBJECTIVES

In Inhand Eventing the combination of horse and handler are tested for training in Inhand Dressage, jumping ability in Show Jumping, and conditioning and confidence over natural fences in Cross Country.

2: DRESSAGE PHASE

(a) The competition commences with the Dressage phase, and the aim is to complete the competition without adding to this penalty score, the combination with the least penalties being the winner.

(b) The following levels of Inhand Dressage Test will be used:

Open	Open Inhand Test
Novice	Novice Test
Introductory	Novice Test
Youth (all ages)	Novice Test
Masters	Novice Test

(c) Refer to **Rule B: Inhand Dressage** and **D: Combined Training** for the running and scoring of this phase.

3: SHOWJUMPING PHASE

(a) The Showjumping phase of Introductory classes will precede the cross country phase. The Showjumping phase may precede or follow the cross country phase in other Grades at the discretion of the Organizing Committee. The order of running will be notified in the schedule.

(b) Refer to **Rule D: Combined Training** for the running and scoring of this phase.

4: CROSS COUNTRY PHASE

(a) THE COURSE

- (i) A Course Designer shall be appointed by the Organising Committee to be responsible for ensuring the course is designed and built to a safe standard and within the standards for the level of competition. It is preferable that the Course Designer is not a competitor.
- (ii) The same course may not be used in competitions held within 30 days of each other without a minimum of 25% of the jumps being significantly altered in either type or positioning in the competition area.
- (iii) A plan of the course shall be posted not less than 3 hours prior to the notified start time for all competitors to view and shall include distance and time allowed. The course shall be opened not less than 1 ½ hours prior to the notified start time to allow all competitors time to inspect the course on foot (without horses) and familiarise themselves with the order and placement of the jumps and the nature of the terrain, an official course walk is recommended.
- (iv) Where more than one Grade of competition is being held the Course (jump dimensions and 'flags') shall be set for the first class in the schedule with instructions for adjustments for each subsequent class posted beside each jump. The course for each Grade must be clearly identified, either by way of separate course plans, or the tracks marked on the plan in different colours.
- (v) There shall be a minimum of 10 and a maximum of 15 numbered jumps for Introductory, Novice, Youth, and Masters events, and a minimum of 12 and a maximum of 18 numbered jumps in Open events.
- (vi) All jumps will be consecutively numbered, the number shall be placed on the right hand side on the approach side of the jump. Where jumps are so close as to have only a few strides between them they may be considered one jump, each element in the Combination carrying the same jump number and lettered alphabetically (eg Double 4A,B, Treble 9A,B,C). Where more than one Grade of competition is being held each jump number shall carry the colour, corresponding to the colour on the course plan, of the course it is included in.
- (vii) Jumps and compulsory obstacles, including start and finish lines, will further be identified by placement of a red indicator on the right hand bounds and a white indicator on the left hand bounds, through which the horse must pass. Where flags are used the pole/stake may not exceed 28in so as to minimize risk of the horse's lead catching the flag.
- (viii) Terrain may be level, rolling, or mixed, but may not be steep. Ground must not be pitted, rough, or unstable.
- (ix) **Changing the Course**

If, due to ground conditions, it is deemed unsafe to continue the use of an obstacle/jump, or a jump has been damaged beyond being repaired in a reasonable length of time, the Course Designer shall declare a change to the posted course plan. All competitors shall be notified of such a change.

All jump-related faults incurred at this jump prior to its withdrawal shall be discounted, except for Eliminations.

Where a jump is removed from the course plan but cannot be physically removed from the course (eg bank, water) the red and white indicators will be removed and it will be obstructed by crossing rails over the front face or other such method to make it unjumpable.

(b) **THE JUMPS**

(i) All jumps shall be of rustic, natural type, and may include rails, banks, ditches, logs, brush, gates, and water, and may be placed on level or sloping ground. Jumps may be permanent, or may be portable/kitset, and may be adjustable for all levels of competition, but should give the appearance of being permanent. Jumps must be accessible in the event of an accident.

(ii) It is expected that handlers will remain on the near (left) side of the horse, and the jumps will be designed accordingly.

(iii) No solid jumpable part of any jump between the red and white indicators shall exceed the following maximum heights:

-	Category A	Introductory	16 in
		Novice	20 in
		Open	22 in
-	Category B	Introductory	18 in
		Novice	24 in
		Open	26 in

(iv) All jump heights are to be measured from the top of the solid portion of the jump to either the point on the takeoff side where the average horse would be expected to take off from, or the point on the landing side where the average horse would be expected to land, whichever side has the lowest ground level.

(v) No more than 25% of jumps may be maximum height. Jumps into, in, or out of water may not be maximum height or width. Banks, to be jumped up or down, may not exceed 75% of the maximum height for the class.

(vi) The width of a jump's spread shall be measured to include ground poles and ditches in front or behind the jump. No spread may exceed the maximum height for the class.

(vii) Brush, which must be able to be easily passed through, may extend 50% above these heights provided they are situated on level ground, not part of a combination, and not associated with a water jump. Brush jumps with a drop (landing side lower than takeoff) shall not be allowed for competitions under Introductory conditions.

(viii) Water jumps must have safe footing and have a water depth of not greater than 8 inches. The water depth shall be included when calculating the jump height into, in, or out of the water.

(ix) Where a jump is particularly challenging, either by its dimensions, siting, or type (eg jump into water), an optional approach (within the same red and white indicators) should be offered which is less challenging but more time consuming.

(x) False ground lines (where the ground line is behind the front line of the jump), wire, wire netting, metal gates and piping, and any other hazardous material is prohibited.

(xi) **Warmup jump**

At least one jump must be provided in the cross country warmup area, suitable for use by all levels of competition (eg adjustable). It is preferable that one upright and one spread of cross country type be provided.

For reasons of safety each warmup jump may be jumped from one direction only and will be flagged on the approach side with a red indicator on the right and a white indicator on the left.

(c) **SCORING**

Faults made between the time the competitor passes through the start line until he passes through the finish line will be penalised as follows:

(i)	First Disobedience at any one jump	20 penalties
	Second Disobedience at same jump	40 penalties
	Third Disobedience at same jump	Elimination
	Jump-related Fall of horse or handler or both	60 penalties
	Second jump-related Fall on course	60 penalties
	Third jump-related Fall on course	Elimination
	Exceeding the Time Allowed	1 penalty/ second or part thereof

(ii) **The following additional faults will result in Elimination:**

Starting before 'go' signal from Start Official and failing to immediately return to the Start.

'Off Course' - omission of a jump, error of Course not rectified, retaking a jump already jumped (except first element/s of a combination), jumping or *attempting* to jump a jump in the wrong order or direction.

Exceeding the Time Limit, which shall be twice the Time Allowed.

Receiving unauthorized assistance, other than to catch a loose horse.

Handler jumping a jump between the red and white indicators.

(iii) If, at any time during the competition, the horse is deemed unsound or unfit to continue in the event, the competitor will be Eliminated.

(iv) Eliminated competitors may not continue on course except with the express permission of the organizing Committee.

(v) Combinations – where a disobedience occurs within a Combination it is not compulsory for the competitor to retake any of the elements already jumped, he may retake all elements or continue from the element at which he faulted.

(d) **TIMING**

(i) All courses shall have a **Time Allowed**, calculated on the following speeds (trot), which shall be the same for both Category A and Category B as the Handler's speed is the limiting factor:

Introductory, Junior Youth, Masters	130m/minute
Novice, Senior Youth	150m/minute
Open	150m/minute

(ii) Course distance for timing shall be measured from the start line to the finish line following a track most competitors would be expected to take when approaching each jump. Extra distance which would be covered where a less challenging option on a jump is offered is not measured. Cutting of corners whilst measuring distance to produce a shortened distance and trick time is not permitted in any competition. The following Maximum Course Distances shall apply:

Introductory, Junior Youth, Masters	250m
Novice, Senior Youth	300m
Open	350m

(iii) All courses shall have a Time Limit, which shall be twice the Time Allowed.

(vi) The Start Official will warn the next competitor to be in the collecting area 30 seconds before the scheduled 'go'. After a competitor is called to the Start area, which may be a start box or a start line, the Start Official will count down from 5 to 'go'. Timing starts at the 'go', and stops when the horse's shoulder passes over the finish line.

(v) Where only one horse is on course at any one time, each competitor may be timed independently.

(vi) Where entries are large, Competitors may be sent on course at intervals, which shall not be less than 30 seconds. In this case, the running time of the watch as this and subsequent horses start and finish is recorded by the Time Keeper for the Scorer to calculate the actual time on course for each competitor. Two watches running simultaneously must be used in case of failure

(vii) Stopping a Competitor on Course

Where competitors are sent on course at intervals (ie: 2 or more on course at once) in the event of an accident further on to a previous competitor, which has obstructed or damaged a jump, it may be necessary to stop another competitor on course:

- The Fence Judge will start his stopwatch as the competitor passes at a point in open space ahead of the jump they are approaching and in advance of where the competitor is to be stopped. The Fence Judge will signal the competitor to stop.
- When signaled to stop the competitor must immediately take his horse off the approach to the jump and slow him to a walk. The horse may be walked around for the duration of the stoppage but must remain off course.
- When the 'all clear' is given, the Fence Judge will instruct the competitor to resume his round and indicate the point on course from where his time will be taken. The competitor may recommence as far beyond this point as required in order to achieve the pace he was at when signaled to stop. The Fence Judge will stop his watch as the competitor passes this point. The stoppage time shown shall be recorded on the Jump Sheet, to be subtracted from the competitor's total time on course.
- If a competitor is stopped for failed equipment (eg protective leg wrap coming undone) time of stoppage will not be recorded.

(e) PRESENTATION, COMPULSORY/PROHIBITED EQUIPMENT

(i) Compulsory Equipment

- Standard headcollar or headstall in leather, plastic, nylon web, or similar, which must lay flat with a smooth side against the horse's skin.
- Lead, either leather, nylon, cotton, or rope. In all Introductory grade competitions the lead must attached directly to the headcollar/headstall. The free end of the lead must be plain, without weighting (other than splicing on a rope), and be without a loop. Minimum length 6ft, Maximum length 12 ft.

(ii) Optional Equipment

- protective leg wraps or boots
- a slip lead or chain under the horse's lower jaw may be used in competitions run under Novice and Open conditions.
- a whip with a flapper on the end, total length not exceeding 30in, may be carried.
- The handler may wear 'colours'.

(iii) Prohibited Equipment

Any auxiliary equipment not specifically mentioned as compulsory or optional should be considered prohibited.
The use of prohibited equipment will result in automatic disqualification.

5: SCORING/FINAL CLASSIFICATION

- (a) Dressage marks (converted to penalty score), showjumping penalties, and total cross country penalties are added together to give a final penalty score over all phases of the competition. The competitor with the lowest penalty score shall be declared the winner.
- (b) In the event of equality of score the competitor with the lowest cross country penalty score shall receive the higher placing. If the scores are still equal the competitor with the lowest dressage penalty score shall receive the higher placing. If scores are still equal the tie will stand.
- (c) Organizing Committee may reward provisional placings after the Dressage phase at their discretion, such 'wins' in the Dressage phase do not count as wins for Inhand Dressage.

F: STANDARD TEAM EVENTS

1: OBJECTIVES

To foster sportsmanship and team spirit, and to provide for Inter-Club and Inter-Regional competition.

2: THE TEAM

(a) Other than for Inter-Club and Inter-Regional competitions where the team may be selected to compete, all Team competitions shall only be held in conjunction with NZMHA individual competitions.

(b) Each Team shall consist of not less than three (3) and not more than four (4) competitors, entered in the competition in the usual manner for individual competition, with each horse and handler competing only once for one Team. A Team Reserve may also be nominated.

(c) Team entries will be required by the closing date for individual entries. Substitution of a horse or handler with other than the nominated Reserve after entries have closed but before the first class has commenced shall be at the discretion of the Organising Committee (eg Veterinary certificate/medical certificate may be required).

(d) The Team may comprise any Grade or Category of horse, including horses entered in Youth and Masters competition.

(e) Where a handler has more than one horse entered in the same class as his Team horse, the Team horse shall compete ahead of his other horses in the draw.

(f) Dressage Teams may comprise competitors in Inhand Dressage and/or Dressage in Longreins.

(g) The Team may be given a name, and Team colours may be incorporated into the attire.

3: SCORING

(a) Each Team Member shall post one final score in the competition, which will count for both Team and Individual placings.

(b) (i) For Dressage Teams competitions, one Inhand Test and one Longreining Test (where offered) in each Grade shall be identified on the schedule as counting towards the Team score - this shall not be a Specialty Dressage class. Where a Team horse is entered in both Inhand Dressage and Dressage in Longreins placings from only one discipline shall be counted towards the Team, which discipline to count to be declared by the competitor at time of entry.

(ii) For Inhand Show Jumping Teams competitions scores from one class per horse in Standard competition will count, horses competing in more than one Grade shall have their best score count.

(iii) For Inhand Eventing Teams competition, as each horse may only be entered in one class scores from all classes will count.

(c) (i) The Team Score shall consist of a total of only the best three (3) final scores of the Team Members after completion of all phases of the competition. Where applicable the fourth (worst) score (eg Elimination) shall automatically be the Team's discounted score.

(ii) A Team which fails to have at least three (3) Team Members complete all phases of the competition and provide an individual score (eg 2 Team Members eliminated) shall be Eliminated from the Team competition. However, should a Team be eliminated the individual scores of each of the Team Members are unaffected and individual placings shall stand.

(d) (i) In Inhand Dressage Teams competitions the Team with the highest total score shall be declared the winner.

(ii) In Inhand Show Jumping and Inhand Eventing Teams competitions the Team with the lowest total penalty score shall be declared the winner.

G: NOVELTY TEAMS EVENT

1: OBJECTIVES

To foster sportsmanship and team spirit, and to provide for a fun and entertaining variation to standard competition. The Team is judged in competition in a Quadrille, Team Cross Country, and individual Gamblers Stakes Show Jumping. In addition, the Team is judged on Presentation and ability to work together throughout the competition as a Team unit.

2: THE TEAM

(a) Horses – a minimum of 4 and a maximum of 6 horses in any Team. All horses to be named at time of entry and any substitutions to be made not less than 1 hour prior to the first Team starting in the Quadrille. Horses in Quadrille to be minimum 12 months. All horses in jumping phases to be minimum 24 months, and must be minimum 36 months to *attempt jumps of Novice dimension*.

(b) Handlers – a minimum of 4 and a maximum of 6 handlers in any Team. All handlers to be named at time of entry and any substitutions to be made not less than 1 hour prior to the first Team starting in the Quadrille. Handlers to be 9 years or older.

(c) Any combination of four horses and handlers to compete in each phase. At least 2 horses and 2 handlers shall compete in all phases of the competition. Horses may have different handlers in any or all phases of the competition. Handlers may use different horses in any or all phases of the competition.

3: RUNNING OF EVENT

(a) Dressage Phase – The Quadrille

(i) Four (4) team members shall compete in an Inhand Musical Quadrille in costume (refer Rule B 6b).

(ii) The Quadrille score is not converted to a penalty score.

(b) Cross Country Phase

(i) There will be a 'turnout and safety gear check' prior to Start for every Team, score out of 20 to add to Presentation score.

(ii) Four (4) team members 'on course' together for a combined round, jumping in single file one behind the other. Overall impression and team spirit (eg consistent distance between team members, team members in same order throughout, consistent pace, communication/encouragement, etc), and condition at Finish to be scored out of 40 and added to Presentation score.

(iii) The Course (refer Rule E 4) shall consist of a minimum of 10 and maximum of 15 numbered jumps, maximum jump dimensions Novice Category A with Category B distances in combinations.

(iv) 10 points are added to the score for each team member making a successful attempt at every Novice jump (maximum 40 points per jump), whether this is a first attempt or not. All jumps constructed to Novice dimensions or which are particularly challenging (eg water, drop fence, large spread) shall have a clearly identified 'half marks alternative', which shall be flagged separately, to be constructed to Introductory Category A dimensions. Any or all team members may opt to attempt the alternative, even after a Disobedience at the full marks jump.

(v) With the exception of Eliminations the value of all Standard Penalties shall apply, to be accumulated separately by each member of the Team, and to be subtracted from the score.

(vi) Third Disobedience at the same jump and Second Fall *by the same Team member* will see 100 points subtracted from the score, in addition to any penalties already incurred. Jumping or attempting to jump a horse less than 36 months over a jump of Novice dimension will also see 100 points subtracted for every offense. The Team member is not 'eliminated' but continues on course, and continues to be scored for all subsequent jumps.

(vii) All rounds will be timed, starting as the first Team member cross the Start Line and stopping as the last Team member crosses the Finish Line. Introductory speed/distance/timing shall apply, with time penalties subtracted.

(c) Show Jumping Phase

(i) The four (4) Team members competing in this phase shall be assembled in the collecting ring together for a turnout/presentation judging prior to the first combination entering the competition arena, score out of 20 to add to Presentation. Only 1 Team may be in the collecting ring at any one time.

(ii) Each Team member shall compete in an individual round of Gamblers Stakes, each Team member to accumulate a score (refer Rule C 7c). Individual scores are added to achieve a Team score.

(iii) Jumps 1-6 to be constructed to Introductory Category A dimensions, jumps 7-10 to be constructed to Novice Category A dimensions, and the Joker to be constructed to Novice Category B dimensions. Jumping or attempting to jump a horse less than 36 months of age over any jump of Novice dimension will result in Elimination of the Team member.

(iv) Elimination of a Team member for any reason shall accumulate a score of zero (0) for that member.

4: FINAL CLASSIFICATION

- (a) Team scores from the three phases of competition (Quadrille, Cross Country, Gamblers Stakes) and Presentation are converted to Points according to ranking of the score, with 2 points per ranking (ie: 10 Teams competing, best score = 20 points, next best = 18 points, etc).
- (b) Points from Quadrille, Cross Country, Gamblers Stakes, and Presentation are added for a Final Team Score.
- (c) The Team with the highest final score is declared the overall winner. Should final scores be equal the Team with the highest Cross Country points shall receive the higher placing. Should scores still be equal the Team with the highest Quadrille points shall receive the higher placing. Should scores still be equal then the tie will stand.
- (d) Awards may be given for Team placings in each of the three phases of the competition as well as for presentation.

H: OFFICIAL NZMHA DRESSAGE TESTS

Novice Inhand and Longreining – Tests 1 – 4

Open Inhand and Longreining – Tests 1 – 4

Advanced Open Longreining – Level 1 Tests 1-2, Level 2 Tests 1-2.

NZMHA Novice Dressage Test 1

Arena: 12m x 24m

Time: 2 ½ min. approx.

1	A	Enter at Medium Walk	
	X	Working Trot	10
	C	Track right.	
2	C	Working Trot around arena to	
	B	Circle right 12m Working Trot.	10
		On returning to B	
	B-F	Working Trot	
3	Between		
	F & A	Medium Walk	
	KXM	Change rein Free Walk.	10
	M-C	Medium Walk.	
4	C	Halt. Immobility 3 seconds.	10
		Proceed at Medium Walk.	
5	Between		
	C & H	Working Trot.	
	E	Circle left 12m Working Trot.	10
	E-K	Working Trot.	
6	Between		
	K & A	Medium Walk.	
	A	Turn down centre line.	10
	X	Halt. Salute.	
Leave Arena at Free Walk at A			
7		Paces (freedom and regularity)	10
8		Impulsion (desire to move forward, elasticity of the steps suppleness of the back, and engagement of the hindquarters)	10
9		Submission (attention and confidence, harmony, lightness and ease of the movements, acceptance of the halter/bridle, and lightness of the forehand)	10
10		Handler/Driver (correctness and effect of the aids)	10

Total Points 100

NZMHA Novice Dressage Test 2

Arena: 12m x 24m

Time: 2 min. 45 sec. approx.

1	A X C	Enter at Medium Walk Working Trot. Track right.	10
2	C-M MXK K-A	Working Trot Change rein Working Trot Working Trot	10
3	A X C-M	Half circle left 12m to X Half circle right 12m to C Working Trot	10
4	M F	Medium Walk Working Trot	10
5	A X C	Half circle right 12m to X Half circle left 12m to C Working Trot	10
6	Between C & H HXF F	Medium Walk Change rein Free Walk Medium Walk	10
7	A D G	Turn down centre line Working Trot Halt. Salute.	10
Leave Arena at A at Free Walk			
8		Paces (freedom and regularity)	10
9		Impulsion (desire to move forward, elasticity of the steps suppleness of the back, and engagement of the hindquarters)	10
10		Submission (attention and confidence, harmony, lightness and ease of the movements, acceptance of the halter/bridle, and lightness of the forehand)	10
11		Handler/Driver (correctness and effect of the aids)	10

Total Points 110

NZMHA Novice Dressage Test 3

Arena: 12m x 24m

Time: 2 ½ min. approx.

1	A C	Enter at Working Trot Track right Working Trot	10
2	C-M MXK K-A	Working Trot Change rein Working Trot, show a few lengthened strides Working Trot	10
3	A-C	Serpentine 3 loops, each loop to side of the arena	10
4	H E X B	Medium Walk Turn left Halt. Immobility 3 seconds Proceed at Medium Walk Turn right	10
5	F A-C	Working Trot Serpentine 3 loops, Each loop to side of arena	10
6	Between C & M MXK K	Medium Walk Change rein at Free Walk Medium Walk	10
7	A D G	Turn down centre line Working Trot Halt. Salute.	10
Leave Arena at A at Free Walk			
8		Paces (freedom and regularity)	10
9		Impulsion (desire to move forward, elasticity of the steps suppleness of the back, and engagement of the hindquarters)	10
10		Submission (attention and confidence, harmony, lightness and ease of the movements, acceptance of the halter/bridle, and lightness of the forehand)	10
11		Handler/Driver (correctness and effect of the aids)	10

Total Points 110

NZMHA Novice Dressage Test 4

Arena: 12m x 24m

Time: 2 ½ min. approx.

1	A	Enter at Working Trot		
	C	Track right Working Trot.	10	
2	C	Working Trot around arena to		
	B	Circle right 9m Working Trot		
	B	Working Trot around arena to A	10	
3	A	Halt. Immobility 3 seconds		
		Proceed Medium Walk	10	
4	KXM	Change rein Free Walk		
	M	Medium Walk	10	
5	C	Working Trot		
	E	Circle left 9m Working Trot	10	
	E	Working Trot around arena to F		
6	FXH	Change rein Working Trot, show a few lengthened strides	10	
	H	Working Trot		
7	M	Medium Walk		
	B	Half circle right 6m to X	10	2
	X	Half circle left 6m to E		
	E-K	Medium Walk		
8	K	Working Trot		
	A	Turn down centre line Working Trot	10	
	X	Halt. Salute.		
Leave Arena at A at Free Walk				
9		Paces (freedom and regularity)	10	
10		Impulsion (desire to move forward, elasticity of the steps suppleness of the back, and engagement of the hindquarters)	10	2
11		Submission (attention and confidence, harmony, lightness and ease of the movements, acceptance of the halter/bridle, and lightness of the forehand)	10	
12		Handler/Driver (correctness and effect of the aids)	10	

Total Points 140

NZMHA Open Dressage Test 1

Arena: 12m x 24m

Time: approx.

1	A	Enter at Working Trot.		
	X	Halt. Salute.	10	
		Proceed at Working Trot.		
	C	Track right.		
2	B	Circle right 6m Working Trot		
	B	Working Trot around arena to A	10	
3	A	Halt.		
		Reinback 3 – 5 steps	10	
		Immediately proceed Medium Walk		
4	KXM	Change rein Free Walk		
	M	Medium Walk	10	
5	C	Working Trot		
	E	Circle left 6m Working Trot	10	
	E	Working Trot around arena to F		
6	FXH	Change rein Working Trot, show a few lengthened strides	10	
	H	Working Trot		
7	M	Medium Walk		
	B	Half circle right 6m to X	10	
	X	Half circle left 6m to E		
	E-K	Medium Walk		
8	K	Working Trot		
	A	Turn down centre line Working Trot	10	
	X	Halt. Salute.		
Leave Arena at A at Free Walk				
9		Paces (freedom and regularity)	10	
10		Impulsion (desire to move forward, elasticity of the steps suppleness of the back, and engagement of the hindquarters)	10	2
11		Submission (attention and confidence, harmony, lightness and ease of the movements, acceptance of the halter/bridle, and lightness of the forehand)	10	
12		Handler/Driver (correctness and effect of the aids)	10	

Total Points 120

NZMHA Open Dressage Test 2

Arena: 12m x 24m

Time: approx.

1	A	Enter at Working Trot.		
	X	Halt. Salute.	10	
		Proceed at Working Trot.		
	C	Track left.		
2	HXF	Change rein Working Trot show a few lengthened strides	10	
	F-A	Working Trot		
3	A	Medium Walk		
	K	Turn right		
	D	Half pivot right. Proceed at Medium Walk	10	2
	K	Track left		
4	A	Halt. Immobility. Reinback 3 – 5 steps. Immediately proceed Medium Walk	10	
5	Between A & F	Inhand handler to change to off (right) side of horse.		
	F	Turn left		
	D	Half pivot left. Proceed at Medium Walk	10	2
	Between D & F	Inhand handler to return to near (left) side of horse.		
	F	Track left		
6	Between F & B	Working Trot		
	B	Turn left Working Trot		
	X	Circle left 9m. On returning to X	10	
	X	Circle right 9m. On returning to X		
	X-E	Working Trot.		
	E	Track right Working Trot.		
7	E	Working Trot around arena to M		
	MXK	Change rein Extended Trot	10	
	K	Working Trot		
8	A	Turn down centre line Working Trot	10	
	X	Halt. Immobility. Salute.		
Leave Arena at A at Free Walk				
9		Paces (freedom and regularity)	10	
10		Impulsion (desire to move forward, elasticity of the steps suppleness of the back, and engagement of the hindquarters)	10	2
11		Submission (attention and confidence, harmony, lightness and ease of the movements, acceptance of the halter/bridle, and lightness of the forehead)	10	2
12		Handler/Driver (correctness and effect of the aids)	10	

Total Points 160

NZMHA Open Dressage Test 3

Arena: 12m x 24m

Time: approx.

1	A X C	Enter at Working Trot. Halt. Salute. Proceed at Working Trot. Track right.	10	
2	MBF F	Extended Trot Working Trot	10	
3	A-C	Serpentine 3 loops, each loop to side of arena	10	
4	C B Between B & F	Working Trot around arena to B Circle right 9m Working Trot Medium Walk	10	
5	F D F	Turn right Half pivot right. Proceed at Medium Walk Track left Medium Walk	10	
6	Between F & B B B	Working Trot Circle left 9m Working Trot Working Trot around arena to C	10	
7	C	Halt. Immobility. Reinback 3 – 5 steps, Immediately proceed Medium Walk.	10	
8	C-H HEK K Between	Medium Walk Extended Walk Medium Walk around arena to A A & F Inhand handler to change to off (right) side of horse	10	
9	F D F Between	Turn left Half pivot left. Proceed at Medium Walk Track right Medium Walk F & A Inhand handler to return to near (left) side of horse	10	
10	A D G	Turn down centre line Medium Walk Working Trot Halt. Immobility. Salute	10	
Leave Arena at A at Free Walk				
11	Paces (freedom and regularity)		10	
12	Impulsion (desire to move forward, elasticity of the steps suppleness of the back, and engagement of the hindquarters)		10	2
13	Submission (attention and confidence, harmony, lightness and ease of the movements, acceptance of the halter/bridle, and lightness of the forehead)		10	2
14	Handler/Driver (correctness and effect of the aids)		10	

Total Points 160

NZMHA Open Dressage Test 4

Arena: 12m x 36m

Time: approx.

1	A	Enter at Working Trot.		
	X	Halt. Salute.	10	
		Proceed at Working Trot.		
	C	Track left.		
2	HEK	Extended Trot		
	K	Working Trot	10	
3	A	Medium Walk		
	F-E	Extended Walk	10	
	E	Medium Walk		
4	H	Turn right		
	G	Half pivot right. Proceed at Working Trot	10	
	H	Track left		
5	S	Circle left 6m Working Trot		
	E	Turn left	10	
	X	Halt. Immobility.		
6	X	Reinback 3 – 5 steps		
		Proceed Working Trot	10	
7	B	Track right		
	P	Circle right 6m. On returning to P	10	
	P	Working Trot around arena to A		
8	A-C	Serpentine 4 loops Working Trot		
		each loop to side of arena	10	
	Between			
	C & H	Medium Walk		
9	Between C & H	Inhand handler to change to off (right) side of horse		
	H	Turn left		
	G	Half pivot left. Proceed at Medium Walk	10	
	H	Track right Medium Walk		
	Between H & C	Inhand handler to return to near (left) side of horse		
10	C	Working Trot		
	MXK	Extended Trot	10	
11	K	Working Trot		
	A	Turn down centre line Working Trot	10	
	X	Halt. Immobility. Salute.		
		Leave Arena at A at Free Walk		
12		Paces (freedom and regularity)	10	
13		Impulsion (desire to move forward, elasticity of the steps suppleness of the back, and engagement of the hindquarters)	10	2
14		Submission (attention and confidence, harmony, lightness and ease of the movements, acceptance of the halter/bridle, and lightness of the forehead)	10	2

15	Handler/Driver (correctness and effect of the aids)	10
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Total Points 170

NZMHA Advanced Open Dressage in Longreins – Level 1 Test 1

Arena: 12m x 36m

Time: approx.

1	A	Enter at Collected Trot.	
	X	Halt. Salute.	10
		Proceed at Collected Trot.	
	C	Track left.	
	Between		
2	H & S	Circle left 6m Collected Trot	
	S-E	Left Shoulder-in	10
3	E-F	Extended Trot	
	F	Collected Trot	10
4	KVX	Collected Walk	
	X	Half Pivot right. Proceed Collected Walk	10
	VK	Collected Walk	
5	K	Collected Trot	
	A-C	Serpentine 4 loops Collected Trot each loop to side of arena	10
	Between		
6	M & R	Circle right 6m Collected Trot	
	R-B	Right Shoulder-in	10
7	B-K	Extended Trot	
	K	Collected Trot	10
8	A	Halt. Immobility Reinback 5 steps Immediately proceed Collected Walk	10
9	AF	Collected Walk	
	F-B	Extended Walk	10
	B	Collected Walk	
10	BRG	Collected Walk	
	G	Half Pivot left. Proceed Collected Walk	10
	RB	Collected Walk	
11	B	Collected Trot	
	PL	Half circle right 6m Collected Trot	10
	LV	Half circle left 6m Collected Trot	
12	A	Turn down centre line Collected Trot	
	X	Halt. Immobility. Salute	10
Leave Arena at A at Free Walk			
13		Paces (freedom and regularity)	10
14		Impulsion (desire to move forward, elasticity of the steps suppleness of the back, and engagement of the hindquarters)	10
15		Submission (attention and confidence, harmony, lightness and ease of the movements, acceptance of the bridle, and lightness of the forehand)	10
16		Driver (correctness and effect of the aids)	10

Total Points 160

NZMHA Advanced Open Dressage in Longreins – Level 1 Test 2

Arena: 12m x 36m

Time: approx.

1	A	Enter at Collected Trot.		
	X	Halt. Salute.	10	
		Proceed at Collected Trot.		
	C	Track right.		
2	MXK	Extended Trot		
	K	Collected Trot	10	
3A		Turn down centre line Collected Trot		
	D	Collected Walk		
	L	Half pivot left. Proceed Collected Walk	10	
	D	Collected Trot		
	A	Track left Collected Trot		
4P		Circle left 6m Collected Trot		
	P-R	Left Shoulder-in	10	
	R	Collected Trot		
5	C-A	Serpentine 4 loops Collected Trot each loop to side of arena	10	
6	A	Halt. Immobility. Reinback 5 steps, immediately proceed Collected Trot	10	
7	V	Circle right 6m Collected Trot		
	V-S	Right Shoulder-in	10	
	S	Collected Trot		
8	C	Turn up centre line Collected Trot		
	G	Collected Walk		
	I	Half pivot right. Proceed Collected Walk	10	
	C	Track left Collected Walk		
9	CH	Collected Walk		
	HB	Extended Walk		
	BF	Collected Walk	10	
	F	Collected Trot		
10	A	Turn down center line Collected Trot		
	X	Halt. Immobility. Salute	10	
Leave Arena at A at Free Walk				
11		Paces (freedom and regularity)	10	
12		Impulsion (desire to move forward, elasticity of the steps suppleness of the back, and engagement of the hindquarters)	10	2
13		Submission (attention and confidence, harmony, lightness and ease of the movements, acceptance of the bridle, and lightness of the forehand)	10	2

14	Driver (correctness and effect of the aids)	10
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Total Points 160

NZMHA Advanced Open Dressage in Longreins – Level 2 Test 1

Arena: 12m x 36m

Time: approx.

1	A	Enter at Collected Trot.	
	X	Halt. Salute.	10
		Proceed at Collected Trot.	
	C	Track right.	
2	MXK	Extended Trot	
	K	Collected Trot	10
3	A	Turn down centre line Collected Trot	
	D-X	Left Shoulder-in	10
	X	Circle left 6m. On returning to X	
4	XH	Half pass left Collected Trot	
	H	Collected Trot	10
5	M	Medium Walk	
	R-P	Extended Walk	10
	P	Medium Walk	
	F	Collected Trot	
6	A	Turn down centre line Collected Trot	
	D-X	Right Shoulder-in	10
	X	Circle right 6m. On returning to X	
7	XM	Half pass right Collected Trot	10
	M	Collected Trot	
8	C	Halt. Immobility. Reinback 5 steps, immediately proceed Collected Trot	10
9	HXF	Extended Trot	
	F	Collected Trot	10
10	A	Turn down centre line Collected Trot	
	X	Collected Walk	
	I	Half pivot right.	10
11	I	Proceed at Collected Walk	
	X	Half pivot left.	10
12	X	Proceed at Collected Trot.	
	G	Halt. Immobility. Salute.	10
Leave Arena at A at Free Walk			
13		Paces (freedom and regularity)	10

14	Impulsion (desire to move forward, elasticity of the steps suppleness of the back, and engagement of the hindquarters)	10	2
15	Submission (attention and confidence, harmony, lightness and ease of the movements, acceptance of the bridle, and lightness of the forehand)	10	2
16	Driver (correctness and effect of the aids)	10	

Total Points 180

NZMHA Advanced Open Dressage in Longreins – Level 2 Test 2

Arena: 12m x 36m

Time: approx.

1	A	Enter at Collected Trot.		
	X	Halt. Salute.	10	
	C	Proceed at Collected Trot. Track left.		
2	HEK	Extended Trot		
	K	Collected Trot around arena to F	10	
3	FB	Left Shoulder-in		
	B	Circle left 6m. On returning to B	10	
4	B	Half pass left to centre line, proceed Collected Trot.		
	C	Track left	10	
5	HSX	Collected Walk		
	Between X & P	Half pivot right. Proceed Collected Walk	10	2
	Between X & S	Half pivot left. Proceed Collected Walk		
6	XP	Extended Walk		
	PF	Collected Walk	10	
7	F	Collected Trot around arena to		
	KE	Right Shoulder-in	10	
	E	Circle right 6m. On returning to E		
8	E	Half pass right to centre line, proceed Collected Trot.		
	C	Track right	10	
9	CM	Collected Trot		
	MXF	Extended Trot	10	
	F	Collected Trot		
10	A	Turn down centre line Collected Trot		
	X	Halt. Immobility		
	G	Reinback 5 steps, immediately proceed Collected Trot	10	2
	G	Halt. Immobility. Salute		
Leave Arena at A at Free Walk				
11		Paces (freedom and regularity)	10	

12	Impulsion (desire to move forward, elasticity of the steps suppleness of the back, and engagement of the hindquarters)	10
13	Submission (attention and confidence, harmony, lightness and ease of the movements, acceptance of the bridle, and lightness of the forehand)	10
14	Driver (correctness and effect of the aids)	10

Total Points 160