

Hunter-Jumper Equitation Holland



*Forget the Clock.
Remember the Ride.*

**OFFICIAL RULEBOOK HUNTER-JUMPER EQUITATION HOLLAND
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WHEN A SUBJECT IS NOT ADDRESSED IN THESE RULES, IT MUST BE ADDRESSED BY THE APPROPRIATE COMMITTEE AND THAT COMMITTEE'S INTERPRETATION WILL STAND AS THE RULE UNTIL THE NEXT YEAR WHEN AN APPROPRIATE RULE CHANGE WILL BE SUBMITTED.

SUBCHAPTER HU-1 DEFINITIONS

HU100 Horse Welfare

1. The following acts are prohibited:

- a. Riding an exhausted horse.
- b. Excessive pressuring of a tired horse.
- c. Riding or lunging an obviously lame horse.
- d. Excessive use of a whip on any horse in a stall, aisle, schooling area, competition ring or elsewhere on the competition grounds. The use of a whip must be for a good reason, done at the appropriate time, in the proper place and with appropriate restraint. Excessive whipping will not be tolerated.
- e. Any striking of the horse's head (on the poll or forward of the poll) shall be deemed excessive.
- f. Repeated jerking on the reins and sawing on the bit unless applied to an unruly horse that is jeopardizing his own safety or the safety of his rider.
- g. Improper use of the bit resulting in bleeding, broken skin or broken mucous membrane.
- h. Excessive use of the spurs or spurring resulting in broken and bleeding skin.
- i. Inhumane treatment of a horse in a stall, aisle, schooling area, competition ring or elsewhere on the competition grounds, by any person.

SUBCHAPTER HU-2 COMPETITION REQUIREMENTS

HU101 Competition Requirements – Rider or Handler

In order to compete in any Hunter-Jumper Equitation Holland classes at licensed competitions as an exhibitor, rider, trainer, or his/her agent(s), a person must be an active member of Hunter-Jumper Equitation Holland and have a KNHS base membership. No "startkaart" is needed.

HU102 Competition Requirements – Horse & Pony

1. Horse Registrations.

- a. All horses competing must have current vaccinations. All exhibitors, rider, trainers or his/her agents must be able to show this at any moment during licensed competitions.

SUBCHAPTER HU-3 ATTIRE, TACK AND EQUIPMENT

HU103 Tack

1. Snaffles, pelhams and full bridles, all with single band going around the nose above the bit, are required.
 - a. Judges may penalize, but may not eliminate, a horse or pony that competes in a snaffle, pelham, or full bridle that is unconventional. Unconventional snaffles, pelhams, or full bridles include, but are not limited to, hunter gags, kimberwicks, etc.
 - b. Judges must eliminate a horse or pony that competes in illegal bits or nosebands. Illegal bits include, but are not limited to, three rings, gags (other than the hunter gag), et cetera... Illegal nosebands include, but are not limited to, drop, flash and figure eight nosebands.
2. Curbs: When using a curb with any leverage bit, it must be constructed of loose links, joints, and/or lie smooth against the jaw of the horse and be free of twists, sharp objects or anything inhumane. A curb may be wrapped or inserted into a cover for the comfort of the horse. A curb may not be used in conjunction with wire, metal, rawhide, metal "keepers", or any other substance except for attachment of curb to the bit.
3. Martingales of any type are prohibited in Under Saddle. Standing and running martingales used in the conventional manner are allowed for all over fences classes.

HU104 Equipment

1. Light pads and bar shoes are permissible, however, bar shoes indicate a weakness and in Conformation classes a judge may penalize accordingly. All artificial appliances, including but not limited to nasal strips, boots, wraps and bandages are prohibited. In the case of inclement weather competition management may permit the use of bell boots.
2. Electronic Communication Devices
 - a. No mounted exhibitor may wear or carry an electronic communication device (i.e., cellular telephone, pager, walkie talkie, iPod, etc.) while in the competition ring. The penalty for wearing or carrying a forbidden device if observed by the judge may be elimination from the class during which the device was worn or carried.
 - b. Electronic communication devices used for purposes of coaching may not be used in the competition ring between competitors and individuals and shall be prohibited in all classes.
 - c. Exhibitors who have a chronic condition may apply for exempting them from the provisions of this rule.
3. Whips. Competitors are prohibited from carrying a whip that is longer than 30" (75cm) while jumping or schooling over fences. A rider may not carry more than one whip. Whips that are weighted at the end are prohibited.

HU105 Attire

1. Protective headgear. All riders must wear protective headgear. See GR801.2. While competing in a jumping class, if a rider's chin strap becomes unfastened, the rider may stop, re-fasten the chin strap and continue his/ her round without penalty or elimination. A judge may, but is not required, to stop a rider and ask them to refasten a chin strap which has become unfastened, again without penalty to the rider.
2. Conventional attire following the tradition of fox hunting is encouraged and preferred. It is further recommended that the rider's attire does not distract from the performance of the horse and rider. Judges shall not eliminate a rider for inappropriate attire except for safety. Shirts must have a choker, similar collar or tie. Breeches may be buff, canary, tan, rust or white.

SUBCHAPTER HU-4 COURSES

HU106 General

1. All obstacles, except those noted below, must be set at required height. The required height may have a variance of no more than 2" over or under. Exceptions:
 - a. Walk fences may not exceed 2' in height and spread.
 - b. Trot fences may not exceed 3' in height and spread for horses and 2' in height for ponies in classes restricted to ponies.
 - c. Brush obstacles, hedges, split-rail fences, simulated rock or stone walls, ditches, banks and other specialty jumps designed to simulate natural obstacles found in the hunt field.
 - d. The first fence of any hunter course may be more than 2" lower in height.
2. Horses must be shown over a minimum of eight obstacles the required height.
3. In all rated hunter sections, at least two different courses are required. At least one change of direction (change of lead) is required in every course. Except for Green Hunter Pony sections. All Hunter divisions must offer an over fence class as a handy hunter. This handy hunter class may not be the first class of a section.
4. No course may have exhibitors trotting or cantering through the in-gate or out-gate; any exhibitor choosing to trot or canter through the in-gate or out-gate will be eliminated.
5. In over fences classes, riders shall not be required to hand gallop the first fence of a line consisting of a measured distance.

HU107 Course Diagrams

1. Course diagrams must be posted at least one half-hour before scheduled time of class unless they have been illustrated in the program list. The plan or diagram of the course must show the obstacles which must be taken in the order indicated by numbers but apart from this the rider is not bound to follow a required route. An arrow is used on the diagram to indicate the direction in which each obstacle is to be taken. When distances between related fences are 100' or less, the distance must be included on the posted course diagram.
2. If the area of the courtesy circle is to be restricted by a mandatory line, the line must be indicated on the diagram and a corresponding barrier must be erected on the course. As this becomes part of the judging specifications, this policy must be clearly stated in the program list and announced at least one hour prior to the class.

3. All posted courses must include the numbers of fences to be jumped (i.e. Fences 1-8).

HU108 Height of Obstacles

1. Amateur Owner Hunter Sections:
 - a. No minimum height required
2. Junior Hunter Sections:
 - a. No minimum height required
3. Children's Hunter Sections: Obstacles will be 2' for small ponies and medium ponies; 2'6" for large ponies and 2'9" to 3'3" for horses. No minimum height required at.

HU109 Type

1. Obstacles must simulate those found in the hunting field such as natural post and rail, brush, stone wall, white board fence or gate, chicken coop, aiken, hedge, oxer, etc. Coops hinged at the top and free at the bottom, triple bars and hogs are prohibited.
2. Every course must have at least four different type obstacles. The jumpable portion of all obstacles must be a minimum width of eight feet wide.
3. A minimum 2" difference is required for the back element of an obstacle. A ground line is required for all obstacles except in Handy Hunter classes.
4. In Handy classes obstacles must simulate those found in trappy hunting country. The course must have at least two changes of direction and at least one in and out as well as three of the following: hand gallop a jump, bending line, rollback turn, fence at the end of the ring or open a gate while mounted or trot over one obstacle (exception: in and outs are optional for Pony Handy courses). Judges must place emphasis on promptness and tight turns with precedence being given in that order. Handiness is defined as time and ground saving movement without adversely affecting performance or style. Brilliance of pace is defined as a faster pace than ordinary, without sacrificing performance or style. Hand Gallop is defined as a significant increase in pace without sacrificing performance or style.

HU110 In and Outs

1. An in and out is considered as two obstacles in the required number of obstacles. It must never be used at the start of a course.
2. An in and out is two jumps set for one or two strides. The distance may be adjusted during a class requiring different fence heights. Exception: The distance must be adjusted in Pony Hunter classes.

HU111 Pony Hunter

1. Heights and Spreads.
 - a. Fences may be a maximum of 3".
 - b. No minimum height required.
2. Distances.
 - a. If the distance between related fences is less than 100' (including in and outs), the distance must be adjusted for each height section of the size of the pony.
 - b. There must not be any other fences in the same line as an in and out.
3. For all hunter classes restricted to Ponies, the first obstacle of all courses must be a vertical.

SUBCHAPTER HU5 – OFFICIALS

HU112 Veterinarian

During any licensed Hunter-Jumper Equitation Holland competition, a local veterinarian stands by as called a “vet on call”.

HU113 Judges

1. At least one judge of Registered USHJA “R” or “r” status must officiate.

HU114 Course Designers

1. The licensed Hunter Course Designer, or his designated representative, must be present during all Hunter and Hunter Seat Equitation classes for which he has responsibility and oversees the courses are properly set for the competition.

2. A minimum of an ‘r’ license is required to officiate alone.

SUBCHAPTER HU-6 JUDGING

HU115 General

1. All classes must be judged on performance and soundness and when indicated, conformation, suitability or manners.

a. When a horse makes two faults at one obstacle only the major fault will be counted. (Exception: refusals count in addition.)

b. When an obstacle is composed of several elements in the same vertical plane, a fault at the top element is the only one penalized

c. At an in and out, the faults committed at each obstacle are considered separately. In case of a refusal or runout at the 2nd obstacle of an in and out, the competitor may re-jump both obstacles of the in and out. **Judges must penalize unsafe jumping and bad form over fences, whether touched or untouched.**

d. In classics and when a class is held on an outside course, brilliance should be emphasized.

2. Circling once upon entering the ring and once upon leaving is permissible.

3. In cases of broken equipment or loss of shoe while competing, the rider or handler may choose to continue without penalty. If they decide to stop to address the situation that rider/handler will be eliminated. In the case of the jump(s) falling over due to weather or act of God, the rider must remain in the ring until receiving instructions from the judge(s) or be eliminated. In this instance, the decision of the judge(s) is final.

7. In the event of elimination, the horse must exit the ring immediately.

8. In the event of a fall of a horse within the competition ring at a Hunter-Jumper Equitation Holland competition, the judge shall notify horse show Management.

9. Obstacle Not Properly Set. If a competitor jumps an obstacle that has not been reset, or has been reset improperly, due to it being downed by a previous competitor, the weather, or some other factor, the competitor receives no penalty. However, if the competitor knocks down the obstacle he will be penalized accordingly.

10. Judges are encouraged to mark their cards with (RT) for competitors who entered the arena but voluntarily retired before completing the course; (EL) for competitors that were eliminated; and (OC) for competitors that were off-course.

HU116 Soundness

All horses must be serviceably sound. Horses that are not serviceably sound are ineligible for an award, including under saddle classes.

HU117 Conformation

Quality, substance and soundness. Judges must penalize but not necessarily eliminate horses with structural faults, defects and blemishes (such as pinfiring) in areas which might impair their activity and durability. Horses must be stripped for conformation judging in any class.

HU118 Performance

1. An even hunting pace, manners, jumping style together with faults and way of moving over the course. **Manners** to be emphasized in Amateur classes, **brilliance** in Handy and Derby classes.
2. When the class is held in a ring, the performance starts as the competitor enters and ends when he leaves.

HU119 Faults

1. The following faults are scored according to the judge's opinion and depending on severity or division, may be considered minor or major faults.
 - a. Rubbing the jump
 - b. Swapping leads in a line or in front of a jump
 - c. Late lead changes
 - d. Spooking
 - e. Kicking up or out
 - f. Jumping out of form
 - g. Jumping off the center line of jump
 - h. Bucking and/or playing
 - i. Adding a stride in a line with a related distance
 - j. Eliminating a stride in a line with a related distance
 - k. Striking off on a wrong lead on the courtesy circle. (May be corrected with either a simple or flying change of lead)
2. The following are considered major faults.
 - a. Knockdown
 - b. Refusal
 - c. Refusal or stopping while on course
 - d. Crossing the track. Making of an unpermitted circle during the course
 - e. Dangerous jumping
 - f. Addressing a jump - coming to a stop in front of a jump in order to show the jump to the horse
 - g. Completely missing a lead change
 - h. Adding or eliminating a stride in an in and out

- i. Breaking stride, or Trotting while on course. (Except - Where posted on the course diagram.)
3. The following constitute elimination:
 - a. Three refusals
 - b. Off course
 - c. Jumping course before it is reset
 - d. Bolting from the ring
 - e. Fall of horse and/or rider (rider shall not remount in the ring)
 - f. Stopping for loss of shoe or broken equipment

SUBCHAPTER HU-7 CONDUCT OF CLASSES

HU120 Back to Back Classes

Management may not **require** a judge to score more than three classes concurrently.

HU121 Jumping Order

1. If a jumping order is established it must be posted in a conspicuous place at least one-half hour before the class. The jumping order must be legible to a mounted rider. **Management may permit a rider to compete out of order to minimize delays and in case of class conflicts.**

HU122 Entry Fees

1. Combined entry fee of €40,- per division of two jumping classes and one Under Saddle class.
2. A Model class may not be included in a combined entry fee. It must always be offered separately as an optional class.

SUBCHAPTER HU-8 HUNTER SECTIONS

HU123 General

Hunter classes are to be judged on performance, way of moving and soundness. All horses being considered for an award must be serviceably sound.

HU124 Under Saddle and Hack Classes

1. In Under Saddle and Hunter Hack classes, horses are shown at a walk, trot and canter both ways of the ring.

Light contact with the horse's mouth is required. Horses should be obedient, alert, responsive and move freely. They should not be eliminated for slight errors. Judges may ask horses to hand gallop collectively, one way of the ring. (Exception: green classes.) No more than eight will be asked to hand gallop at one time. All horses being considered for an award must be serviceably sound.

2. To be eligible for a Model or Under Saddle class counting toward a Championship, horses must be entered in at least one class over obstacles in the same section during the competition..

HU125 Non-rated Classes

1. Walk-Trot classes.
 - a. Classes that the exhibitor is asked to walk and trot only.
 - b. The horse must give the appearance of being a safe and suitable mount for the class. The safety of all exhibitors is of primary concern in walk-trot hunter, walk-trot pleasure and walk-trot equitation classes.

HU126 Green Eligibility Status for Horses

1. In all cases, the hunter eligibility and green status of the horse is the responsibility of the owner.
2. Hunter eligibility for a horse begins when a horse of any age, competes for the first time in any over fences class.

HU127 Young Hunter Eligibility and Status for Horses

1. Young Hunter age restrictions are defined as:
 - a. Young Hunter 3'0" – horses five years of age and under
 - b. Young Hunter 3'3" – horses six years of age and under
 - c. Young Hunter 3'6" – horses seven years of age and under
2. For the purposes of eligibility, equivalent heights are:
 - 3'0" .90 meter
 - 3'3" 1.0 meter
 - 3'6" 1.10 meter
 - 3'9" 1.20 meter

HU128 Young Hunter Sections

1. A horse may compete in only one Young Hunter fence height division at any one competition.
2. Young Hunters are not required to jog for soundness.
3. A handy hunter class may be offered in the Young Hunter 3'0", 3'3", and 3'9" sections but is not required.

HU129 Small Hunter – Definition and Classifications

1. A small hunter is a horse over 14.2 hands and not to exceed 16 hands.
2. An official measurement in passport is required for all horses entered..

HU130 Conformation Hunter Sections

1. Model Classes for Green Conformation Hunter 3'6" and High Performance Conformation Hunter:
 - a. To be shown at a walk and trot. To be judged on conformation, way of moving and soundness.
 - b. All horses being considered for an award must be serviceably sound.
 - c. Model classes to count 1/2 points.

HU131 Adult Amateur

1. Competitions must offer Adult Amateur Hunter sections, the following specifications will apply for the Adult Amateur Hunter section:
 - a. To be ridden by exhibitors who have reached their 18th birthday as of December 1 of the current competition year. An "Amateur" rider does not earn professional income for riding horses.
 - b. Horses may be entered in Junior Hunter sections at the same competition if ridden by a member of the same family.
 - c. Cross entry into other sections is allowed unless otherwise stated in the prize list.
2. To be judged on performance and soundness, suitability to count. All horses being considered for an award must be serviceably sound.
3. If an under saddle class is divided by age and a rider has two or more horses entered, all riders must be amateurs but need not be eligible by age.
4. When a section is divided by age of rider no horse may compete in more than one section.

HU132 Green Pony Status

1. Green Pony Status.
 - a. A green pony is a pony not exceeding 14.2 hands of any age, which is eligible to compete in the Green Pony section. A pony's Green Hunter eligibility, regardless of age, begins the first time the pony competes in any over fences class with jumps at 2'3" or higher for small ponies, 2'6" or higher for medium ponies and 2'9" or higher for large ponies in Hunter or Hunter/Jumping Seat Equitation classes or sections held at a Federation Licensed competition.
 - b. A pony is eligible to compete as a Green Pony for a maximum of one (1) year regardless of age or change to measurement status. A pony that has changed height sections in its green year may complete the green year at its new height.
 - c. In its first year of showing at regulation height or higher, a green pony may also compete in the Regular Pony Hunter section at its respective height.

HU133 Ages, Sizes and Restrictions for Ponies

1. No animal may be shown in a performance class in this division unless the owner possesses a current valid measurement form.
2. Regular classes are open to all ponies not exceeding E-pony section. Qualifications must follow as nearly as possible those outlined for Hunters.
3. Small ponies:
 - a. Small ponies are not to exceed 12.2 hands
 - b. No junior over 12 years of age may ride in a Regular Small Pony Hunter Section.
4. Medium ponies:
 - a. Medium ponies are over 12.2 and do not exceed 13.2 hands
 - b. No junior over 14 years of age may ride in a Regular Medium Pony Hunter Section.
5. Large ponies:
 - a. Large ponies are over 13.2 and do not exceed E-pony section.
6. Green ponies:

a. Riders under the age of 18 years may ride in any Green Hunter Pony section. The rider age restrictions for the Regular Hunter Pony sections do not apply to the Green Hunter Pony section.

7. Riders under 18 years of age may ride for other exhibitors who have more than one entry in the Under Saddle class and/or exhibit the pony in the model class.

8. Ponies must be handled by junior exhibitors in all phases of a class.

9. Restrictions:

a. **Stallions are prohibited from all Pony Hunter classes except breeding classes.**

b. A rider may ride a maximum of 3 ponies in each height section.

HU134 Pony Hunter

1. **Manners of the pony and suitability of the pony to the rider must be emphasized in all classes. Extreme speed must be penalized.** Suitability of a pony for a rider is determined by height of rider as related to the height of the pony.

Judges must penalize but not necessarily eliminate an entry not having such suitability and manners.

HU135 Junior Hunter 3'3" and 3'6"

1. Riders must not have reached their 18th birthday.

2. All horses showing in the Junior Hunter Section at Regular Competitions must have a valid measurement form.

a. A large Junior Hunter is over 16 hands.

b. A small Junior Hunter is 16.0 hands and under.

3. Junior Hunter. **In all classes manners will be emphasized and extreme speed will be penalized.**

4. Conformation is not to exceed 25% in any class except a Model class. In Junior Working Hunter sections no more than 50% of the classes may be judged on conformation.

5. Restrictions for all Junior Hunter sections:

a. Stallions are prohibited from all Junior Hunter classes.

b. Ponies may not be entered in Junior Hunter classes if Pony Hunter classes are offered at the same competition.

c. Horses cannot be entered in more than one age section of the same class.

d. If two or more sections are offered, horses cannot be entered in more than one section.

HU136 Children's Hunter Sections

1. If fence heights are changed to accommodate ponies in Children's Hunter classes, measurement cards in accordance with HJ127 are required for all entries.

2. Children's Hunter

a. To be ridden by exhibitors who have not reached their 18th birthday as of December 1 of the current competition year.

b. Restrictions:

1. Riders entered in Children's Hunter sections may not compete over fences in any other class at the same competition in which obstacles are required to exceed 3'3".

2. Cross entry into other sections is allowed unless otherwise stated in prize list.

3. **Stallions are prohibited from all Children's' Hunter classes.**
4. If two or more sections are offered, horses cannot be entered in more than one section.

SUBCHAPTER HU-9 SHOW CHAMPIONSHIPS

HU137 General

1. A Championship may not be offered in a section unless a minimum of two over fences classes and one Under Saddle class are held. A Championship will not count for points unless a minimum of three entries complete in at least two over fences classes and one under saddle class

HU138 Show Championship Eligibility

1. General.
 - a. The Champion and Reserve Champion titles are awarded to the top two of the four horses that acquired the most points performing over a regulation course with obstacles at the full height required in the section in which shown.

HU139 Ties

1. In case of a tie score the Championship and/or Reserve is awarded to the horse that accumulated the most points over fences. If horses have an equal number of points over fences and no points under saddle, the tied horses will be asked to compete in a hack off, or independent under saddle class, to be judged on soundness and performance at the walk, trot and canter. Competitors may be asked to hand gallop at the discretion of the judge. (Exception: Green Hunters and Young Hunters.) Any competitor may concede to the other if they choose not to hack off, or if both competitors agree, they may choose to break the tie with a coin toss.

SUBCHAPTER HU-10 COMBINING AND DIVIDING OF SECTIONS OR CLASSES

HU140 General

1. Sections must be divided or combined based on the number of entries in the first over fences class and may not be combined or divided after the first class.

HU141 Definition of a California Split:

1. The California Split is used to divide large classes. The judge keeps track of twice the number of placings required for either ribbons or the jog order. At the completion of the jog, the judge creates two separate orders using alternating numbers in the following manner: the highest score is first in Section A, the second highest score is first in Section B, the third highest score is second in Section A, the fourth highest score is second in Section B and so on until all placings are awarded or the jog order is complete. The result is two sections of the same class being pinned separately. Competition Management may choose to split classes using the California Split after the class has started.

Example:

Horse's Placing

1st
2nd
3rd
4th
5th
6th
7th
8th
9th
10th
11th
12th
13th
14th
15th
16th

2. Under Saddle. A Section with twelve (12) or less must be judged as one class using the California Split. Sections that are judged under the California Split must have results for Section A and B. A random split will be used for under saddle classes of more than twelve (12).

3. In reckoning Championship points, the top eight horses that receive the most points in the Over Fences classes are awarded points for the Under Saddle and/or Model class(es). The Championship is awarded as follows: Horse with most points—Champion Number 1. Horse with second highest points—Champion Number 2. Horse with third highest points—Reserve Champion Number 1. Horse with fourth highest points—Reserve Champion Number 2.

Appendix A. Hunter Schooling Rules

1. Schooling is permitted in accordance with HU Appendix A.
2. Schooling areas for hunters must contain adequate standards, jump cups and rail and hunter-type rails to make a minimum of a trotting fence, a vertical and an oxer.
3. At Premier Hunter Competitions, the use of FEI Approved Safety Cups to support the back rails of all spread obstacles in all warm-up/schooling areas is mandatory. In National and below Hunter Competitions FEI approved safety cups are strongly recommended however, when FEI approved safety cups are not available, cups with breakable pins, such as wooden dowels, must be used. After December 1, 2019, FEI approved safety cups will be mandatory in all warm-up/schooling areas.
4. The unsafe use of electronic devices, as determined by the competition steward in their sole discretion, including cell phones, with or without earphones/buds while mounted is prohibited in all areas designated for schooling and exercise, and while lungeing horses on competition grounds.
5. It is important to remember that all exercise areas are different in size, type of footing, and jump material provided. Furthermore, the ability of the horse and rider must always be taken into consideration as well when deciding what is permitted and not permitted during preparation.

6. In the schooling/exercise areas during the preparation before competition, a minimum of one vertical and one oxer must be provided. The ground must be in good condition. Management must provide sufficient obstacle material. The jumping area should be large enough to provide sufficient room for the training.
7. Obstacles may be flagged, in which case they must be jumped in the proper direction. The Steward, and/or Schooling Supervisor should decide if the flags may be interchanged.
8. If space and available material allows and safety conditions permit, combinations may be built using correct distances. Bounce jumps may only be used with verticals and may not exceed 1.10m (3'7") in height.
9. Any action deemed not in the best interest of the horse will not be allowed.
10. The schooling supervisor's decision, after consultation with the Senior Steward, or an official competition steward's decision regarding schooling fences, or tack and equipment in the warm-up area is final.

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CHAPTER EQ EQUITATION DIVISION

SUBCHAPTER EQ-1 REGULATIONS FOR ALL SEATS

EQ100 Eligibility

1. Riders in classes for junior exhibitors cannot have reached their 18th birthday, however competitions are encouraged to offer Adult Equitation classes for amateur riders who have reached their 18th birthday.
2. In Equitation classes only the rider is being judged, therefore, any horse that is suitable for a particular style of riding (i.e., Hunter/Jumping Seat) and is capable of performing the required class routine is acceptable.
3. Stallions are prohibited. (Exception: If stated otherwise in prize list.)
4. Any rider competing and or riding anywhere on the competition grounds with their stirrup, stirrup leather, fender, or foot tied and/or secured in any manner will be eliminated from the entire competition.

EQ101 Judging

1. SOUNDNESS.

Unsoundness does not penalize a competitor unless it is sufficiently severe to impair the required performance. In such cases, the imposition of a penalty is at the judge's discretion. (Exception: Hunter/Jumping Seat Equitation classes held at Hunter Jumper Competitions where, in a case of unsoundness sufficiently severe to impair the required performance, the judge(s) must eliminate the competitor from that class and inform the competition manager, who in conjunction with the Official Veterinarian and the Steward, will evaluate disqualifying the horse from further participation in the competition.)

2. Any rider not having his mount under sufficient control will be dismissed from the ring and disqualified from that class.
3. Riders must remain on the same mount throughout all phases of a class until the judge requests a change.
4. No rider can be asked to perform a test on another horse before he has performed the same test on his own.
5. Attendants are not allowed in the ring except at the request of judge(s).
6. When additional tests are desired, the judges' instructions to riders are publicly announced. It is suggested that the judge go over these instructions with the announcer immediately before they are announced to assure mutual understanding of the wording. For testing in Hunter Seat Finals, when riders are called back collectively into the ring without their trainers, they may be given a copy of the course. If the judge desires, the test may be written on the course diagram.
10. In Open Equitation and Medal Classes, horses may not be ridden by more than one rider per class or section of the class.

SUBCHAPTER EQ-2 HUNTER/JUMPING SEAT EQUITATION SECTION.

EQ102 Eligibility to Compete

1. In order to compete in any Hunter/Jumping Equitation classes at licensed competitions as an exhibitor, rider, trainer, or his/her agent(s), a person must be an Active member of HJEH, Inc., or pay a Show Pass fee to HJEH.
2. Horse Registrations. All horses must have proof of current vaccinations.
3. Adults can ride ponies in Adult Hunter/Jumping Seat Equitation classes, suitability to count. These ponies cannot cross enter into any rated Pony Hunter sections.

EQ 103 Horse Welfare

1. The following acts are prohibited:
 - a. Riding an exhausted horse.
 - b. Excessive pressuring of a tired horse.
 - c. Riding or lunging an obviously lame horse.
 - d. Excessive use of a whip on any horse in a stall, aisle, schooling area, competition ring or elsewhere on the competition grounds. The use of a whip must be for a good reason, done at the appropriate time, in the proper place and with appropriate restraint. Excessive whipping will not be tolerated.
 - e. Any striking of the horse's head (on the poll or forward of the poll) shall be deemed excessive.
 - f. Repeated jerking on the reins and sawing on the bit unless applied to an unruly horse that is jeopardizing his own safety or the safety of his rider.
 - g. Improper use of the bit resulting in bleeding, broken skin or broken mucous membrane.
 - h. Excessive use of the spurs or spurring resulting in broken and bleeding skin.
 - i. Rapping the legs of a horse with the butt end of a riding crop or other implement.
 - j. Use of any substance to induce temporary heat causing hyper-sensitization.
 - k. Poling.

EQ104 Position

1. **General.** Rider should have a workmanlike appearance, seat and hands light and supple, conveying the impression of complete control should any emergency arise. Exhibitors may ride side saddle in Adult Equitation classes but not in classes restricted to Juniors.
2. **Hands.** Hands should be over and in front of horse's withers, knuckles thirty degrees inside the vertical, hands slightly apart and making a straight line from horse's mouth to rider's elbow. Bight of reins may fall on either side. However, all reins must be picked up at the same time. When using two reins, the snaffle rein should be on the outside while the curb rein is on the inside.
3. **Basic Position.** The eyes should be up and shoulders back. Toes should be at an angle best suited to rider's con-formation: ankles flexed in, heels down, calf of leg in contact with horse and slightly behind girth. Iron should be on the ball of the foot and must not be tied to the girth.
4. **Position in Motion.** At the walk, sitting trot and canter, body should be a couple of degrees in front of the vertical; posting trot, inclined forward; galloping and jumping, same inclination as the posting trot.

5. Mounting and Dismounting. To mount, take up reins in left hand and place hand on withers. Grasp stirrup leather with right hand and insert left foot in stirrup, toe in girth and mount. To dismount, rider may either step down or slide down. The size of rider must be taken into consideration.

EQ105 Appointments

1. Protective headgear. All riders must wear protective headgear. While competing in a class, if a rider's chin strap becomes unfastened, the rider may stop, re-fasten the chin strap and continue his/her performance without penalty or elimination. A judge may, but is not required, to stop a rider and ask them to refasten a chin strap which has become unfastened, again without penalty to the rider. Headgear must be free from non-traditional adornment.

2. Conventional attire following the tradition of fox hunting is encouraged and preferred. It is further recommended that the rider's attire does not distract from the performance of the horse and rider. Judges shall not eliminate a rider for inappropriate attire except for safety. Shirts must have a choker, similar collar or tie. Breeches may be buff, canary, tan, rust or white.

3. Spurs, crops or bats are optional but if used must be a conservative color.

4. Inappropriate attire. When management permits Hunter/Jumping Seat Equitation riders to ride without jackets, riders must wear traditional, short, or long-sleeved riding shirts with chokers or ties. Polo shirts and full chaps are not permitted except in unjudged warm-up classes. Management or Judge may eliminate an exhibitor who is inappropriately attired.

5. Tack. Judges may penalize but not eliminate a horse or pony that competes in unconventional tack. Judges must eliminate a horse or pony that competes in illegal tack.

a. Hunter Seat Equitation:

1. Legal bits include snaffles, pelhams, kimberwickes, or full bridles. Illegal bits include, but are not limited to, two rings, three rings, gags (other than the hunter gag), et cetera. Changing of bit/bridle between phases is permissible.

2. Illegal nosebands include but are not limited to, drop, flash and figure eight nosebands.

3. Martingales are permitted in classes over obstacles and in the jumping phase of classes requiring both jumping and flat work. Martingales are not permitted on the flat in any class or phase unless class specifications allow their use.

b. Jumping Seat Equitation (Talent Search, Jumper Phase, Jumping Seat Medal, and any class specifically designated as a Jumping Seat Equitation class):

1. Legal bits include snaffles, pelhams, gags, kimberwickes, and two or three ring bits. Full bridles may be used. Any other bits (including but not limited to hackamores, etc.) are prohibited. Exception: Hackamores may be used in jumping phases of the Talent Search Classes and Finals. Changing of bit/bridle between phases is permissible.

2. Legal nosebands include leather cavesson, flash, drop and figure eight.

3. Martingales are not permitted on the flat in any class or phase unless class specifications allow their use.

Running Martingales used in the conventional manner are legal in the over fences phase only. Standing martingales, German martingales, draw reins, or restricted martingales are prohibited in all phases. 4. Bit converters may be used.

5. Blinkers are prohibited.

c. Curbs. When using a curb with any leverage bit, it must be constructed of loose links, joints, and/or lie smooth against the jaw of the horse and be free of twists, sharp objects or anything inhumane. A curb may be wrapped or inserted into a cover for the comfort of the horse.

d. Boots and conservative colored bandages are permitted on the legs only. An entry will be eliminated for competing with a belly band, or a wrap or bandage anywhere other than the horse's legs. The total maximum weight of equipment allowed to be added to a horse's leg, front or hind (single or multiple boots, fetlock rings, etc.) is 500 grams or 17.637 ounces (shoe excluded).

e. Type of saddle is optional.

f. Nose nets are permitted.

6. When showing in the Hunter/Jumping Seat Equitation section it is recommended that riders use traditional stainless steel stirrup irons that promote proper position of the foot in the iron as well as a correct leg position. It is further recommended that riders use stirrup irons that allow judges a clear and unobstructed view of the position of the foot in the stirrup. Judges may not eliminate a rider for using a particular style of stirrup iron.

7. Electronic Communication Devices.

a. No mounted exhibitor may wear or carry an electronic communication device (i.e., cellular telephone, pager, walkie talkie, etc.) while in the competition ring. The penalty for wearing or carrying a forbidden device if observed by the judge may be elimination from the class during which the device was worn or carried.

b. Electronic communication devices used for purposes of coaching, etc., between competitors and individuals outside the ring shall be prohibited in all classes.

c. Exhibitors who have a chronic condition may apply for a Presidential Modification exempting them from the provisions of this rule. Riders may not use these devices in over fences classes.

EQ106 Conduct

1. Classes for junior and senior riders can be combined.

2. When entries warrant, it is recommended that competitions restrict Maiden, Novice, Limit and Intermediate riders to their respective categories.

3. DIVISION OF CLASSES.

In Hunter/Jumping Seat, if there are 40 or more entries at the beginning of the class, it may be divided and run as two separate sections. All classes with 50 or more entries at the beginning of the class must be divided and run as two separate sections with separate trophies and ribbons;

4. MONEY PRIZES.

In Equitation classes the rider is the competitor and wins the award. Offering of prize money in Equitation classes for junior exhibitors and amateurs is forbidden. (Exception: Scholarship funds may be awarded. However, these funds must be disbursed directly to the institution upon proof of enrollment by the awarded recipient.)

5. RIBBONS.

In Hunter/Jumping Seat Equitation classes a minimum of six ribbons must be awarded but no more than ten ribbons are required.

6. NUMBERS.

Numbers must be worn on the rider's back and must be clearly visible at all times when in **competition**.

EQ107 Class Routine

1. Over obstacles.

a. The performance begins when the horse enters the ring.

b. Each competitor's round will be scored on the rider's performance.

c. Each competitor may circle once before approaching the first obstacle. He then proceeds around the course keeping an even pace throughout.

d. If a refusal occurs in a double or triple, competitors must re-jump all obstacles in the combination.

e. The judge will determine a base score for each competitor's performance. A knock down penalty of four (4) points per rail will be deducted from the base score.
the base score.

f. The following constitute major faults:

1. A refusal.

2. Trotting on course when not part of a test.

3. Crossing your track. A track is established once a horse has landed from a fence or completes a required test and follows the horse until the consecutive fence is jumped or the next test is executed.

h. The following constitute faults at the judge's discretion:

1. A loss of stirrup(s).

2. A loss of rein(s).

i. An eliminated rider must leave the ring immediately. If elimination occurs during a ride-off, the competitor is placed last of all those chosen for the ride-off, but placed before any riders not participating. The following actions will result in elimination:

1. Fall of horse and rider (rider shall not remount in the ring). In the event of a fall of a horse within the competition ring at a Hunter, Jumper or Equitation competition, the judge shall notify horse show Management.

2. Three cumulative refusals.

3. Off course.

4. Trotting or cantering through the in-gate or out-gate.

2. Flat Classes and Flat Phases.

a. In Hunter Seat or Jumping Seat Equitation flat classes or phases, judges must work competitors in groups of twenty (20) or less.

b. **Light contact with the horse's mouth is required.**

c. Martingales are not permitted on the flat in any class or phase unless class specifications allow their use.

d. Competitors shall proceed at least once around the ring at each gait and, on command, reverse and repeat. The order to reverse can be executed by turning either toward or away from the rail. Entries then line up on command.

e. All tests must be on the flat.

f. In addition to the class requirements, **riders may be asked to work collectively without stirrups.**

g. In addition Equitation classes for riders 12 years of age and older, judges may call for more advanced flatwork such as shoulder in, shoulder out, haunches in, haunches out, and changing direction collectively.

3. Outside assistance will be penalized at the judge's discretion.

4. In cases of broken equipment or loss of shoe, the competitor must continue or be eliminated.

EQ108 Course Requirements

See EQ110 for course requirements specific to Medal Classes

Classes must be held over at least six obstacles.

1. All obstacles must be at least 5'6" wide across the jumpable portion.
2. In Maiden, Novice, Limit and classes for 14 years and under, jumps cannot exceed 3'
3. In Intermediate classes obstacles cannot exceed 3'3" (or 1.0m when class specifications list fence height in metric.)
4. In Open Classes and Classes for 15 to 17 years, obstacles cannot exceed 3'6" (or 1.10m)
5. In Novice classes, a change of direction is required.
6. In Limit classes, a change of direction and a combination are required.
7. In Intermediate, 15 - 17 and Open classes, at least one change of direction and a combination are required.
8. Combinations are prohibited in classes restricted to riders 12 years old and under. All combinations must be numbered with a single number and the designations A and B or A, B and C on the course diagram. If only one element of a combination is being jumped, it must be the last element.
9. Verticals may be jumped in either direction provided ground lines are correct, i.e. no false ground lines.
10. In Open Equitation classes for riders 12 years of age and older, the course must include at least two changes of direction, a combination including an oxer and 1/3 of the obstacles must be oxers. In addition, all courses must include at least three of the following:
 - a. Bending Line
 - b. Narrow Jump (5'6"-8')
 - c. Roll-back Turn
 - d. Fence at the end of the ring
 - e. Long approach to a single jump
11. If an option fence is used, a rider may choose to jump either fence. If the horse stops at one of the options, the rider is scored with a refusal and if the fence is dislodged must wait for the fence to be reset, but may then jump either option.
12. The top element of all obstacles must be securely placed so that a slight rub will not cause a knockdown. If a breakaway or safety cups are used the top cup must be the deepest cup available. A plank may not be used as the top element of a jump.

EQ109 Course Designers.

1. The licensed Hunter Course Designer, or his designated representative, must be present during all Hunter-Jumper Equitation classes for which he has responsibility and must oversee the courses are properly set for the competition.
2. A minimum of an "r" license is required to officiate alone.

EQ110 Requirements for Specific Classes

1. The following age limit classes are suggested but may vary according to local conditions:

- a. For juniors: 14 and under, and 15-17; and
- b. For amateurs: 18 to 35, 36 and over.

2. Juniors 14 and under. Tests 1-7.

3. Juniors 15 - 17. Tests 1-17.

4. Maiden, Novice, Limit, Intermediate.

Open to riders that have not won one/three/six/twelve first place ribbons respectively competing in equitation classes at Regular and Local competitions.

a. Maiden.

For juniors and amateur riders who have not won 1 blue ribbon over obstacles. Test 1

b. Novice.

For juniors and amateur riders who have not won 3 blue ribbons over obstacles. Tests 1-6.

c. Limit.

For juniors and amateur riders who have not won 6 blue ribbons over obstacles. Tests 1-6.

d. Intermediate.

For juniors and amateur riders who have not won 12 blue ribbons over obstacles 3'3" or higher. Tests 1-10.

e. Open. For juniors and amateur riders. Tests 1-17.

f. Ribbons won in leadline classes and in classes where entries are not required to ride at all gaits will not affect Maiden, Novice, Limit and Intermediate status.

g. Ribbons won in classes not to jump do not affect a rider's status in classes over jumps.

However, ribbons won in classes over jumps do affect a rider's status in classes not to jump. Ribbons won in classes with less than six (6) entries do not affect a rider's status. Ribbons won in short stirrup classes and in classes over obstacles lower than 2'3" will not be counted in reckoning Maiden, Novice, Limit, Intermediate or Open status.

5. Certificate of Compliance:

All levels of USEF SHOW JUMPING TALENT SEARCH CLASSES must be certified by the following: A course plan showing the actual height and spreads of all the fences, signed by the Judge and Steward which must be included in the Steward's report to the Federation.

6. Altering Jumping Specifications:

The specifications at which a given 1*, 2* or 3* USEF SHOW JUMPING TALENT SEARCH CLASS is held may be altered from that listed in the prize list with the joint approval of the Course Designer, Judges and competition management only in the case of inclement weather, or unsafe conditions. All changes MUST be specifically noted in the Steward's report for the competition.

7. **Flat Phase:**

In the flat phase, riders will show in both directions as a group at the working walk, the working trot sitting, and the working trot rising, as well as showing a lengthening of stride; the working canter, and the working canter showing a lengthening of stride. All riders shall be required to show at the working canter on the counter lead for at least one full revolution of the arena in both directions. No more than 12 shall counter canter at one time. Judges may require any additional tests on the flat. In addition, basic dressage movements may be tested including but not limited to Shoulder-in, Shoulder-out, Haunches-in, and Haunches-out. At least 12 riders, if available, must be called back for the flat phase.

d. **Course Requirements**

Although the USEF SHOW JUMPING TALENT SEARCH CLASS is located and described in the Equitation (EQ) Chapter of the Rule Book, both the course materials and equipment used and the conduct of the class will be in accordance with the rules and procedures delineated in the Jumper chapter of the KNHS Rule Book unless specifically noted herein. This specifically includes, but is not limited to, rails, planks, gates, jump cups, breakaway safety cups, lath or plasticine, numbers, and flags.

e. Other Judging Considerations

1. Jumping Phase - To be judged on style, function and execution.

a. The performance begins once the horse enters the ring.

b. Time and jumping faults must be taken into consideration in the judge's evaluation of the rider.

c. Rules regarding Time to Start and Starting and Stopping will apply.

d. Two refusals will incur elimination.

e. The proper use of the whip should not be penalized.

f. Water Obstacle. In the event that there is an obvious fault at the water obstacle, first score the fault within

the context of the round. Unless the fault is caused by a MAJOR rider error, it should not be considered a MAJOR riding fault.

g. No separate water jump judge is required.

f. Other Class Considerations.

1. If 40 or more entries are received the USEF SHOW JUMPING TALENT SEARCH CLASS may be split and run as two (2) separate classes. If 50 or more entries are received, the USEF SHOW JUMPING TALENT SEARCH CLASS must be divided equally and run as two (2) separate classes.

2. Competitors must use the same horse in both phases. Competitors may ride stallions.

3. At least 12 riders, if available, must be called back for the flat phase.

4. All riders must ride in the jumping phase, which will be offered first and constitutes entry into the class as a whole, regardless of whether the rider is one of those called back for the second, flat phase. To fill a class,

2. Flat Phase - To be judged on rider's position, seat and the correctness and effectiveness of the aids. Excellence and effectiveness on the flat will be rewarded. The performance begins when the class is called to order.

THREE COMPETITORS MUST COMPLETE THE COURSE.

g. See EQ105.5b for tack and saddlery restrictions.

3. WIHS Pony Equitation:

To be shown over a course of not less than 8 jumps. No junior rider over 12 years of age may compete on a small pony. No junior rider over 14 years of age may compete on a medium pony. Fence heights: 2'3" for ponies not exceeding 12.2 hands; 2'6" for ponies over 12.2 hands and not exceeding 13.2 hands; and 3' for ponies over 13.2 hands and not exceeding 14.2 hands. The suggested distance for the in and out is 20' for small ponies, 22' for medium ponies and 24' for large ponies. The distance must be altered for each height division. WIHS Pony Equitation classes may include any of the following: bending line, narrow jump (5'6" - 8'), rollback turn, fence at the end of the ring, long approach to a single jump. It is recommended that the course be consistent with EQ108.11. A numerical score will be given. WIHS Pony Equitation class may run concurrently with the small, medium and

large pony division. The green pony division cannot be run with the WIHS Pony Equitation card opened as the fence heights are inconsistent.

f. WIHS Equitation:

1. Hunter Phase - To be shown over a minimum of 8 jumps at 3'6". It is recommended that the course be a straightforward hunter course consisting of natural jumps. It must include a combination, hunter lines, and a long approach to a single jump. A numerical score will be given. Refer to EQ111.10c for minimum number of riders required for points to count.
2. Jumper Phase - The course should be of the type used in a High Junior Jumper competition. To be shown over a minimum of 10 jumps at 1.10 m (3'7"). A minimum of either two double combinations or one triple combination are required. There must be at least two changes of direction after the first fence. In addition, at least two of the following are required and more are recommended: vertical - no ground lines; Liverpool; 3. narrow jump - minimum width 5'6"; one or more of the following - triple bar, swedish oxer, fan jump.

EQ111 Tests From Which Judges Must Choose

Tests may be performed either collectively or individually but no other tests may be used. Instructions must be publicly announced. A judge may ask riders to re-jump an abbreviated or shortened form of the original course. NOTE: In Hunter/ Jumping Seat Equitation classes, any exhibitor who does not participate in the testing is placed last of those competitors called back to test. Should more than one exhibitor fail to return for testing they will be placed at the judge's discretion. If exhibitors are called back collectively to test, they must remain in the ring until all exhibitors have completed the test. Equitation tests must not have exhibitors trotting or cantering through in gate or out gate; any exhibitor choosing to trot or canter through the in-gate or out-gate must be eliminated (see EQ107). Obstacles jumped in an equitation test must have been included in the original course. Jumps must be jumped in the original direction unless otherwise specified.

1. Halt (4 to 6 seconds) or halt and back. When riders working collectively are asked to halt and then back, they must not be penalized if they walk forward a few steps and halt after backing.
2. Hand gallop. A hand gallop may be used on the approach to a jump.
3. Figure eight at trot, demonstrating change of diagonals. At left diagonal, rider should be sitting the saddle when left front leg is on the ground; at right diagonal, rider should be sitting the saddle when right front leg is on the ground; when circling clockwise at a trot, rider should be on left diagonal; when circling counterclockwise, rider should be on the right diagonal.
4. Figure eight at canter on correct lead, demonstrating simple change of lead. This is a change whereby the horse is brought back into a walk or trot (either is acceptable unless the judge specifies) and restarted into a canter on the opposite lead. Figures to be commenced in center of two circles so that one change of lead is shown.
5. Work collectively or individually at a walk, trot and/or canter.
6. Jump low obstacles at a trot as well as at a canter. The maximum height and spread for a trot jump is 3' for horses, 2' for ponies in classes restricted to ponies.
7. Question(s) regarding basic horsemanship, tack and equipment and conformation.
8. Ride without stirrups, riders must be allowed option to cross stirrups.
9. Dismount and mount. Individually.
10. Turn on the forehand done through the walk or the halt.

11. Figure eight at canter on correct lead demonstrating flying change of lead.
12. Execute serpentine at a trot and/or canter on correct lead demonstrating simple or flying changes of lead. (See EQ113.4 for simple change.)
13. Change leads on a line demonstrating a simple or flying change of lead. (See EQ113.4 for simple change.)
14. Change horses. (Note: this test is the equivalent of two tests.)
15. Canter on counter lead. (Note: no more than twelve horses may counter canter at one time.) A canter on the counter lead may be used on the approach to a jump.
16. Turn on the haunches from the walk.
17. Demonstration ride of approximately one minute. Rider must advise judge beforehand what ride he plans to demonstrate.