

United States Rules for Working Equitation

Table 7-1. Summary of Time Penalties, Time Bonuses, and Disqualifications
(see Sections 7.7 and 7.8)

	-10	+5	+10	+30	DQ
Placing the tip end of the pole in the drum		√			
Skewering the ring with the butt end of the pole		√			
Any leg stepping over a side pass pole (each leg)		√			
Stroking/touching horse in front of rein hand (two times max)		√			
Using 2 hands on rein for longer than necessary (L2 /L3 only)		√			
Knocking over or dislodging any part of an obstacle			√		
Knocking over the drum and the pole stays in			√		
Failure to salute Judge (each occurrence)			√		
Outside assistance L2 thru L5 (each occurrence)			√		
Failure to latch gate in proper portion of obstacle				√	
Dropping and failing to replace gate				√	
Dropping and failing to replace part of an obstacle (L2/L3 only)				√	
Skewering the ring and getting it placed with pole in drum	√				
Outside assistance L6 and L7					√
Using 2 hands on the rein for longer than necessary (L4 thru L7)					√
Passing thru entry/exit gate before all obstacles are executed					√
Three refusals at an individual obstacle					√
Failure to advance after 15 seconds					√
Not riding the course in sequential order					√
Uncorrected mistake in execution/route of an obstacle					√
Failure to enter/exit thru the obstacle markers					√
Crossing the line of an obstacle before it was performed					√
Knocking down an obstacle or part of one not yet performed					√
Failure to retrieve a dropped item (L4 thru L7)					√
Exiting the non-exit end of a corridor					√
Failure to ride thru a water-filled ditch					√
Stroking/touching horse in front of the rein hand three times					√
Failure to ride through the course entry/exit markers in the direction indicated on the course map					√

7.9 Safety Considerations

It is recommended that a paramedic be present during the Speed trial.

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Table 6-2. Summary of EOH Penalties and Disqualifications

	Children	L1 Intro	L2 Nov A	L3 Nov B	L4 Int A	L5 Int B	L6 Adv	L7 Masters
Refusals	3 allowed; each is penalized. After 3, with approval from Judge, rider can move on. Score is 0 for obstacle.				2 allowed; each is penalized. 3 rd refusal is a DQ.			
Portion of obstacle is dropped (Jug, Glass, Pole) (does not include Ring)	Handed back to rider		Rider must dismount, retrieve, remount and replace. Failure is 0 for obstacle		Rider must dismount, retrieve, remount, and replace. Failure is DQ.			
0 score on 3 obstacles			Not allowed to compete in Speed trial					
Riders riding 1-handed: Using 2 hands on the reins for longer than necessary to adjust the reins	5-pt penalty each occurrence				DQ			
Outside assistance	10-pt penalty, each occurrence						DQ	
Use of voice	2-pt penalty, each occurrence							
Failure to salute the Judge	5-pt penalty, each occurrence							
Stroking/touching the horse in front of the rein hand (maximum twice)	5-pt penalty, each occurrence							
Failure to correct course error before starting next obstacle					DQ			
Failure to advance for 15 seconds					DQ			
Showing obstacle to horse in overt manner					DQ			
Crossing line of obstacle before performed					DQ			
Knocking down obstacle before performed					DQ			
Stroking/touching the horse in front of the rein hand three times					DQ			
Failure to ride through the entry/exit markers in the direction indicated on the course map					DQ			

Table 6-1. Obstacle Requirements Summary
(see Appendix B for obstacle descriptions, execution, and assessment criteria)

Obstacles	Children	L1 Intro	L2 Nov A	L3 Nov B	L4 Inter A	L5 Inter B	L6 Adv	L7 Masters
Minimum required	8	10	10	10	11	11	11	12
Gait btw obstacles	W or T	T	C	C	C	C	C	C
1. Wooden Bridge	W	W	W	W	W	W	W	W
2. Figure 8 between Drums	W or T	W or T	T	C, CT	C, SC	C, FC	C, FC	C, FC
3. Pen	W	W	W or T	W or T	W or C	W or C	C	C
4. Earthenware Jug								
5. Remove Pole from a Drum	W	W or T	T	C	C	C	C	C
6. Skewering Ring with a Pole	W	W or T	T	C	C	C	C	C
7. Placing a Pole in a Drum	W	W or T	T	C	C	C	C	C
8. Switching a Glass from One Pole to Another	W	W or T	T	C	C	C	C	C
9. Bell at End of Corridor	W	W	W or T	W or T	W or C	W or C	W or C	C
10. Backing Up in "L"			W or T	W or T	W or C	W or C	W or C	C
11. Rounding Several Posts or Obstacles			W or T	W or T	W or C	W or C	C	C
12. Slalom between Posts	T	T	T	C, CT	C, SC	C, FC	C, FC	C, FC
13. Slalom between Parallel Posts	T	T	T	C, CT	C, SC	C, FC	C, FC	C, FC
14. Gate	W	W	W	W	W	W	W	W
15. Jumping over Bales of Straw			T or C	C	C	C	C	C
16. Side Stepping over a Log(s)			W or T	W or T	W or C	W or C	W or C	W or C
17. Riding through a Water-filled Ditch			W	W	W	W	W	W
18. Bank			T or C	C	C	C	C	C
19. Drums	W or T	W or T	T	C, CT	C, SC	C, FC	C, FC	C, FC
Additional Non-WAWE Obstacles								
20. Move Sack	W	W	W or T	W or C	W or C	W or C		
21. Drag Item			W	W	W	W		
22. Varied Footing	W	W	W	W	W	W		
23. Herding Animals								