

Events

The English Style of riding is obligatory in all equestrian events at the Special Olympics World Games 2019.

Event	Levels Offered
Equitation Jumping	A, BI
Dressage	A, BI, CI,
English Equitation	A, BI, BS, CI, CS
English Working Trails	A, BI, BS, CI, CS
Gymkhana – Concepts of Riding	BS, CS
Gymkhana – Figure of 8	A, BI

Equitation Jumping

Equitation Jumping is the physical application of correct riding techniques while jumping a simple course of fences. It is judged over one round.

General information:

- Rider is judged on their correct approach to the fence and position over the fence.
- Rider with the highest score is the winner.
- Level A riders will canter a course of 6 -8 fences with a maximum height of 60 cm and be judged on accuracy of the course, jumping, and position of the rider correct approach to the jump and position over the jump.
- Level BI riders will trot a course of 6-8 fences with a maximum height of 30 cm and be judged on accuracy of the course correct approach to the jump and position over the jump.
- Jumping courses will not be timed.
- Whips and spurs are not allowed, except with special permission from show management, requested before the class begins.
- In Level A, when the judge blows the whistle, the athlete may ride a courtesy circle before beginning the course.
- In Level A, the athlete is allowed to ride a courtesy circle after the last fence, before leaving the arena.

Jumping penalties:

- Knocking down obstacle (Level A) - 2 faults
- Knocking ground pole (Levels BI) - 2 faults
- First refusal (run out) - 3 faults
- Second refusal - 3 faults
- Third refusal - Elimination (athlete may complete the course)
- Not going over center section of ground pole (Level BI) - Up to 10 penalty points

Errors of position (up to 5 for approach, aids, quiet hands, straight for center pole; up to 5 for position and balance over pole. Total 10 for every jump)

- Loss of balance/position over fence 2 penalty points all of these are determined by judge and marked as on judges form
- Inability to maintain specified gait
- Ineffective use of the aids.

Dressage

Level A test 2

EQUESTRIAN SPORT RULES



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Final

DRESSAGE LEVEL A - TEST 2 (WALK - TROT - CANTER)

Competition: EQ Equestrian Dressage **Level:** A **Bib#:** _____
Division: _____ **Horse Name:** _____ **Name of Rider:** _____
Scale of marks: _____ **Delegation:** _____
Errors on course: First Error - 1
 Second Error - 2
 Third Error - 4
 Fourth Error - Elimination
 10 Excellent 5 Sufficient
 9 Very Good 4 Insufficient
 8 Good 3 Fairly Bad
 7 Fairly Good 2 Bad
 6 Satisfactory 1 Very Bad
 0 Not Executed

Maximum possible points: 190

TEST	DIRECTIVE IDEAS	POINTS	COEF.	TOTAL	REMARKS
1. A X C	Enter working trot. Halt through walk. Salute. Proceed working trot. Track right	Straightness on centerline, Square halt and immobility at halt. Balance in transitions			
2. B	Circle right 20 meters	Size and shape of circle			
3. Between B & F	Canter	Transitions			
4. A	Circle right 20 meters at canter	Size and shape of circle Balance of rider			
5. A-K K-X-M	Between A & K trot Change rein at trot	Transitions			
6. M-C-H-E	Working trot	Energy in trot			
7. E	Circle left 20 meters	Size and shape of circle			
8. Between E & K	Canter	Correct lead and transition			
9. A	Circle left 20 meters	Size and shape of circle			
10. Between A & F Between F & B	Trot Develop medium walk	Transition			
11. B & H H	B to H free walk, H medium walk	Energy in walk allowing freedom to stretch neck			
12. C-M-B-F	Trot	Transition			
13. F & A X	Walk down center Halt and salute	Straightness, square halt and immobility			

Leave arena at walk Exit at A

COLLECTIVE MARKS:

Riders position, seat and balance	X2		
Riders correct and efficient use of aids	X2		
Ability to keep horse moving forward, calmness and overall presentation of test	X2		

Further Remarks:

SUBTOTAL: _____ ERRORS: _____ TOTAL POINTS: _____ PERCENT: _____

Judges Signature: _____

Revision Date: September 2016

Level BI test 1

EQUESTRIAN SPORT RULES



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LEVEL BI TEST 1 (WALK - TROT)

NO. _____ Name of Rider _____ Name of horse _____

Scale of marks	5 sufficient	Errors of course: first error	-1
10 excellent	4 insufficient	second error	-2
9 very good	3 fairly bad	third error	-4
8 good	2 bad	fourth error	elimination
7 fairly good	1 very bad		
6 satisfactory	0 not executed		

TEST	DIRECTIVE IDEAS	MARK	REMARKS
1. A X XC C CM	Enter working trot Halt, salute Proceed medium walk Turn right Trot	Straightness Square halt , immobility , Transitions Bend and balance in transition	
2. M X K	Working trot	Straightness on diagonal	
3. A	Circle left 20m.	Shape and size of cirde.	
4. AF FB	Working trot Transition to walk	Smoothness of transitions	
5. B X XE E	Turn left Halt 5 count Proceed in working walk Turn right	Bend on turn Immobility at halt	
6. H C	Working trot Circle right 20m	Shape and size of cirde	
7. M F	Free walk	Freedom to stretch head and neck	
8. FA A X	Working walk Center line Halt, salute	Straightness on centreline. Square halt.	

Leave arena at free walk. Exit at A

COLLECTIVE MARKS	MARK	REMARKS
Rider's position, seat and balance	X2	
Rider's correct and efficient use of aids	X2	
Ability to keep horse moving forward.	X2	
Calmness and overall presentation of test		

Total marks available 140

Subtotal _____

Errors _____

Total marks _____

Judge's signature _____

Percentage _____

Level CI test 2

EQUESTRIAN SPORT RULES



Final

EQ Level CI Division C Dressage Test 2 (World Games Test)

Competition: EQ Equestrian Dressage Level: C-I Bib No: _____
 Division: _____ Name of Rider: _____
 Horse Name: _____ Delegation: _____

Arena: Small (20m x 40m)

Maximum possible points: 140

	TEST	POINTS	REMARKS
1. A X	Enter working walk. Halt. Salute, proceed working walk		
2. C M X K	Turn Right		
3. A	Circle left 20 meters		
4. FXH X	Change rein Halt 5 seconds Proceed at working walk to H		
5. C	Circle right 20 meters		
6. MBF F	Free walk on a long rein Working walk		
7. A X	Down centerline Halt, salute		

Collective Remarks	Pts.	Coef.	Total	Remarks
Rider's balance & Position		2		
Equestrian feel & skill, the effectiveness of the aids		2		
Confidence of the rider & keeping activity of the horse		2		
Rider's ability to influence of the horse & the accuracy		1		

Further Remarks;

Subtotal: _____
 Errors: (_____)
 Total Points: _____
 Percentage: _____

Judges Signature: _____

English Equitation

General Information:

- English Equitation is obligatory as a preliminary test after horse matching and practicing.
- English Equitation is also one of the optional equestrian events.
- The judge located at the arena gives commands to the riders.
- At the World Games, the commands are given in the rider's native language by either the coach or a person appointed by the coach. The commands must be an exact translation of the judge's words, without any additional comments. An interpreter may be present next to the person giving the commands.
- No set test is used. It is up to judge to ask for what they would like to see rider doing to enable a mark for movement as specified on judges sheet.
- Riders will perform the gaits appropriate for the division they are entered in. Work collectively at the walk, trot or canter.
- Riders will be judged on seat, aids and the ability to control the horse. Results as shown by the performance of the horse are not to be considered more important than the method used by the rider.
- Competitors enter the ring at the gait called for by the judge.
- Riders will be expected to ride in both directions around the ring, either individually or as a group, as called for by the judge. In the posting trot, riders are expected to be on the correct diagonal. They will not canter as a group for safety reasons.

Judges have chosen following tests:

English Equitation Tests for Divisioning

Level A

1. Transition from trot to canter to trot
2. Halt from trot
3. Small (around 10m) circle in trot around the cone

Level BI

1. Transition from walk to trot to walk
2. Halt from trot
3. Small (around 10m) circle in trot around the cone

Level BS

1. Transition from walk to trot to walk
2. Halt from trot
3. Small (around 10m) circle in walk around the cone

Levels CI and CS

1. Transition from walk to free walk to walk
2. Halt
3. Small (around 10m) circle in walk around the cone

English Equitation Tests for Competition

Level A

1. Transition from walk to trot to canter
2. Halt from canter
3. Figure 8 in trot between two cones

Level BI

1. Transition from trot to walk to trot
2. Halt from trot
3. Big (around 20m) circle in trot around the cone

Level BS

1. Transition from trot to walk to trot
2. Halt from walk
3. Small (around 10m) circle in trot around the cone

Levels CI and CS

1. Reverse direction by half circle (6m) at the walk
2. Halt
3. Big (around 20m) circle in walk around the cone

English Working Trail

General Information:

Riders will be permitted to inspect the course on foot during the Judge's instructions prior to the start of the class.

Level A

The course should contain a minimum of six elements and a maximum of ten.

Level BI and CI

The course should contain a minimum of five elements and a maximum of seven.

Levels CS and BS

The course should contain a minimum of four elements and a maximum of six.

List of possible obstacles and judging - see in Special Olympics Equestrian Sport Rules.

Concepts of riding

For CS and BS riders.

5 elements/ test will be judged:

1. Ride through cones 4 meters apart (SLALOM 3 -4 CONES)

trot for BS

2. Halt horses at the marker

3. Pick up the object from the block

4. Walk and put down the object on the next block

trot for BS

5. Ride to two poles on the ground and halt horse between them - for BS transition to halt from trot through walk.

Judging:

Marks 10 points each element for a total of 50 points.

This test would be a skills test involving:

Hand Eye Coordination

Following an instruction

Correct holding of reins halting square

Understand concept of steering and rein control

Gymkhana - Figure of 8

For safety reasons A level riders will trot only!

Athletes start after the judge's signal.

Execution of Gymkhana Events:

- This event is timed.
- The winner will be the competitor with the fastest time.
- Riders are required to start the course inside an enclosed ring and may not start until after all gates are closed and secured. Gates may not be opened until the rider has completed the course and returned to a walk or halt.
- Each athlete will begin from a running start.
- Time begins as the horse's nose crosses the starting line.
- Time is complete when the horse's nose crosses the finish line.
- A 5 second penalty will be added to the time for each of the following:
 - Knocking over a pole (An athlete is allowed to touch a pole or barrel with his/her hand with no penalty as long as the pole or barrel stays upright.
 - Each 3 strides over the allotted gait for that division.
- A disqualification will be assessed for the following:
 - Failure to follow the course.
 - Failure to cross the start/finish line between markers.
 - Failure to have the chin strap on the athlete's helmet properly fastened for the entire time he/she is in the arena.
 - Recrossing the start/finish line after completing the course.
 - Excessive use of a bat, crop, whip or rope, as determined by the judge.
- In the event of a tie, there will be a run-off using the same course. The competitor declared the winner in the run-off must re-run the pattern within 5 seconds of his/her original time or the run-off must be held again.

Judging:

Disqualifications:

Failure of the athlete to cross over the start/finish line between the markers before turning the second pole.

Failure of the athlete to cross over the start/finish line after turning the second pole and going to the first pole.

Knocking over a marker indicating the start/finish line.

Execution of the course:

The course may be run starting at either end. The rider may turn either right or left first, as long as the Figure of 8 is complete.

For the directions of the course see also Special Olympics Equestrian Sports Rules.

Figure of 8 layout:

