

Equestrian Australia Limited



**NATIONAL INTERSCHOOL RULES
SHOW HORSE RULES**

Effective 1 January 2017

The Equestrian Australia National Interschool Rules
may also be found on the Equestrian Australia Website:

www.equestrian.org.au

CONTENTS

1. Introduction	3
1.1 Interschool Show Horse Classes at Australian Championships	3
2. General Conditions	4
2.1 Workouts	4
2.2 Conflict of Interest	4
2.3 Judges	5
2.4 Dress, Saddlery and Equipment	5
2.5 Assistance	5
3. Categories of Competition	
3.1 In-Hand Class	6
3.2 Rider Class	6
3.3 Show Horse Class	6
3.4 Show Hunter Class	6
3.5 Working Hunter Class	6
4. Judging and Scoring	7
4.1 Phase 1 – In Hand	7
4.2 Phase 2 – Rider	7
4.3 Phase 3 – Ridden Display Show Horse or Show Hunter	8
4.4 Phase 3 – Working Hunter	8
4.5 Australian Championship Scoring	9
Annex	11
Annex 1 – In-Hand phase	11
Annex 2 – Rider Phase	12
Annex 3 – Show Horse Ridden Phase	13
Annex 4 – Show Hunter Ridden Phase	14
Annex 5 – Working Hunter Jumping Course Specifications	15
Annex 6 – Sample Score Sheets	16

1. INTRODUCTION

Interschool Show Horse consists of classes for Show Horse, Show Hunter and Working Hunter. Each class has three (3) phases. All classes have an (1) In-hand presentation, (2) Rider phase (judging the rider) and (3) Ridden phase (judging the horse). Working Hunter includes a fourth (4) phase – Jumping.

The points earned across all phases determine the Championship placing.

The same horse/athlete combination must complete all phases in the order specified in a timed draw as determined by the Organising Committee.

The rules for Interschool Show Horse have been designed to correspond with the National Show Horse Rules wherever possible, however some variations have been necessary to meet Interschool competition requirements.

1.1 Interschool Show Horse Classes at Australian Championships

Classes will be offered in Primary and Secondary Sections.

Class	Phases
Show Horse Primary	(1)Led, (2)Rider Class and (3) Ridden
Show Hunter Primary	(1)Led, (2)Rider Class and (3) Ridden
Working Hunter Primary	(1)Led, (2)Rider Class, (3) Ridden and (4) Jumping 45cm
Show Horse Secondary	(1)Led, (2)Rider Class and (3) Ridden
Show Hunter Secondary	(1)Led, (2)Rider Class and (3) Ridden
Working Hunter Secondary	(1)Led, (2)Rider Class, (3) Ridden and (4) Jumping 65cm

2. GENERAL CONDITIONS

Judged under current EA National Show Horse Rules located at www.equestrian.org.au .

Riders must complete all phases in the class on the same horse.

Rider and Horse/Pony combination may compete in one class only, and must choose between Show Horse, Show Hunter or Working Hunter.

The Show Horse competition is a judged exhibition of horses and ponies. A Show Horse competition consists of a series of different performances, called phases wherein a group of horses with similar training or characteristics competed against one another for awards.

Each class will have a timed draw and all riders will complete an individual workout for each phase.

Safety of all Interschool athletes is paramount. The Organising Committee (OC) has the right to determine in which order the phases will be held.

Competitors may walk the Jumping course for the Working Hunter class prior to the start of the first held phase of the class for the competition.

Ribbons will be awarded for In-Hand, Rider and Ridden classes and also Championship (combined score across phases). The Championship (total score earned over all phases) will determine the overall ranking of riders with the top four (4) riders in each class to qualify for Australian Championships. States may however adopt an alternative selection process or competition for the purposes of Australian Championship selection.

2.1 Workouts

The OC will provide set workouts for all phases (except ridden/jumping phase of the Working Hunter class) prior to the event. Competitors in Working Hunter will walk the course of the ridden/jumping phase on the day of competition. Examples of workouts (not necessarily the workout selected by the OC for an event) have been included in the Appendix of this document as a reference.

2.2 Conflict of Interest

The OC will publish the appointed Judges names in advance of the event. Competitors are obliged to find out the appointed Judges for their classes. A Competitor/Exhibitor may not exhibit before a judge if:

- The competitor/exhibitor is a member of the Judges family;
- The competitor/exhibitor has represented the Judge or competed on a horse owned by the Judge within the previous six (6) months;
- The competitor or his/her family has provided accommodation to the Judge within 2 weeks prior to or during the competition;
- The competitor has employed, has been employed or has been a business partner of the Judge within the last 12 months;
- The Judge or his business partner provided privately arranged tuition to the horse or competitor in the last 6 months;
- The competitor has given privately arranged tuition to the Judge or trained a horse owned or leased by the Judge within the last 6 months;

- The horse or any horse was owned or leased within the last 12 months by –
 - the Judge;
 - Any member of the Judges family;
 - The Judges Employer, employee or business partner.

A Judge shall not visit the horse lines, nor the exhibitors, nor inspect or discuss any horse entered in the show for the duration of the show, except where permitted by the rule below.

No person shall approach a Judge for the duration of the show unless they first obtain permission from the Committee.

2.3 Judges

Judges must be drawn from the NOAS at Championship events.

2.4 Dress, Saddlery and Equipment

Will largely be as per National Show Horse rules with some exceptions specifically for Interschool Show Horse competitions:

- At State Championships, Riders may wear the designated school/state equestrian uniform, school saddle blankets and school coloured brow bands in all classes and will not be penalised or disadvantaged.
- At Australian Championships, Hacking/Riding Jackets are permitted, State saddle blankets and State coloured brow bands may be used in all classes and will not be penalised or disadvantaged.
- A number must be displayed at all times in each phase.
- Short boots with heels should be worn in the rider phase unless the rider is over 18 years; in other phase's long boots, gaiters/chapettes are permitted.
- Saddle changes are permitted between jumping and ridden phases. Dressage, Show Jumping or All-purpose saddles are allowed. Please check with the OC as scheduling constraints may not allow changes.
- Martingales, bearing, side or running reins of any kind are not permitted.
- Jumping Boots (including over-reach boots) are allowed for the jumping phase in Working Hunter only.
- Safety vests/back protectors may be worn in the jumping phase of Working Hunter.
- Horses and ponies must be ridden in a snaffle bridle in the jumping phase of Working Hunter. Bridle changes will be allowed for Working Hunter in-Hand and Ridden, but at OC discretion due to time scheduling constraints.
- Spurs may be worn, but must be removed for the In-Hand phase.

2.5 Assistance

Timed Draws will assist tack and gear changes. OC have the right to hold phases in the order that best suits scheduling. At events where OC have tight time scheduling to uphold, Parent/Guardian assistance in relation to gear change between phases will be allowed.

3. CATEGORIES OF COMPETITION

Refer to the National Show Horse Rules on the Equestrian Australia web site (www.equestrian.org) for full details. OC follow the National Show Horse Rules in most instances for this discipline, however some variations have been necessary to meet Interschool Competition. A description of judging expectations within the categories follows. In Interschool competition, it is not essential that all phases are completed sequentially. OC may determine the order that the phases are run due to scheduling and safety factors.

3.1 In-Hand Class

An In-hand competition to determine the most correct horse/pony considering the attributes described in National Show Horse rules for the relevant category, e.g. Show Horse, Show Hunter or Working Hunter. The ringcraft demonstrated by the handler and the presentation will also be considered.

3.2 Rider Class

A riding competition or rider class is a competition between riders to determine the most correct rider position and application of the aids in an efficient and elegant manner. This class will not be judged as a Smartest on Parade or Turnout class.

3.3 Show Horse Class

A Show Horse is a quality, comfortable, well mannered, educated riding horse that is sound. The horse should be excellently presented and give the appearance of being a pleasure to handle, watch and ride. It is entirely up to the talent of the rider and those connected with the horse to prepare and show it in the way in which it looks and performs best.

The Show Horse should work with a nicely rounded back, naturally elevated in front and head flexed at the poll. The contact should be light and even.

A Show Horse must give the impression of covering the ground easily and fluently. The horse must be well balanced and work without any obvious effort by the rider or any untoward resistance from the horse. The whole picture should be pleasing to the eye. The Show Horse should go forward with controlled free forward movement, the correct bend and an even rhythm in all paces at a tempo chosen by the rider.

3.4 Show Hunter Class

The main criteria for a Show Hunter are that it exhibit correct conformation, 3 clear paces and faultless education. Each individual should therefore be able to 'cover the ground' in a workout which should always include a hand gallop or gallop, depending on the age of the children. Manners are extremely important and small misdemeanours, which may be overlooked on a Show Horse, should be penalised in the Show Hunter.

Show Hunter classes are to be ridden in school uniforms for Interschool competitions.

3.5 Working Hunter Class

A Working Hunter should possess more substance than the modern ridden Show Horse but it must be emphasised they should be quality animals. A quality Working Hunter must create the impression that it is capable of hunting over a variety of terrain – this militates against any weakness in conformation which would prevent this, and he must do it comfortably and safely for the rider. The Working Hunter in competition is required to jump.

Horse and ponies must be ridden in a snaffle bridle in the Jumping phase of Working Hunter.

Show Horse Rules require Working Hunters to complete the Jumping phase prior to the ridden phase, however in Interschool competition- this will be at the discretion of the OC. Saddle changes between Jumping and Ridden phases are allowed at the OC discretion.

4. JUDGING AND SCORING

OC's may determine the order that the phases are run. It is not essential that all phases have to be completed sequentially. A timed draw will be made available for all athletes in each phase. Athletes will present at their assigned time to complete their individual workouts.

For the purposes of scoring, each phase should be referenced and scored as described in this section. At State and Regional level, OC's may determine the maximum number of competitors in each class. At Australian Championship level, each class will accommodate four riders from each state and, at the OC's discretion, a fifth rider from a State may be considered.

4.1 Phase 1 – In-Hand

This phase is designed to test the ringcraft of the athlete and their independence to handle a horse calmly and confidently. It will also assess the horse as per the National Show Horse Rules for the Category of Competition.

The ability to take direction from the judge, to stand the horse up for the judge, to control the horse's line and speed, to utilise the area provided and to show the horse effectively will be assessed.

The workout will be a standard triangular pattern (refer example in the Interschool Show Horse appendix). The horse is walked directly away from the Judge, trotted out on a straight line, turned and trotted directly towards and past the Judge, before being halted and represented to the Judge.

Criteria	Maximum Marks
Conformation and Soundness	30 Marks
Manners and Paces	30 Marks
Ringcraft	20 Marks
Presentation	20 Marks

In the event of equality of marks in this phase, the athlete with the highest Conformation and Soundness score will be placed highest. If there is still equality – Manners and Paces, then Ringcraft, followed by Presentation will be used to break the tie. If a tie still exists, equal placing will be awarded.

4.2 Phase 2 – Rider

The workout to be performed in the Rider phase will be appropriate to the Category of Competition as per the National Show Horse rules. It will be provided prior to the competition and must be ridden from memory, although the athlete may confirm the required elements and the pattern with the Judge/s.

In this phase, the athlete's correctness of position and application of invisible and effective aids, applied in an elegant manner and how the rider handles disobediences/mistakes will be considered. Ringcraft will also be marked. The athlete should make good use of the space available for the workout. Circles should be of equal size, lines should be straight and corners

ridden correctly. Transitions should be smooth and well prepared. The right trot diagonals should be used, and canter leads correct (or corrected promptly). This class will not be judged as a smartest on parade or turnout class.

The rider should be outfitted correctly (as per Interschool Rules), with appropriate clean and well-fitted clothing. Hair should be contained neatly under the helmet and boots should be well polished.

Criteria	Maximum Marks
Riding Position	50 Marks
Rider Effectiveness	10 Marks
Ringcraft	20 Marks
Presentation	20 Marks

In the event of equality of marks in this phase, the athlete with the highest combined Riding Position/Rider Effectiveness score will be placed highest. If there is still equality, Ringcraft followed by Presentation will be used to break the tie. If a tie still exists, equal placing will be awarded.

4.3 Phase 3 – Ridden Display Show Horse or Show Hunter

The workout to be performed in the ridden display will be appropriate to the Category of Competition as per the National Show Horse Rules, e.g. Show Horse or Show Hunter. It will be provided prior to the competition and must be ridden from memory, although the athlete may confirm the required elements and the pattern with the Judge/s.

Confirmation and Soundness, Manners and Paces will be marked according to National Show Horse/Show Hunter rules. Presentation marks will require the horse/pony to be clean, well groomed and trimmed, with a neatly plaited mane and forelock, and a neatly plaited or pulled tail (false tails are acceptable). Hooves may be blackened or polished. The saddle and bridle must fit well, and appear clean and well cared for.

Criteria	Maximum Marks
Manners and Paces	50 Marks
Conformation and Soundness	20 Marks
Ringcraft	20 Marks
Presentation	20 Marks

In the event of equality of marks in this phase, the athlete with the highest Manners and Paces score will be placed highest. If there is still equality – Conformation and Soundness, then Ringcraft, followed by Presentation will be used to break the tie. If a tie still exists, equal placing will be awarded.

4.4 Phase 3 – Working Hunter

This phase is to be ridden in the style of a Working Hunter jumper class at hunting pace, jumping each fence smoothly, and will incorporate a workout to enable the Judge to assess conformation and movement. The workout and jumping course will be provided prior to the competition and must be ridden from memory, although the athlete may confirm the required elements and the pattern with the Judge/s.

The course should be open and flowing and must have a change of direction. There must be eight jumping efforts, which can comprise of verticals and spreads and may include a two stride

double. Some of the obstacles could be jumped from either side in which case, less actual obstacles are needed. All obstacles are to be clearly numbered.

The course should comprise of some natural obstacles such as hay bales, brush, gate, wall, picket fence, and log with rail/rustic rails. All jumps must have a top rail in cups/ wooden blocks on a wall are acceptable. Breakaway cups must be used.

The jumping effort will commence first and is marked out of a maximum score of 10 for approach, rhythm and tempo, jumping style and the athlete's timing and effectiveness. Any penalties are then deducted. A further 20 points may be earned for the athlete's position and ability to maintain a suitable rhythm, and the horse's obedience, smoothness and confidence.

In the event of an obstacle knocked down in the act of refusing, the competitor must wait for an Official to rebuild the jump and permission from the Judge before re-attempting.

Any athlete taking the wrong course will be penalised 10 marks for each occasion. The fall of horse and/or athlete anywhere on the course will result in elimination. Eliminated athletes will receive no points for this phase of the competition.

On presenting to the Judge, the horse will be marked out of 20 for Conformation; the athlete will proceed to complete a workout without jumping where the horse will be awarded a mark out of 20 for freedom of action.

Criteria	Maximum Marks	Deductions	Penalties
Jumping (maximum of 10 per obstacle cleared)	80 Marks	Knock Down	10 marks
Style and Manners	20 Marks	First Refusal	10 marks
		Second Refusal	15 marks
		Third Refusal	Elimination
		Fall of Horse or Rider	Elimination
Conformation & Presentation	20 Marks	Error of Course	10 marks
Freedom of Action	20 Marks		

In the event of equality of marks in this phase, the athlete with the highest jumping score will be placed highest. If there is still equality – style and manners, followed by freedom of action and then Conformation and Presentation will be used to break the tie. If a tie still exists, equal placing will be awarded.

4.5 Australian Championship Scoring

The total marks for each athlete in each phase will be converted to points based on the number of riders in a class. For example, if there are 28 riders, the rider with the highest marks will be allocated 28 points, the second highest mark will received 27 points working sequentially in descending order until all are allocated points. The scores for each phase are then added together to determine the overall Championship placing's.

Phase 1 Scoring Example – 5 Riders in Class

Rider Number	Marks Conformation & Soundness Max 30	Marks Manners & Paces Max 30	Ringcraft Max 20	Presentation Max 20	Total Marks Phase 1	TOTAL POINTS Phase 1
106	24	25	17	16	82	5
503	17	22	15	16	70	4
89	22	20	11	16	69	3
509	18	25	12	12	67	2
9	17	24	11	12	65	1

Refer to individual phases for resolution of equal marks.

Australian Championship Scoring Example – 5 Riders in Class

Rider Number	Marks Phase 1	Points Phase 1	Marks Phase 2	Points Phase 2	Marks Phase 3	Marks Points 3	Total Points	Championship Placing
106	82	5	79	3	67	1	9	4th
503	70	4	83	5	69	2	11	2nd
89	69	3	83	5	73	4	12	1st
509	67	2	76	2	79	5	9	3rd
9	65	1	75	1	70	3	5	5th

Note: Categories in the table above reference the following-

- Phase 1 relates to the In-Hand class
- Phase 2 relates to the Rider Class
- Phase 3 relates to the Work Out

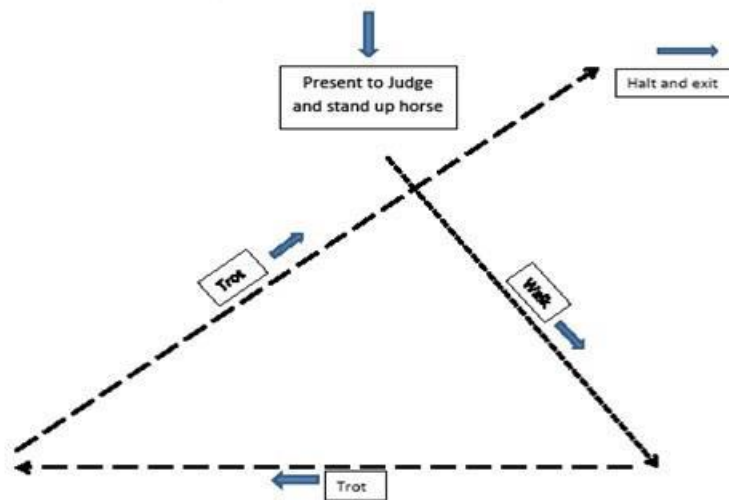
In the event of equality of points in the Championship, Phase 2 will be used to split ties. If there is still equality, Phase 3 and then Phase 1 will be used, as per the Scoring table in the Championship example above.

There can be NO equal placing's in Championship results.

ANNEX

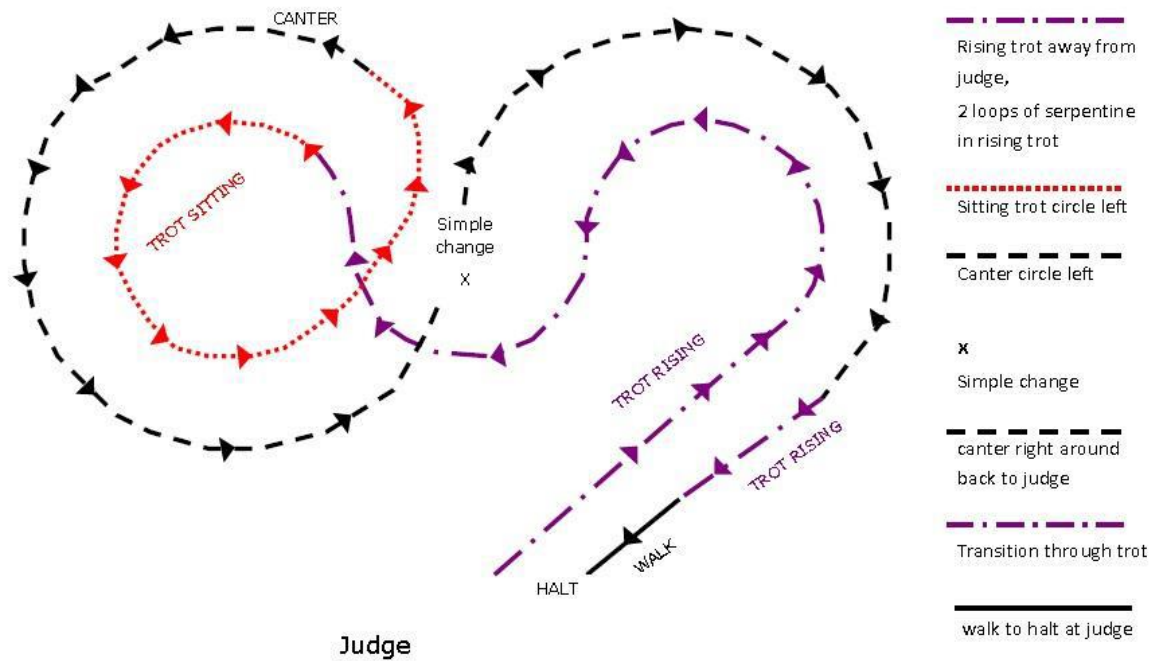
Annex 1 – In-Hand Phase

Example of a workout for the In-Hand phase of Interschool Show Horse (Organising Committees are under no obligation to use this exact example, but will provide the required workout prior to the event).



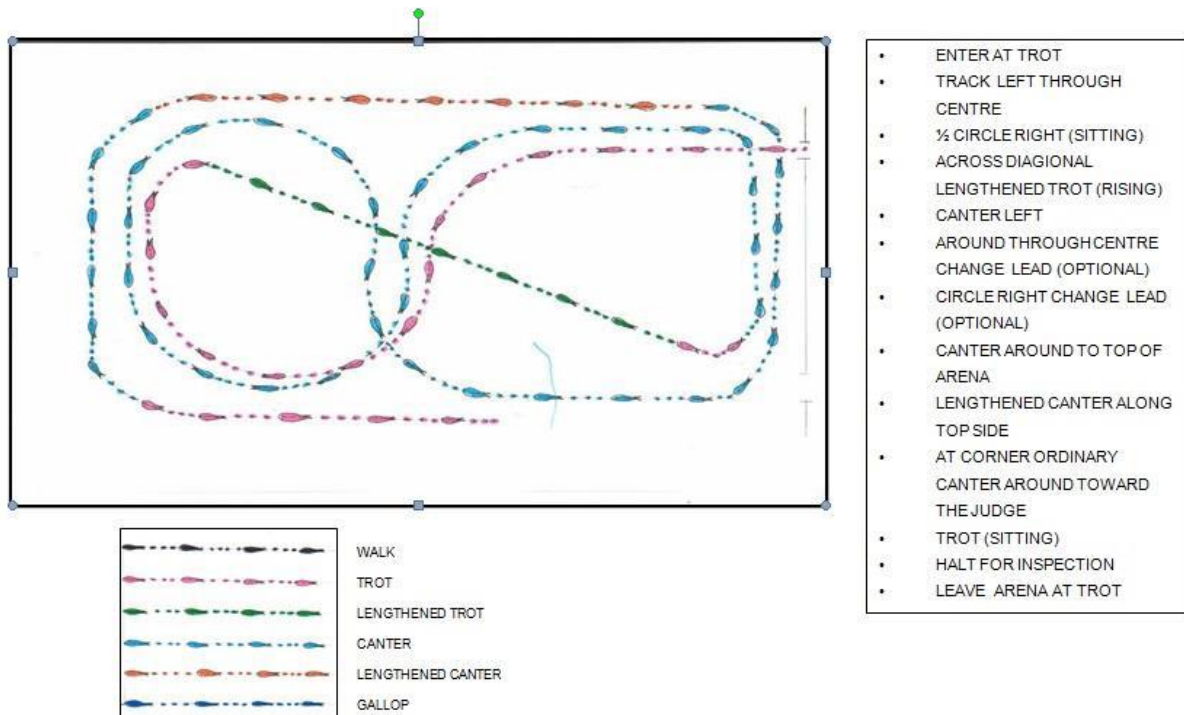
Annex 2 – Rider Phase

Example of a workout for the Rider Phase (Organising Committees are under no obligation to use this exact example, but will provide the required workout prior to the event).



Annex 4 – Show Hunter Ridden Phase

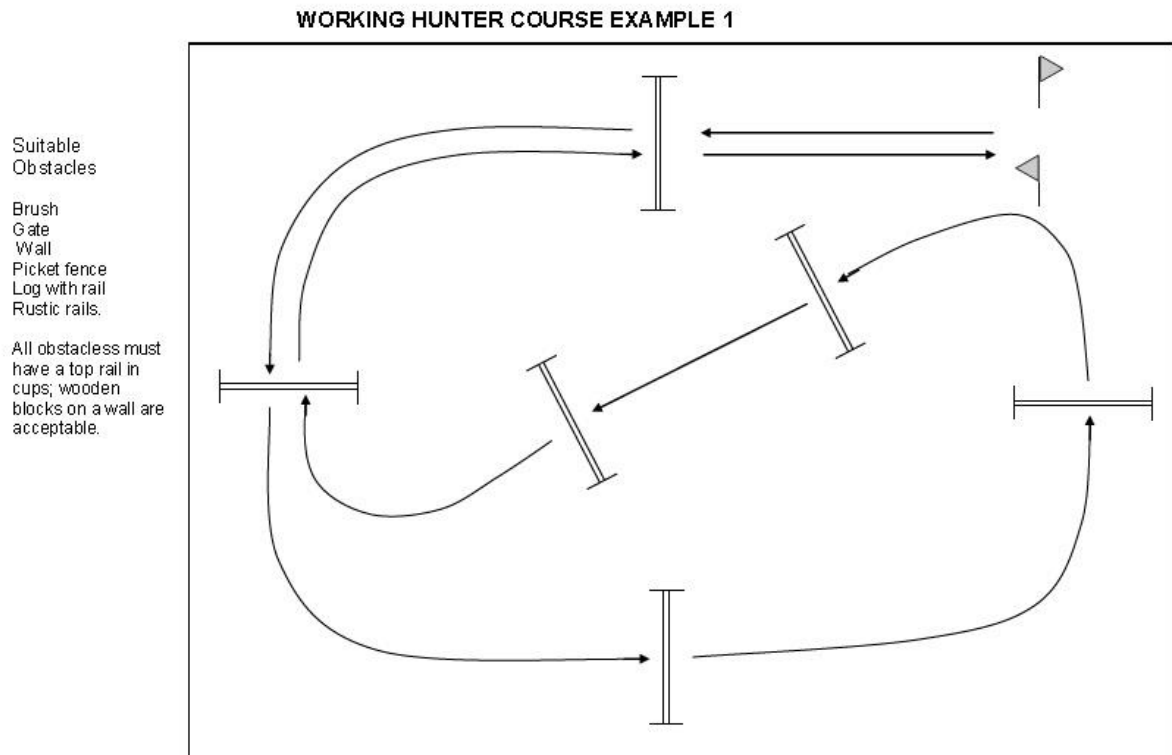
Example of a workout for the Show Hunter Ridden Phase (Organising Committees are under no obligation to use this exact example, but will provide the required workout prior to the event).



Note – Strong Trot (rather than lengthened trot) should be the reference. A Gallop or Hand Gallop should also be asked for.

Annex 5 – Working Hunter Jumping Course Specification

Example of a workout for the Working Hunter Jumping Phase (Organising Committees are under no obligation to use this exact example, but will provide the required workout prior to the event).



Levels	45cm	65 cm
Spread/Oxer	H Min 30cm to Max 45cm	H Min 50cm to Max 65cm
Height (H) and Width (W)	W Min 30cm to Max 45cm	W Min 50cm to Max 65cm
Vertical (H)	40cm to 45 cm	60cm to 65cm

A practice fence should be available in the warm up arena, and will not exceed the maximum heights per class as outlined in the above table.

Annex 6 – Sample Score Sheets

Separate score sheet for each Phase and Championship sheet that combines the phase points.

Phase 1 - In-Hand

State Name Interschool Show Horse Championship								
IN HAND PHASE 1				JUDGE NAME				
ENTER CLASS NAME HERE				JUDGE SIGNATURE				
Rider Number	Rider Name	Horse Name	Conformation & Soundness Max Marks 30	Manners & Paces Max Marks 30	Ringcraft Max 20	Presentation Max 20	Phase 1 Total Marks	Phase 1 Points
								0
								0
								0
								0
								0
								0
								0
								0
								0
								0

Phase 2 - Rider

State Name Interschool Show Horse Championship								
RIDER PHASE 2				JUDGE NAME				
ENTER CLASS NAME HERE				JUDGE SIGNATURE				
Rider Number	Rider Name	Horse Name	Riding Position Max Marks 50	Rider Effectiveness Max Marks 10	Ringcraft Max 20	Presentation Max 20	Phase 2 Total Marks	Phase 2 Points
								0
								0
								0
								0
								0
								0
								0
								0
								0
								0

Phase 3 – Show Horse/Show Hunter

State Name Interschool Show Horse Championship								
RIDDED SHOW HORSE/HUNTER PHASE 3				JUDGE NAME				
ENTER CLASS NAME HERE				JUDGE SIGNATURE				
Rider Number	Rider Name	Horse Name	Manners and Paces Max Marks 50	Conformation & Soundness Max Marks 20	Ringcraft Max Marks 20	Presentation Max 20	Phase 3 Total Marks	Phase 3 Points
								0
								0
								0
								0
								0
								0
								0

Phase 3 (4) Working Hunter

State Name Interschool Show Horse Championship													
WORKING HUNTER PHASE 3			JUDGE NAME				Sheet Number						
ENTER CLASS NAME HERE			JUDGE SIGNATURE										
Marking: for each fence jumped enter 10 marks against the jump number in Mark column			Penalties : Knockdown a rail 10				Refusals on course: 1st refusal 10 2nd refusal 15 3rd refusal Elimination		Fall of horse or rider elimination Error of course 10		Record penalties against the jump number in Pen column		
			Rider Numbers										
Insert rider number here ->													
Jump			Mark	Pen									
Jump 1													
Jump 2													
Jump 3													
Jump 4													
Jump 5													
Jump 6													
Jump 7													
Jump 8													
<i>Jumping Sub totals</i>			0	0									
Jumping Total Mark less Penalties (max 80)			0										
Style & Manners (max 20)													
Conformation & Presentation (max 20)													
Freedom of Action (max 20)													
TOTAL PHASE 3 SCORE			0										

