

# International Polish Championships in Bridleless Riding

## RULES

Wroclaw, Partynice 7 – 9.09.2018

### • LIBERTY TRAIL

Speed and technical competition demanding precision and concentration from both rider and horse. Competitors are allowed to ride in all gaits: walk, trot and gallop. Ground Jury decide either obstacle is pass or not. In case of not passed obstacle rider have to try once again. If the obstacle is destroyed by the rider the time is stop until the obstacle will be ready for the next try. Competitor have two chances to pass the obstacle, after this he is punished by 30 penalty seconds added to total time of test and continue the ride. It is forbidden to avoid any obstacle without trying to pass it – it will cost disqualification. Maximum total time of the test is 7 minutes, after this time competitor will be disqualified. Total time of test determine order of places in competition. Liberty Trail 1<sup>st</sup> and 2<sup>nd</sup> Semi-final test is annexed to the Rules. Competition arena will be allowed to check (without horses) by the competitors 10 minutes before start of the competition.

**If competitors gained the same total time, Ground Jury is allowed to run a play-off with rules set on site.**

#### **LIBERTY TRAIL OBSTACLES:**

##### 1) CARRY FLAG FROM ONE POINT TO ANOTHER

**Description:** This obstacle consists of two stands set about 20m apart with a flag on the mast in the first one. The rider remove flag from the first stand and place it in the second one.

**Assessment Criteria:** Ground Jury will judge if while removing and placing flag in the stands, both stands will stay still and the flag will not be lost by the rider while carrying. It is forbidden to attach the flag to any equipment.

##### 2) RIDE THROUGH CAVALETTI

**Description:** This obstacle consists of four cavaletti supported about 20 cm above the ground separated by about 1,3m.

**Assessment Criteria:** The Judge will evaluate if the cavaletti stay still while riding through.

##### 3) SLALOM BETWEEN POST

**Description:** This obstacle consists of four posts in a straight line set with a distance of 10 m between each post.

**Assessment Criteria:** The Judge will evaluate the correctness of the ride according to the course map and if there will be no knocking down any of posts.

##### 4) ROUND PEN

**Description:** This obstacle consists of a round enclosure approximately 20 m in diameter, with an entrance 3m wide and about 1,5m height fence around.

**Assessment Criteria:** The rider should enter the obstacle at the prescribed gait, ride around and exit the obstacle.

5) SLALOM BETWEEN RAILS

**Description:** This obstacle consists of a few rails arranged in the configuration advisable in the enclosed course map.

**Assessment Criteria:** The Judge will evaluate the correctness of the ride according to the course map and if the rails stay still while riding through the obstacle.

6) SLALOM BETWEEN DRUMS

**Description:** Three drums (or similar upright items) are placed in a triangle with a side of about 20m long.

**Assessment Criteria:** The Judge will evaluate correctness of the ride according to the course map and if the drums are not knocked over.

7) RIDE BETWEEN CONES

**Description:** Two cones are placed on the ground and separated by about 2m (on the start, in the middle of the test and at the finish).

**Assessment Criteria:** The Judge will evaluate correctness of the ride according to the course map and if the cones are knocked over.

8) JUMP OVER OXER OBSTACLE

**Description:** The obstacle consists of oxer obstacle with a height of about 50cm.

**Assessment Criteria:** The Judge will check if the rails are not fallen down.

9) REIN BACK

**Description:** This obstacle consists of corridor made from parallel rails separated by about 2m. The horse and rider enter the corridor and halt at the end of the corridor (horse's nose should be outside), rein back until horse is outside the corridor and after this continue the ride forward.

**Assessment Criteria:** The Judge will evaluate if the rails stay still and all four legs of the horse are in the corridor during rein back and riding forward. Judges also check if the place of halt at the beginning and at the end of obstacle is correct.

10) BRIDGE

**Description:** Ride through the bridge made of solidly construction measures about: 30cm height, 1,5m width, 3m length with a fence on the sides with about 1,5m height. Bridge can be ride through in any gait.

**Assessment Criteria:** The Judge will evaluate if the bridge will be ride through without any jumps down.

11) GATE

**Description.** The gate will be about 1,5m high and 3m wide. The rider have to open the gate, ride on the other side and close the gate.

**Assessment Criteria:** The Judge will evaluate if the horse will ride correctly to the other side and the gate will be closed effectively.

## 12) RIDE BETWEEN CONES

**Description:** Two cones are placed on the ground and separated by about 2m (on the start, in the middle of test and at the end).

**Assessment Criteria:** The Judge will evaluate correctness of the ride according to the course map and if the cones are knocked over.

**In the final competition obstacles can be slightly modify to raise degree of difficulty (concern distance between elements of the obstacle, diameter of the round pen, height of the oxer, cavaletti etc.)**

### • DRESSAGE SHOW

#### ➤ **1<sup>st</sup> and 2<sup>nd</sup> Semi-final** (Test enclosed)

COLLECTIVE MARK:

- Precision and ease of the movements,
- Harmony between rider and horse,
- Rider's position (seat, correctness and effect of the aids)

Every move is judge on a scale of 0 – 10 (decimals allowed).

Final note from every Semifinal is average note from all Judges (decimals allowed)

**The best 10 riders will qualify to the Final (with the best score after two semi-finals).**

**The competitors placed at 11<sup>th</sup> place and lower can start in consolation competition run according to the same rules as final competition.**

#### ➤ **FINAL – SHOW FREESTYLE TEST**

Final will be run as the individual show demonstration.

Rider can mount a horse or show tricks from the ground and change it during contest.

Demonstration have to be show to the **music**, which should be deliver to Show Office **no later than on Saturday until the end of the last competition.**

Any tidy dress for the riders is available. The Organizer recommend riders dress advisable in each discipline PZJ/PLWiR Rules.

Junior participants are obliged to wear a safety helmet.

**Ground Jury can intervene and stop the demonstration in case of security threat.**

**Contest will be show on the Dressage Arena 20m x 60m with the maximum time of 6 minutes.**

COLLECTIVE MARK:

- Choreography. Use of Arena. Degree of difficulty.
- Music and interpretation of the music.
- Harmony between rider and horse
- Rider's position (seat, correctness and effect of the aids).

Every move is judge on a scale of 0 – 10 (decimals allowed).

Final note from Final is average note from all judges (decimals allowed)

**Total score in Championships is sum of Semi-finals and Final. In case of the same score of two riders, determinative is score from Final test.**

## • **SHOW JUMPING**

- **1<sup>st</sup> Semi-final** – touch class contest. Height limit: ponies 50-80cm, horses 90-110 cm. Eight different obstacles at the parkour. The time limit is equal to double time limit at speed of 350m/min.

1. Points:

Points for jumping obstacles:

(counted from heights f.e. 100 cm = 100 p.)

- Fallen rail - 0 p.
- First disobedience at an obstacle: 50% at the obstacle
- Second disobedience at an obstacle: 25% at the obstacle
- Third disobedience at an obstacle – elimination
- Fall of a rider or a horse – elimination

Total score is sum of the points at the obstacles.

Riders should deliver declared height of obstacles for the 2<sup>nd</sup> Semi-final to the Show Office **no later than on Friday until the end of the last competition**

- **2<sup>nd</sup> Semi-final** – touch class contest with obstacles on a chosen height. Declared height with limit: ponies max. 80cm, horses max 110 cm. Eight different obstacles at the parkour. The time limit is equal to double time limit at speed of 350m/min.

1. Points:

Points for jumping obstacles:

(counted from heights f.e. 100 cm = 100 p.)

- Fallen rail - 0 p.
- First disobedience at an obstacle: 50% at the obstacle
- Second disobedience at an obstacle: 25% at the obstacle
- Third disobedience at an obstacle – elimination
- Fall of a rider or a horse – elimination

Total score is sum of the points at the obstacles.

Riders should deliver declared height of obstacles for the Final to the Show Office **no later than on Saturday until the end of the last competition.**

**The best 10 riders will qualify to the Final (with the best score after two semi-finals).**

**The competitors placed at 11<sup>th</sup> place and lower can start in consolation competition run according to the same rules as final competition.**

- **FINAL** – touch class with obstacles on a chosen height. Parkour will contain 8 obstacles with different profiles and heights declared by a competitors. Declared height with limit: ponies max. 110 cm, horses max 140 cm.

Any tidy dress for the riders is available. The Organizer recommend riders dress advisable in each discipline PZJ Rules.

All participants are obliged to wear a safety helmet and additionally junior riders are obliged to wear safety waistcoat.

**Finals will be judged the same as Semi-finals. The score (place) will be counted with number of points in Semi-Finals + Final. If competitors gained the same amount of points, committee of judges is allowed to run a play-off with rules set on site.**

- **WESTERN TRAIL**

**Rules and judging:**

1. The rules of PLWiR will be in force, except the exception of rules included in this document.
2. The competitions will be judged by two Judges from PLWiR.
3. Final score is a sum of scores from both Judges.
4. Fall of a rider or a horse = elimination

**Semi-Finals– The best 10 riders will qualify to the Final (with the best score after two semi-finals).**

**The competitors placed from 11<sup>th</sup> place and lower can start in consolation competition run according to the same rules as final competition.**

- **Final** – Final classification = Semi-Finals score + Final score

**NOTE that:** Competitors can hold the ring with one or both hands, or not hold it at all. The competitors can change the way they hold the ring.

If the competitors gain the same amount of points the Final order depends on lower number of penalty points in Finals.

If the presented procedures will not lead to find the winner, committee of judges has the right to organize play-off with rules set on site.

Procedures presented above apply for the places 1-3. From 4<sup>th</sup> place the contestants may be ex aequo.

# SEMI FINALS

## WORLD CHAMPIONSHIPS IN BRIDLELESS RIDING

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RIDER

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HORSE

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JUDGES

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HORSES AGE: 5 YEARS

ARENA: 20 x 60m

NO.	PROGRAM	REMARKS
1.	AC C Enter in working trot Track to the right	
2.	BEB BX XE Circle 20m to the right Half volte right 10m Half volte left 10m	
3.	EBE Circle 20m to the left	
4.	A Halt, immobility 5' Proceed in working trot	
5.	B BEB Working canter to the left Circle 20m to the left	
6.	B BX XE Working trot Half volte left 10m Half volte right 10m	
7.	E EBE Working canter to the right Circle 20m to the right	
8.	E Working trot	
9.	MXK K Lenghtening of steps in rising trot Working trot	
10.	A Pomiędzy A i X Down the centre line Medium walk	
11.	X Halt, rein back 3-4 steps Proceed in medium walk	
12.	G Halt, immobility, salute	

**UWAGA:**

Rising trot is available (unless it is written in another way in program).

Errors of course:  
1st - 0,2 pkt  
2nd - 0,4 pkt.  
3rd elimination

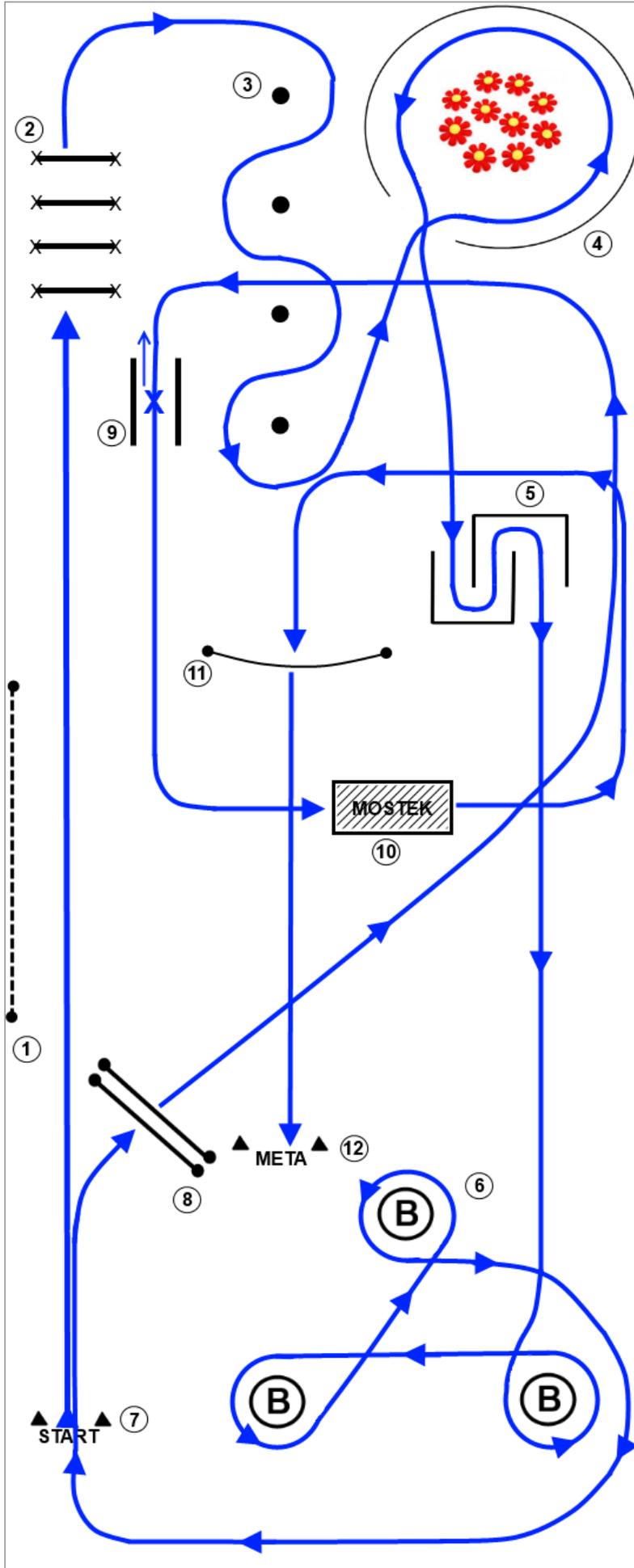
Collective mark	Mark ( 0 – 10 )	Remarks
PRECISION (precision of the movement, attention and confidence)		
HARMONY (between rider and horse, lightness and ease of the movements)		
Rider's position (seat, correctness and effect of the aids)		
<b>TOTAL</b>		

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SIGNATURES OF JUDGE

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# LIBERTY TRAIL – COURSE MAP



## OBSTACLES:

1. Carry flag from one point to another.
2. Ride through cavaletti.
3. Slalom between post.
4. Round pen.
5. Slalom between rails.
6. Slalom between drums.
7. Ride between cones.
8. Jump over oxer obstacle.
9. Rein back.
10. Bridge.
11. Gate.
12. FINISH between cones.