

Eventing

A Horse Trial consists of three different phases of competition. Usually, but not always, the competition is held over one day. Completion of all of the phases without elimination and with the **lowest** possible score is the main goal of the rider.

- The competition always starts with **Dressage**. The percentage mark is converted to penalty points and is added to penalty points from the other two phases.
- The jumping phases, **Stadium** and **Cross Country** are run after dressage. It is left to the discretion of the organizer as to which runs first.
- **Start Times** for each phase are posted on the Eventing News website, usually two days before the competition. (www.eventingnews.com)
- The **Omnibus** is a book that lists all the competitions across Canada. It will be sent to you as part of your OHTA membership. The pages of the Omnibus can also be accessed on the OHTA website. The Omnibus contains all the dressage tests that you will need for the year. The dressage tests can also be downloaded from the OHTA and EC websites.
- You must submit an EC **entry form for each competition**. It can be downloaded from the OHTA or EC website. A copy of it will be sent to you with an OHTA membership. It is important to fill in each entry form completely and include a photocopy of all your membership cards.
- You must wear a **medical armband** for all jumping phases of the competition. You need to fill out a new insert each year. The TD or steward may do spot checks.
- You must have a **number pinny** to wear on XC. Check with the organizer of the event to see if they can loan or supply you with one if it is your first event. Most competition sites have them for sale. The Nobleton Feed Mill also has them for sale.
- There are seven possible divisions within a horse trial. They are **Pre-Entry, Entry, Pre-training, Training, Preliminary, Intermediate & Advanced**. Cross country heights are as follows: Pre-entry - 60 - 70cm, Entry - 80cm. Pre-training - 90cm, Training - 100cm, Preliminary - 110cm, Intermediate - 115cm, Advanced - 120cm. The obstacles are more technical as the division dimensions get higher. The height of the stadium fences for Pre-training, Training, Preliminary and Intermediate divisions may be 5 cm higher with a 5 cm tolerance for the spacing of cups or level of terrain, than the XC heights. It is the rider's responsibility to enter the correct division. Check the OHTA /EC website for eligibility rules related to Open and Regular divisions.

Memberships needed vary according to what level you are riding.

OHTA Membership	OEF Membership	Canadian Eventing Membership	Equine Canada Sport License
Senior: \$53.00 Junior: \$40.00*	Senior: \$60.00 Junior: \$50.00*	Senior: \$20.00 Junior: \$18.00*	Bronze: \$20.00 (PE, E, PT) Silver: \$60.00 (T) Gold: \$100.00 (P+) Platinum: \$150.00 (FEI)
Both are available online @ www.horse.on.ca		Available online @ www.equinecanada.ca	
*A junior is a competitor who has not reached their 18 th birthday as of January 1, 2012.			

Day Memberships

OHTA day memberships are available for the Entry and Pre-Entry levels. The fee is \$15 per occasion, payable over and above the competition entry fee and can be purchased for an unlimited number of competitions. Note: day members do not accumulate points and cannot qualify for Championships. The cost of any day memberships purchased will be applied toward the cost of a full OHTA membership purchased during the same season.

Horse Trial Participation Eligibility Qualifications:

Level	Min. Age	
Entry	<i>Min. Rider Age: N/A Min. Horse Age: 4</i>	Open to competitors until they have completed 3 events at the Pre-Training level or above during the previous 2 calendar years.
Open Entry	<i>Min. Rider Age: N/A Min. Horse Age: 4</i>	Open to all competitors.
Pre-Training	<i>Min. Rider Age: N/A Min. Horse Age: 4</i>	Open to all competitors until they have completed 3 events at the Training level or above during the previous 2 calendar years.
Open PT	<i>Min. Rider Age: N/A Min. Horse Age: 4</i>	Open to all competitors.
Training	<i>Min. Rider Age: 12 Min. Horse Age: 4</i>	Open to all competitors and horses (not necessarily as a combination) that have completed a minimum of 3 events at the Pre-Training level, achieving a CAN Qualifying result in a minimum of 2 events.
Open Training	<i>Min. Rider Age: 12 Min. Horse Age: 4</i>	Open to all competitors and horses (not necessarily as a combination) that have completed a minimum of 3 events at the Pre-Training level, achieving a CAN Qualifying result in a minimum of 2 events.

Definition of a Canadian Qualification result.

1. Not less than 50% of good marks in the dressage test (equals 75 penalty points in FEI and Equine Canada eventing competitions, 50 penalty points in USEF eventing competitions)
2. No jumping faults and not more than 90 seconds exceeding the optimum time in the cross time. At CIC 3* and all 4* events the maximum time by which the optimum time may be exceeded is 120 seconds as of 2005
 - Not more than 16 penalties at obstacles in the Stadium Jumping Test.

Ontario Horse Trials Championships

Every level of eventing competition in Ontario offers a championship for qualifying riders at the end of the season. Qualification standards are listed below.

- **Entry & Pre-Training:** The same horse/rider combination must have placed in the top four (4) at an Entry or Pre-Training level competition during the current season.
- **Training:** The same horse/rider combination must have placed in the top six (6) at a Training level competition **AND** completed three (3) events at the Training level (2 with no cross country jumping penalties) during the current season
- **Preliminary:** The same horse/rider combination must have placed in the top ten (10) at a Preliminary level competition **AND** completed two (2) events at the Preliminary level (both with no cross country jumping penalties) during the current season.
- **The current season**, for the purpose of Championship qualifications, is considered to run from the first event following the previous year's Championships to the event immediately preceding this year's Championships.

DRESSAGE

Dressage is a ridden in a 20 x 40 meter ring for Pre-Entry, Entry, Pre-Training, most Training and some Preliminary divisions. A 20 x 60 meter ring is used for some Training, most Preliminary and all Intermediate and Advanced divisions. The dressage test is primarily designed to test the obedience, suppleness and straightness of your horse. The tests get progressively more difficult at each level.

- **You must get a Tack Check before you enter the ring.** You will be eliminated if you don't get the tack check.
- The test should be ridden from memory but can be read to you for Preliminary and below divisions as long as it is not a championship division.
- You must wait to hear the signal before you enter the ring. You could be eliminated if you enter before the signal. You have 45 seconds after the signal to enter the ring.
- Nobody is allowed to coach or talk to you while you are riding your test. You can not talk or make noises to your horse while you are riding the test.
- Nobody except the competitor is allowed to ride the horse while on the competition site except a groom who may walk the horse on a long rein. The horse may be lunged, with or without side reins, by someone other than the competitor. This applies to all phases of the competition.
- You must drop your whip before entering the ring or you will be eliminated.

DRESS

- A dark colored jacket.
- A riding shirt with stock or tie & pin.
- A riding helmet with safety harness for juniors. Seniors may wear a riding helmet without the harness.
- Breeches or jodhpurs, preferably in a light color.
- Long boots, Jodhpur boots or a 'Boot system' made of hard leather. (Suede half chaps are not allowed.)
- **Riding gloves** (Mandatory)
- **Whips are not allowed** during the dressage test but may be carried in the warm up area.
- Spurs may be worn but must be made of smooth metal and the shank pointed towards the back. They must not exceed 3.5 cm long. In Preliminary, Intermediate and Advanced divisions, spurs are compulsory.
- Competition number must be worn and should be displayed on the arm, on the saddle pad or on the bridle.

SADDLERY

- English type saddle with stirrups, girth and saddle pad.
- English type snaffle bridle with an ordinary snaffle bit of metal, rubber or synthetic material. If metal, the parts of the bit that touch the horses mouth must be made of only one metal. The bit may be straight or jointed in the center, but the mouthpiece must be smooth. (Twisted, wire or roller bits are not allowed) A 'French-link' is allowed but a Dr Bristol is not allowed. The rings of the bit may not be more than 8cm in diameter.
- The snaffle bridle may have a dropped or figure-8 nose-band as long as it is made entirely of leather.
- A breastplate may be used.
- **Martingales, side reins, draw reins, boots or bandages, nose guards, fly shields etc. are all not allowed. Boots and bandages and fly shield may be used in the warm up area.**

PENALTIES & ELIMINATION

1st ERROR: 2 PENALTY POINTS

2nd ERROR: 4 PENALTY POINT

3rd ERROR: **ELIMINATION**

Other causes for elimination: All four of the horse's feet leaving the ring, not wearing gloves, disobedience in which the horse refused to move for more than 20 seconds. Carrying a dressage whip into the ring results in a charge of 4 penalty points per judge.

STADIUM

The jumping test is designed to flow without undue turns or twists. It will include a variety of vertical and spread fences.

- Walk the course at the designated times. Warm-up fences will be provided.
- **You must get a tack check before entering the jumping ring.**
- You must salute the judge and wait for the signal before starting the round. You have 45 seconds after the signal has been given to start your round.
- You must go through the start and finish flags.
- You must jump every obstacle in numerical order. Each obstacle will be flagged and numbered with the red flag on the right and the white flag on the left.
- You must always be moving forward on course as any hesitation or disobedience for a prolonged period time would be penalized as a refusal.
- Knocking down a fence before jumping it will incur a 4 second time penalty. The clock will be stopped while the fence is rebuilt and started again when the Judge blows the whistle to restart.
- If you have a refusal after the first part of a lettered combination, you must re-jump the first part(s) of the combination.
- After a fall on course, the time will not be stopped during the time it takes to remount. If you have two falls you will be eliminated. If you have had a fall on XC, then you will be eliminated after one fall in the jumping ring. A fall of the horse will result in elimination.
- The jumping round will be timed with one penalty point per second over the time.

<p>DRESS</p> <ul style="list-style-type: none"> • Jacket • Shirt with stock or tie & pin. • Breeches, jodhpurs. • Gloves • A crash vest may be worn under a jacket. • Long boots, jodhpur boots or boot system. • Properly fitted, protective headgear, which meets or exceeds ASTM standards. The competitor must stop and secure the harness if it becomes undone during the round. • Spurs may be worn as long as they are worn with the ends pointed downwards and that they do not exceed 3.5 cm in length. Rowels are not permitted. • A medical armband must be worn. • A competition number must be worn. 	<p>SADDLERY</p> <ul style="list-style-type: none"> • Jumping saddle with stirrups, girth and saddle pad. • Bridle. • Any bit is allowed that is not capable of wounding a horse. • Blinkers or hoods are NOT ALLOWED. • Standing martingales are NOT ALLOWED. • Running martingales are allowed with 'stoppers' attached to the rein. • Breastplates are allowed. • Horse boots or bandages as necessary. • A leather security strap worn around the horse's neck is allowed. • A whip may be carried as long as it doesn't exceed 30 inches in length
<p>PENALTY POINTS.</p> <ul style="list-style-type: none"> • 1ST REFUSAL, RUNOUT OR CIRCLE = 4 PENALTY POINTS. • 2ND REFUSAL, RUNOUT OR CIRCLE = 8 PENALTY POINTS OR ELIMINATION FOR PRELIMINARY, INTERMEDIATE AND ADVANCED DIVISIONS. • 3RD REFUSAL. RUNOUT OR CIRCLE = ELIMINATION FOR PRE-ENTRY – TRAINING. • KNOCK DOWN = 4 PENALTY POINTS • 1ST FALL OF RIDER = 8 PENALTY POINTS. 2ND FALL OF RIDER = ELIMINATION • FALL OF HORSE = ELIMINATION. • TIME PENALTIES = 1 PENALTY POINT PER SECOND EXCEEDING TIME ALLOWED 	

CROSS COUNTRY

Cross-Country (XC) is designed to test the horse and riders ability to jump natural obstacles such as logs, ditches, water and banks while galloping over varied terrain.

- **You must be ready to start at your designated time.** You may be penalized or eliminated if you arrive late. Warm-up fences will be provided. They are flagged as for XC and must be jumped in the correct direction.
- **You must get a tack check before XC.**
- Each obstacle to be jumped will be **flagged** with a red flag on the right side and a white flag on the left side. The horse and rider must jump between the red and the white flags
- Each obstacle will be **numbered** consecutively in the order that they must be jumped. Each numbered obstacle will be color coordinated for each division. Check on the XC map for what color numbers represent your division.
- Jumping an obstacle twice, out of order or completely missing the obstacle will result in elimination. The only exception to this is if there is a **lettered combination** and then it is allowable to re-jump parts of the obstacle after a refusal or run-out, to get to the other part of the obstacle. However, if it is a **numbered combination**, no part of the obstacle may be re-jumped.
- **Refusals** are defined as stopping in front of the obstacle to be jumped, necessitating re-presenting the horse to the obstacle. Stopping even momentarily constitutes a refusal **except when jumping an obstacle without height**. Jumping down a bank or over a ditch would mean you could stop momentarily before jumping, but the horse must not step backwards even with one leg. The horse may move sideways before jumping. A prolonged halt at this kind of obstacle would be judged as a refusal.
- **Run-outs** occur when the horse is presented at the obstacle and avoids it in such a way that he has to be re-presented at the obstacle
- **Three run-outs or refusals at one obstacle or lettered combination incurs elimination. More than three refusals or run-outs at obstacles over the entire course will incur elimination.**
- **Circling** on course is allowed except between a lettered combination. However, once you have presented at an obstacle you may not circle as this would then be classified as a run out.
- Sometimes there are **compulsory markers** on the course. They are flagged exactly the same as obstacles. All obstacles or compulsory markers must be passed through mounted on your horse.
- **Directional markers** are usually yellow and designed to point you in the correct direction.
- Under the new rule, instead of a fixed 30 second window, the length of the window will vary depending on the length of the course. The "Speed Fault Time" is calculated by dividing the length of the course by the speed of the level above. i.e. A PT course is 2000m long. PT speed is 400 mpm. Optimum Time is, therefore, 5 minutes. The "Speed Fault Time" is 4:27 (2000m divided by the Training speed of 450 mpm). Therefore the window is 33 seconds. **Circling or slowing down to a walk or serpentine** before the finish line to avoid excess-speed time penalties can incur penalties. This is called **willful delay**.
- **Cross country watches can no longer be carried at the levels Pre-Training & below.**
- Nobody can help you while you are riding the XC course. This includes giving you directions or telling you how to ride the course.
- If you fall off during your XC ride you are automatically eliminated and are not allowed to remount and complete your cross country course.
- If your horse falls (The horses shoulder and hind touch the ground) it is automatic elimination.
- The organizer may allow competitors to continue after they are eliminated as long as it is not a safety risk. However, the organizer must make their policy clear before the start of XC. The Technical Delegate or Ground Jury member has the right to over rule this decision if the competitor is considered safety risk. Elimination's incurred by either rider falls or horse falls are never allowed to continue.
- You must check in with the vet at the end of XC when a Vet check is available.

DRESS

- Breeches
- Long boots, jodhpur boots or 'boot system' as in dressage.
- Gloves
- XC shirt with sleeves.
- XC crash vest is mandatory.
- Properly fitted protective headgear, which meets or exceeds ASTM standards. The competitor must stop and secure the harness if it becomes undone during the round.
- A **medical arm band**.
- A Competition number must be worn using a **number pinny**.
- Whips not exceeding 30 inches in length.
- Spurs may be worn with the ends pointed downwards and not exceeding 3.5 cm in length. No rowels are allowed.
- Stop watches can only be worn at the Training level and above.

SADDLERY

- Jumping saddle with stirrups, girth and saddle pad.
- Bridle.
- Any bit is allowed that is not capable of wounding a horse.
- Blinkers or hoods are **NOT ALLOWED**.
- Standing martingales are **NOT ALLOWED**.
- Running martingales are allowed with 'stoppers' attached to the rein.
- Breastplates are allowed.
- Horse boots or bandages as necessary.
- A leather security strap worn around the horse's neck is allowed.
- Competitors are allowed brightly colored clothes and tack, unlike the other phases.

PENALTY POINTS

- 1ST REFUSAL, RUNOUT OR ILLEGAL CIRCLE = 20 PENALTY POINTS
- 2ND REFUSAL, RUNOUT OR ILLEGAL CIRCLE AT THE SAME FENCE = 40 PENALTY POINTS
- 3RD REFUSAL, RUNOUT OR ILLEGAL CIRCLE AT THE SAME FENCE = **ELIMINATION**
- 4 REFUSALS, RUNOUTS OR ILLEGAL CIRCLES OVER THE COURSE = **ELIMINATION**
- 1ST FALL OR RIDER = **ELIMINATION**