

# International Championship in Brideless Riding

## RULES

Wrocław, Partynice 08-10.09.2023 r.

### ➤ LIBERTY TRAIL

- MEANABILITY – a technical competition that requires concentration and precision from both the horse and rider. The rider runs the competition route in the competition arena with the obstacles set up, according to the program prepared by the Organizer. The program will be published at least two weeks before the competition.

- **In between obstacles, the horse should always move at a trot.** For every obstacle past the competitor obtains from the judges the score on the scale from 1 to 10 (with an accuracy of 0,5 points). In addition, the competitor will also receive 3 general scores for his rides:

- Precision of the program execution (multiplier x2)

- Harmony between the rider and a horse (multiplier x2)

- Riders posture (independent seat, applying aids, discreet use of signals).

The final score from the semifinals is the average score obtained from the judges expressed in %. The **maximum time of the ride is seven minutes, and after that the competitor will be disqualified.** The arena with the obstacles set up will be available for the competitors to see and walk through (without the horses) 10 minutes before the beginning of each of the Liberty Trail contests. The description of obstacles and the evaluation criteria are described further in this document.

In their evaluation, the judges will take under the consideration the way the horse is approaching obstacles, and his reaction to the rider's aid – the horse should be relaxed, confident, and move at a regular pace.

**Moreover, the correct execution of exercises themselves will be also evaluated (In the chart below, you will find the list of possible errors that could influence the score).**

In all the matters not covered by this regulation, the provisions of Working Equitation shall apply (WAVE).

- SPEED CONTEST – speed contest that requires concentration and precision from both the horse and rider. The rider runs the competition route in the competition arena with the obstacles set up, according to the program prepared by the Organizer. The program will be published at least two weeks before the competition.

- **During the run, the horse can move at a walk, trot, and gallop.** The judges will decide whether or not the obstacle was passed and if any penalty seconds should be added (details below in the description of the obstacles). In the event of a failure in passing the obstacle, the competitor must repeat the attempt. If the obstacle was knocked down, the time will be paused until it is rebuilt.

**The competitor has two attempts to pass the obstacle. If he fails to do so, he will be penalized with 30 seconds of penalty time and he continues the run.**

It is not allowed to go around the obstacle and continue the run without making two attempts to pass it. In such an event the competitor will be disqualified. The maximum time of a run is 5 minutes, and after it is exceeded the competitor will be disqualified. The total time of the run will determine the ranking of the competitors. The arena with the obstacles set up will be available for the competitors to see and walk through (without the horses) 10 minutes before the beginning of each of the Liberty Trail contests. **In the event of obtaining the same time by two or more competitors, the judges reserve the right to do a tie-break according to the rules that will be then determined.**

**All the competitors, who complete at least one semifinal will qualify for the finals.**

## LIBERTY TRAIL OBSTACLES:

Lp	Obstacle	Error	Penalty
1.	<b>CARRYING THE FLAG/STICK</b> Lifting the flag from the stand placed in a determined place and carrying it to the another stand set about 20m apart from the first one in a straight line. It is forbidden to attach the flag to the saddle or any equipement.	Not catching the flag/stick in first attempt	-
		Knocking down the first stand while lifting the flag	+ 5 sec.
		Knocking down the second stand while placing the flag	+ 30 sec. and continuing the run
		Dropping the flag	+ 5 sec. Competitor has to get off the horse, pick up the flag and continuing the run
		Attaching the flag to the saddle or any other equipement	elimination
		Moving or touching the stand without knocking it down	-
		Not going in the straight line between the stands	-
2.	<b>CAVALETTI</b> The obstacle consists of four cavaletti around 20cm high , 2m long and placed 130cm one from another.	Knocking down the cavaletti	+ 5 sec.
		Removing the cavaletti	+ 5 sec.
		Horse refusal while already going through the cavaletti	+ 5 sec. and another attempt
		Horse refusal before entering the cavaletti	-
		Jumping over one or more cavalettis with knocking them down or not	+ 5 sec.
3.	<b>SLALOM BETWEEN POSTS</b> This obstacle consists of doing a slalom between for posts set up in a straight line or in two parallel rows.	Confusing the order of posts	+ 5 sec.
		Knocking the post down	+ 5 sec.
		Going not in accordance with the scheme – mirror image of the correct one	+ 5 sec. and continuing the run
		Going not in the accordance with the scheme – totally different than the correct one	+ 5 sec. and another attempt
		Mowing the post without knocking it down	-
		Not completing the scheme	+ 5 sec.
4.	<b>ROUND PEN</b> Entering the round pen with a diameter of 20m separated with the 1,5m high fence and with the entrance around 3m wide. The rider should enter the round pen, go around it and leave.	Horse resistance while entering the round pen	-
		Knocking down the fence	+ 5 sec.
		Horse turning back while going around the round pen	+ 5 sec. and executing the correct accomplishment
5.	<b>RIDING ALONG THE POLE</b> The obstacle consists in riding along the pole in accordance with the scheme.	Moving the pole	+ 5 sec.
		Touching the pole without moving it	-
		Leaving the pole while already going along it	+ 5 sec. another attempt

6.	<b>SLALOM BETWEEN BARRELS</b> Riding the slalom in accordance with the scheme between three barrels set in a triangle 20m one from another.	Going not in accordance with the scheme – mirror image of the correct one	+ 5 sec. and continuing the run
		Going not in the accordance with the scheme – totally different than the correct one	+ 5 sec. and another attempt
		Knocking down the barrel	+ 5 sec.
		Moving or touching the barrel without knocking it down	-
7.	<b>RIDING BETWEEN CONES</b> Riding between the cones at the beginning of the run, during the run and at the end of it.	Knocking down the cone	+ 5 sec.
		Touching or moving the cone without knocking it down	-
		Riding between the cones in the wrong direction	+ 5 sec. and another attempt
8.	<b>JUMP OVER THE OXER</b> The obstacle consist in jumping over the oxer type obstacle around 50cm high.	strącenie drąga	+ 5 sec.
		Moving the pole without knocking it down	-
		Knocking down the pole or the entire obstacle	+ 5 sec. and another attempt after the obstacle is rebuilt (the time is paused for the obstacle rebuilding)
		Horse refusal to jump	+ 5 sec. another attempt
9.	<b>REIN BACK BETWEEN POLES</b> The competitor stops between the parallel poles that are placed on the ground around 2m one from another. Horse's nose has to be before the beginning of "tunnel" marked by the poles. The competitor has to rein back until the entire body of the horse will be out of the "tunnel". After that, he continues to move forward.	Wrong place of stopping the horse before the rein back (horse's nose is not before the "tunnel")	+ 5 sec.
		Moving the poles while rein back	+ 5 sec.
		Horse going with one or more legs out of the "tunnel" while rein back with moving the poles or without it	+ 5 sec.
		Not stopping correctly before starting the rein back	+ 5 sec.
10.	<b>BRIDGE</b> Riding over the stable bridge with the measures around: 30cm high, 1.5cm wide and 3m long The competitor can ride over the bridge in the gait of his choice.	Horse refusal to enter the bridge, ended with a vault	-
		Horse escaping the bridge while going over it	+ 5 sec.
		Not all the horses legs were on the bridge all the time while going over it	+ 5 sec.
11.	<b>GATE</b> The obstacle consists in opening the gate, going through the gate and closing it afterwards. The gate is around 1.5m high and 3m wide.	Dropping the rope that is used to opening and closing the gate	+ 5 sec. and picking up the rope and another attempt
		Knocking down one or both gate's stands	+ 30 sec. and continuing the run
12.	<b>MOVING THE CUP BETWEEN STANDS</b> Stopping between the stands and moving the cup from one stand to another while standing still.	Dropping the cup	+ 5 sec. picking up the cup and another attempt
		Riding between the stands without stopping	+ 5 sec.
		Knockig the stand down	+ 30 sec. and continuing the run
		Moving the stand without knocking it down	-

<b>13.</b>	<b>Figure Eight between stands/barrels</b> Entering between stands/barrels and doing first volte to the right and then volte to the left and leave by continuing forward between stands/barrels	Knocking down the stand/barrel	+ 5 sec.
		Going not in accordance with the scheme – mirror image of the correct one	+ 5 sec. and continuing the run
		Going not in the accordance with the scheme – totally different than the correct one	+ 5 sec. and another attempt
		Moving or touching the stand/barrel without knocking it down	-
<b>14.</b>	<b>The Jug</b> Approaching a tall table with a jug on it, halt, raising the jug above the riders head level with a fully straight arm, putting the jug back on the table, continuing straight	Failing to halt next to the table	-
		Failing to stand still during the entire obstacle	+ 5 sec.
		Dropping the jug	+ 10 sec. And continuing the run
		Raising the jug below the riders head level	+ 5 sec.
		Knocking down the table	+ 5 sec. <b>Time stop</b> , rebuilding the obstacle, another approach
		Taking off with the jug	- rider has to come back and leave the jug on the table

**Additionally, the judges can punish the competitors with the elimination from the contest in the following situations:**

- horse or rider fall,
- riders losing control over the horse or horse's long-lasting resistance to moving forward (min. 20 sec.) endangering the safety,
- confusing the order of the obstacles.

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

## ➤ DRESSAGE SHOW

### ➤ 1st AND 2nd SEMI-FINAL (Tests enclosed)

GENERAL SCORES:

- Precision of program execution (multiplayer x2)
- Harmony between the horse and the rider (multiplayer x2)
- Riders posture(independent seat, applying aids, discreet use of signals)

Each element will be assessed by designated judges in a scale from 0 to 10 (with an accuracy of 0,5 points).

Errors in the run will be assessed in the following manner:

- 1st error – minus 2% to the final result
- 2nd error – minus 4% to the final result
- 3rd error – minus 6% to the final result
- 4th error – elimination

Final score from every semifinal is an average percentage score from all the judges

### ➤ FINAL – FREESTYLE PROGRAM

The final will be held as a run with a freestyle program.

In order to allow a meaningful comparison of the runs presented, mainly the movements allowed in traditional dressage competitions are assessed. All additional elements, such as e.g. Spanish walk, rearing, etc. may be included by the judges in the final evaluation in the section "Choreography". During the competition, the competitor must be on the horse and may not change it during the entire run.

The run has to be accompanied by music that must be delivered to the show office at the latest on Saturday until the end of the last competition.

Rider attire requirements are described in the Competition Proposals.

The main judge has the right to stop the competition if he thinks there is a threat to safety. Such a decision is final and may not be appealed.

The program will be performed on a **20m x 60m** arena.

The maximum time of the run is **6 minutes**.

SCORES:

- Choreography. Use of the arena, degree of the difficulty of the elements (multiplayer x4)
- Harmony between the horse and the rider (multiplayer x4)
- Music and its interpretation (multiplayer x2)
- Riders posture, independent seat, applying aids, discreet use of signals (multiplayer x2)

Each element will be assessed by designated judges in the scale from 0 to 10 (with an accuracy of 0,5 points).

Final score from is an average percentage score from all the judges expressed in %

**The total score in Championship is a sum of Semi-finals and Final results. In case of two or more riders having the same score, the determinative is the score from Final run.**

## ➤ SHOWJUMPING

- **I Semi-final** – touch class competition with the following height of obstacles:

SENIORS – 80 cm

JUNIORS ON HORSES – 70 cm

JUNIORS ON PONIES – 50 cm

The parcour consists of 8 obstacles of different types. The competitor has 45 seconds starting from the judge's bell ring – after this time the clock that determines the time of the run will be started.

### 1. SCORES:

- A) Points for jumping successfully over the obstacles

Points will be given according to the rule: Obstacle nr 1 – 1 point, obstacle nr 2 – 2 points etc.

- B) Errors:

Lp	Error	Penalty
1.	Knock-down	0 points obtained for this obstacle
2.	First refusal	-4 points for total score
3.	Second refusal	-6 points for total score
4.	Third refusal	Elimination
5.	Rider or horse fall	Elimination
6.	Exceeding double time allowance	Elimination
7.	Confusing the order of obstacles	Elimination

**ATTENTION! Judges may deduct points for obstacles cleared for obvious misuse of the cordeo during the inrun and during the obstacle course.**

- **II Semi-final** – accumulator contest with Joker, the total of points accumulated and the final time will define the ranking. Parcour will consist of 8 obstacles of different types and the following height:

JUNIORS ON PONIES: 50 cm – 70 cm

JUNIORS ON HORSES: 70 cm – 90 cm

SENIORS: 80 cm – 100 cm

The competitor has 45 seconds starting from the judge's bell ring – after this time the clock that determines the time of the run will be started

The last obstacle of the course is a so-called alternative obstacle, which means that there are two obstacles placed one next to another and the competitor has to choose which of them he prefers to jump. One of them is easier and the competitor will obtain 8 points for jumping over it successfully. The other one (so-called „Joker”) is more difficult and the competitor will obtain the double amount of points (16) for jumping over successfully, but it also means that in the event of knock-down 16 points will be deducted from the total score.

The increasing difficulty of obstacles is not only due to their height or width but also to their location on the parkour. Points are awarded as follows:

1 point for obstacle 1 without error, 2 points for obstacle 2, 3 points for obstacle 3, etc. The total is 36 or 44 points. Penalties for obstacles apply in the same amount as in the first semi-final. Competitors are required to wear riding gear required by the PZJ regulations for the show jumping discipline, a protective helmet and a protective vest for juniors up to 15 years of age are obligatory.

**All competitors who have completed at least one semi-final qualify for the final.**

- **Final**- will be held on an increasing difficulty touch contest basis (The number of points scored and the time to complete the course determine the order of the places and the final ranking of the competitors)

Parcour consists of 8 obstacle of different types.

Each participant may choose the height of obstacles numbered 2 to 8, following the rule of increasing or equal height compared with the first obstacle, which is the same for all. The height of the obstacles for the final should be reported to the show office, immediately after the results of the 2nd semi-final are approved and no later than before the end of the last competition to be held on Saturday.

**JUNIORS ON PONIES:** Obstacle nr 1 - 50 cm,  
Obstacles nr 2-8 – competitor’s choice : 50 cm – 90 cm

**JUNIORS ON HORSES:** Obstacle nr 1 – 70 cm,  
Obstacles nr 2-8 – competitor’s choice – 70 cm – 110 cm

**SENIORS:** Obstacle nr 1 – 80 cm,  
Obstacles nr 2-8 – competitor’s choice - 80 cm – 120 cm

The competitor has 45 seconds starting from the judge’s bell ring – after this time the clock that determines the time of the run will be started

Points are given according to the height of the obstacle (ex. for jumping successfully the 90cm obstacle the participant will obtain 90 points).

Lp	Error	Penalty
1.	Knock-down	Half of the points for the obstacles deducted
2.	First refusal	Half of the points for the obstacles deducted
3.	Second refusal	0 points for the obstacle
4.	Third refusal	Elimination
5.	Horse or rider fall	Elimination
6.	Exceeding double time allowance	Elimination
7.	Confusing the order of the obstacles	Elimination

**ATTENTION!** Judges may deduct points for obstacles cleared for obvious misuse of the cordeo during attacking the obstacle and during jumping over the obstacle.

The total number of points from the three parts of the contest (1st semi-final, 2nd semi-final, final), decides the final ranking of the competitors.

In the case of the same number of points after three days, the result of the final competition decides the ranking.

## GENERAL REMARKS

### 1. FINAL CONTEST QUALIFICATIONS

All competitors who have completed at least one semi-final qualify for the finals. In the Liberty Trail and Show Jumping, the competitor who obtained the best result in a given semi-final/final receives rating points in the number corresponding to the number of competitors in the competition plus 1. The next competitor who obtained the second result receives rating points in the amount of the number corresponding to the number of competitors. in a given competition minus one etc.

*Example: 10 participants are taking part in a contest – the participant with the best result will obtain 11 points, the second one 9 points, the third one 8 points, etc.*

The qualifications for the final are calculated by adding up the ranking points obtained after the two semi-finals. In the case of the same number of points, the competition result from the second semi-final decides the qualification.

Competitors who did not complete the semi-final obtain 0 points.

The total result in the competition is the sum of the ranking points obtained after the two semi-finals and the final. In the case of the same number of points, the result of the final is decisive.

In the Dressage Show competition, the competitors' results expressed as a percentage add up and the order of places is determined by the higher total percentage result obtained after three days.

Competitors competing on more than one horse in a given competition, who qualify for the finals on both horses, may start in the final competition on one horse - indicated by them on Saturday before the end of the last competition

### 2. RIDING GEAR AND EQUIPMENT

If the judges have any doubts about the elements of clothing or equipment used by the riders, such as spurs, whips, etc., they may prohibit specific competitors from using them during all subsequent competition runs.

The judges will pay particular attention to how cordeo is used. In addition to the aforementioned penalties in the jumping competition - the possibility of lowering the final score for obstacles cleared - The following gradation of penalties is introduced for violating the use of cordeo at the level of the trachea:

- 1) 1st warning – reprimand,
- 2) 2nd warning - -25% points (seconds, percentage points, points on obstacles),
- 3) 3rd warning– elimination from the contest

# I SEMI-FINAL TEST INTERNATIONAL BRIDELESS CHAMPIONSHIP

COMPETITOR

HORSE

JUDGE

HORSE AGE: minimum 5 years

arena: 20 x 40m

Max: 200 points

LP.		PROGRAM	SCORE	COMMENTS
1.	A X C	Enter in working trot Halt, immobility, salute, proceed in working trot Track to the left		
2.	HXF F	Lengthening of steps in rising trot Working trot		
3.	A D	Down the centre line Leg yielding to the left Finish leg yield between E and H	x2	
4.	C	Volte right 10m Ø		
5.	MXK K	Lengthening of steps Working trot		
6.	A D	Down the centre line Leg yielding to the right Finish leg yield between B and M	x2	
7.	C	Volte left 10m Ø		
8.	HE EF	Working walk Extended walk		
9.	before F F	Collected walk Working canter		
10.	AX X XC	Half-circle 20 m Ø to the right Change rein in trot Half-circle 20m Ø to the left		
11.	HB BF	Changing direction in working canter Counter-canter	x2	
12.	F A	Working trot Working canter		
13.	KEH H	Lengthening of strides Working canter		
14.	ME EK	Changing direction in working canter Counter-canter	x2	
15.	K	Working trot		
16.	A X	Down the centre line Halt, immobility, salute		

**ATTENTION:**

Rising or seated trot (unless otherwise specified).

Criteria	Score ( 0 – 10 )	Comment
<b>PRECISION</b> (program execution, horse attention, responsiveness, and trust)	<b>x2</b>	
<b>HARMONY</b> (between the horse and rider, lightness and ease of elements' execution)	<b>x2</b>	
<b>RIDER'S POSTURE</b> (seat, applying aids, discreet use of signals)		
<b>FINAL SCORE</b>		

**Errors:**

- 1st - 2%
- 2nd - 4%
- 3rd - 6%
- 4th - elimination

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JUDGE'S SIGNATURE

## II SEMI-FINAL TEST INTERNATIONAL BRIDELESS CHAMPIONSHIP

COMPETITOR

HORSE

JUDGE

HORSE AGE: minimum 5 years

arena: 20 x 60m

Max: 260 points

LP.		PROGRAM	SCORE	COMMENTS
1.	A X C	Enter in working trot Halt, immobility, salute, proceed in working trot Track to the right		
2.	RI IS	Half-volte 10 m Ø to the right Half-volte 10 m Ø to the left		
3.	SK KA FP	Medium trot Working trot		
4.	PL LV	Half-volte 10 m Ø to the left Half-volte 10 m Ø to the right		
5.	VH HC	Medium trot Working trot		
6.	C	Halt, immobility, rein back 4-5 steps immediately proceed in Working trot		
7.	RL	Leg yielding to the right	<b>x2</b>	
8.	LA A	Down the centre line Track to the left		
9.	PI	Leg yielding to the left	<b>x2</b>	
10.	IC before C C	Down the centre line Working walk Track to the right		
11.	MV VK	Extended walk Collected walk		
12.	K	Working canter		
13.	P	Circle 15 m Ø to the left		
14.	B X E	To the left Change rein in trot To the right		
15.	S	Circle 15 m Ø to the right		
16.	SHCM	Working canter		
17.	MBF F	Extended canter Working canter		

18.	FD DBM	Half-volte 10 m Ø Counter-canter	x2	
19.	M C	Working trot Working canter		
20.	HEK K	Extended canter Working canter		
21.	KD DEH	Half-volte 10 m Ø Counter-canter	x2	
22.	H R I G	Working trot To the right To the right Halt, immobility, salute		

**ATTENTION:**

Seated trot (unless otherwise specified).

Criteria	Score ( 0 – 10 )	Comment
<b>PRECISION</b> (program execution, horse attention, responsiveness, and trust)	x2	
<b>HARMONY</b> (between the horse and rider, lightness and ease of elements' execution)	x2	
<b>RIDER'S POSTURE</b> (seat, applying aids, discreet use of signals)		
<b>FINAL SCORE</b>		

**Errors:**

- 1st - 2%
- 2nd - 4%
- 3rd - 6%
- 4th - elimination

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JUDGE'S SIGNATURE