

# **Rules and Regulations 2006**

*Green Book*

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### 1.1

### GENERAL RULES

**a) Minimum Awards:**

\* 1st. to 6th. placed horses in a class gets a ribbon, no matter how many horses participated in the class.

Colours of the ribbons: up to the organizer either the official colours used in the country where the event takes place

or the officials from AHSA rule book

1.Prize	Blue
2.Prize	Red
3.Prize	Yellow
4.Prize	White
5.Prize	Pink
6.Prize	Green

\* European or International All-round Champion and Reserve Champion gets a sash.  
The colour and the style is up to the organizer.

**b) For All-Round Champion ranking the first ten horses must be placed.**

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<b>1.2</b>	<b>LIBERTY / HALTER CLASS / TYPE &amp; CONFORMATION CLASSIC &amp; WESTERN, LEVEL A, B, C</b>
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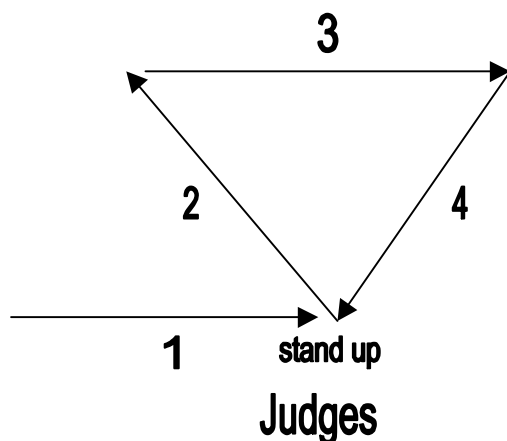
### 1) ECAHO Liberty

1. Type ..... 0 to 100 points
2. Legs / Body (quality and harmony) ..... 0 to 100 points
3. Movements (amplitude, impulsion, regularity, elasticity) ..... 0 to 100 points
4. Harmony and Relationship with Man  
(positive - confidence, obedience, ability to show joy for life with man; negative - demonstration of fear, aggressiveness)..... 0 to 100 points)

**Size of Arena:** minimum of 25 x 15 m and maximum of 40 x 25 m.

**Conduct:** To ensure good judgement, the horse should enter the ring held by its handler, at an **extended walk**. The handler stops the horse in a **natural position** in front of the judges. The horse walks as indicated in the picture. The straight line away and towards the judges must be about 10 metres. Afterwards, the handler takes off the bridle completely and lets the horse running free in walk, trot and gallop/canter for a **maximum of 1,5 minutes**. Any excess time results in penalty points (1/8 per second). If the horse does not adequately demonstrate all gaits, this should be reflected in the scores for movements.

Music is recommended, any exhibitor may bring his own music in accordance with the organiser. Any ex aequo in Liberty will be resolved as follows: The better place will be given to the horse with the higher marks on type, followed by movements, confirmation, relationship with man. Classes in Liberty will be split into Western & Classic and within each category into C, B and A. No splitting according to sex. ECAHO points for the combination ranking will be allocated according to these classes.



### 2) ECAHO Halter Class

Alternatively to the Liberty, the organiser may offer a halter class, conducted according to the rules of ECAHO shows with the 20-point/5 criteria-system. Ranking to be separate from Liberty, a minimum of two competitors required.

### 3) Type & Conformation

Alternatively to the Liberty but compulsory for the European Championships, the organiser may offer an assessment of type and conformation (no movement) as in ridden show classes. Points for "type" 1-10 (halfpoints); Points for "conformation" 1-10 (halfpoints).

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### **1.3 SPEED (400 m Race), Level C, B, A**

The Speed will be judged according to ECAHO Rules. It is identical with for Classic and Western.

#### **Conduct:**

Each horse individually performs a race of 400 meters at full speed.

Individual start, electronic timing

Wherever speed is scheduled, a veterinary check is compulsory for all horses before the beginning of the event.

At the finish line second veterinary control of the horse.

#### **Results:**

The time of the 400 meter race will decide the ranking unless a horse does not fulfil the veterinarian requirements.

The veterinary has the right to exclude any horse from the competition.

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### **1.4 LADIES SIDE SADDLE ENGLISH (Classic) & WESTERN Level C, B, A**

This class will be judged according to AHSA-Rules, Articles 1674 to 1677; it is identical for Classic and Western.

#### **General.**

1. Competitors enter the ring in a counterclockwise direction at the trot or jog-trot.
2. Judges must consider all gaits equally in adjudicating this class.
3. When entries warrant, it is recommended that side saddle classes be divided into English or Western.
4. Safety is of the utmost importance in tack and attire, judges should penalize exhibitors not conforming to good safety practices.

#### **Appointments.**

1. Bridle: See Arts. 1620.1, 1628.1, 1632.1, 1636.1, and 1678.2. Appropriate bridle of style depicted by a period costume is also acceptable.
2. Martingales or tie downs are prohibited.
3. Saddle: Appropriate side saddle, either English or Western style.
4. Attire: English (hunt, show hack, or saddle seat). A short (long-sleeved if western), and skirt, divided skirt or apron, hat, and boots are required. For specific recommendations regarding attire refer to Art. 3904.2 and 3904.3 (Western), Art. 2421 (Hunter). Period attire is also acceptable and encouraged to be researched as to the authenticity of the entire costume. Hat and boots required. A conservatively colored hunting cap, or derby is mandatory. Protective headgear may be worn without penalty. (See General Rules, Art. 318)
5. Spur, whip or crop optional, at the exhibitor's discretion.
6. Competition must be penalized for incomplete appointments but not necessarily disqualified. A conservatively colored hunting cap, or derby is mandatory. Protective headgear may be worn without penalty. (See General Rules, Art. 318)

#### **Qualifying Gaits.**

The side saddle horse should give the distinct impression that it is a comfortable mount to ride. A good ground-covering walk, a comfortable trot or jog-trot, and easy flowing canter or lope is desirable. Transitions from one gait to another should be smooth and effortless. Riders may sit or post to the trot.

#### **Arabian Ladies Side Saddle Class Specifications.**

WESTERN/ENGLISH.

**Level C** - To be shown both directions of the ring at the walk, trot or jog-trot, canter or lope. Horses should back readily if requested by the judge and stand quietly.. To be judged 85 % on manners, performance, suitability, quality and conformation; 15 % on appropriate side saddle attire. Manners and suitability of purpose shall be emphasized. (Suitability refers to the horse being suitable as a side saddle mount.)

**Level B** - To be shown both directions of the ring at the walk, trot or jog-trot, canter or lope. Horses should back readily if requested by the judge and stand quietly. Strong trot can be asked by the judges. To be judged 85 % on manners, performance, suitability, quality and conformation; 15 % on appropriate side saddle attire. Manners and suitability of purpose shall be emphasized. (Suitability refers to the horse being suitable as a side saddle mount.)

**Level A** - To be shown both directions of the ring at the walk, trot or jog-trot, canter or lope. Horses should back readily if requested by the judge and stand quietly. Strong trot and hand gallop can be asked by the judges. To be judged 85 % on manners, performance, suitability, quality and conformation; 15 % on appropriate side saddle attire. Manners and suitability of purpose shall be emphasized. (Suitability refers to the horse being suitable as a side saddle mount.)

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### **1.5 MOUNTED NATIVE COSTUME, CLASSIS & WESTERN, Level C, B, A**

The class will be conducted according to AHSA-Rules, Articles 1621, 1670 to 1673; it is identical for Classic and Western.

#### **General:**

1. Rider must have complete control of horse at all times.
2. Competitors enter the ring in a counterclockwise direction at the canter.
3. Judges are required to consider all gaits equally in adjudicating this class.
4. It is suggested that horses line up head-to-tail the length of ring.

#### **Appointments:**

1. Bridle may consist of bit, hackamore or other suitable headstall. Safety is of the utmost importance in tack and attire. Decorations in keeping with colourful desert regalia shall be added to equipment. Western or original English saddle.
2. No martingales or tie downs permitted.
3. Attire shall consist of native (Bedouin) type costume including flowing cape or coat, pantaloons, head dress, scarf or sash. No object may be carried in either or both hands other than reins, a portion of an aba, and/or a riding crop or whip. A conservatively coloured hunting cap, or derby is mandatory. Protective headgear may be worn without penalty. (See General Rules, Art. 318).
4. Spurs, whip or crop optional, at the exhibitors discretion.

#### **Qualifying Gaits:**

It is imperative that the horse give the distinct appearance of being a pleasure to ride and display a pleasurable attitude. To this end, all gaits must be performed with willingness and obvious ease, cadence, balance and smoothness.

1. Walk, a four-beat gait: Brisk, true and flat-footed with good reach.
2. Normal trot, a two-beat gait: To be performed at medium speed with moderate collection. the normal trot must be mannerly, cadenced, balanced and free-moving. Posting is required.
3. Strong trot, a two-beat gait: This trot is faster and stronger than the normal trot. It is performed with a lengthened stride, powerful and reaching, at a rate of speed which may vary between horses since each horse should attain his own strong trot in harmony with his own maximum natural stride. The horse must not be strung out behind. He should show moderate collection without exaggeratedly high action in front. He must present a willing attitude while maintaining form. The strong trot must be mannerly, cadenced, balanced and free-moving. Posting is required.
4. Canter, a three-beat gait: Smooth, unhurried, with moderate collection, correct and straight on both leads.
5. Hand Gallop: The hand gallop is performed with long, free, ground covering stride under control. The amount of ground covered may vary between horses due to the difference in natural length of stride. The hand gallop is not a fast collected canter but a true lengthening of stride, correct and straight on both leads. Extreme speed to be penalized. There shall be a distinct difference between the canter and the hand gallop.

#### **Classes:**

**Level C** - To be shown at a walk, canter and trot; extreme or reckless speed to be penalized. Horses shall stand quietly and back readily. To be judged 75% on performance and manners; 25% on appointments

**Level B** - To be shown at a walk, canter, trot and hand gallop; extreme or reckless speed to be penalized. Horses shall stand quietly and back readily. To be judged 75% on performance and manners; 25% on appointments.

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**Level A** - To be shown at a walk, canter, trot, strong trot and hand gallop; extreme or reckless speed to be penalized. Horses shall stand quietly and back readily. To be judged 75% on performance and manners; 25% on appointments.

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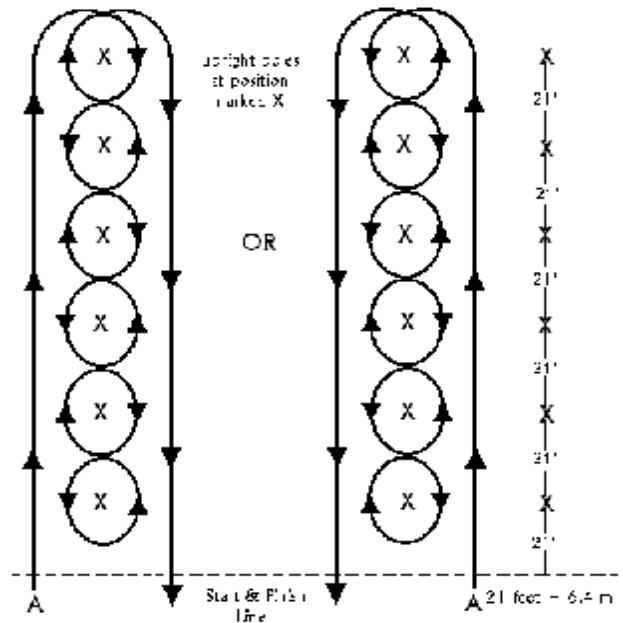
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### 1.6. POLE BENDING Classic & Western Level C, B, A

This class will be judged according to AHSA-Rules, Article 457; it is identical for Classic and Western.

#### Pole bending is a timed event.

- Each contestant will begin from a running start, and time shall begin and end as the horse's nose crosses the line. A clearly visible starting line must be provided. An electric timer or at least two watches shall be used, with the time indicated by the electric timer or the average time of the watches used by official timers to be the official time.
- The pole bending pattern is to be run around six poles. Each pole is to be 21 feet (6.4 meters) apart, and the first pole is to be 21 feet (6.4 meters) from the starting line. Poles shall be set on top of the ground, six feet (1.8 meters) in height, with no base more than 14 inches (35 cm) in diameter.
- A horse may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly.
- Knocking over a pole shall carry a five second penalty. Failure to follow the course shall cause disqualification. A contestant may touch a pole with his or her hand in pole bending.
- A five second penalty will be assessed if the hat or helmet is not on the exhibitor's person for the entire time the exhibitor is in the arena in pole bending.
- In the event of a tie, the horse declared the winner in the runoff must re-run the Pattern within two seconds of its original time or the runoff must be held again. Penalty time will not apply in the two-second rule, but will apply to the final runoff time.
- The judge, at his/her discretion, may disqualify a contestant for excessive use of a bat, crop, whip or rope in front of the cinch.



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### 1.7 OBSTACLE DRIVING, CLASSIC & WESTERN, Level C, B, A

This class will be judged according to AHSA Rules Art. 2031 - 2034, it is identical for Classic and Western.

<b>OBSTACLE DRIVING</b>	<b>C-level</b>		<b>B-level</b>		<b>A-Level</b>	
	FIRST ROUND	DRIVE OFF	FIRST ROUND	DRIVE OFF	FIRST ROUND	DRIVE OFF
Length of course in meters	400 – 500 m	to be announced	500-600 m	to be announced	600-700 m	to be announced
Speed per minute in meters	160 m		180 m / min.		200 m / min.	
Penalty for exceeding time allowed	0,5 points / sec		0,5 points per sec.		0,5 points per sec.	
Exceeding the time limit	Elimination		Elimination		Elimination	
<b>Obstacles</b>						
Number of obstacles	10 – 12	10-14	14-16			
Multiples	None	none	2			
Width of obstacles	Standart outside trackwidth + 60 cm	standard outside track width + 50 cm	standard outside track width + 40 cm			
Remarks	No water, no zigzag, no multiple obstacles	Multiple obstacles possible no water, no zigzag	multiple obstacles and bridge possible, no water, no zigzag			
Vehicles allowed	Marathon with groom one and two in hand or: Pleasure Driving Cart/Formal Driving Buggy no groom one in hand	Marathon with groom 1 and 2-in-hand or Pleasure Driving Cart/Formal Driving Buggy, no groom, 1-in-hand	Marathon with groom 1 and 2-in-hand or Pleasure Driving Cart/Formal Driving Buggy, no groom, 1-in-hand			

**The class will be conducted on the basis of the number of obstacles knocked over (Fault Competition). In the event of a tie, the drive-off will be conducted against the clock (Time Competition), order determined by a draw.**

#### General (Art. 2031) - Extract

- Competition C must take place in an enclosed arena not less than 70 m x 120 m or an equivalent area. Should this not be possible the number of obstacles should be reduced accordingly.
- Competition C may be conducted either on the basis of the number of obstacles knocked over, which will be known as Fault Competition, or against the clock which will be known as the Time Competition....
- In Events which do not incorporate Competition C as part of a Combined Driving Event the Organizing Committee may decide to use either the Fault Competition or the Time Competition.
- In both Fault and Time Competitions the number of obstacles may not exceed 20. In both cases the length of the course must be between 500 and 800 m and the time allowed calculated for a speed

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of 210 m per minute. In second and subsequent rounds, the time allowed will be calculated for a speed of 220 m per minute.

9. A plan of the course must be given to the competitors not less than 48 hours before the start of Competition C. A plan of the course including the length and the time allowed will be posted in the collecting ring not less than one hour before the Competition.
10. The course will be open for inspection at least one hour before the start of Competition C, and only competitors, Chefs d'Equipe and trainers are allowed to inspect the course, on foot in appropriate driving dress.

### **Method of judging**

11. A competitor must start within one minute from the sound of the bell, otherwise he will be eliminated. Should there be any difficulty in entering the arena competitors may request permission from the Jury for the team to be led into the arena by the grooms.
12. Grooms must remain seated in their proper places during the time the vehicle is on the course. A groom standing behind the driver or indicating the course to the driver at any time before the competitor has crossed the finishing line will be cause for elimination.
13. In the event of a competitor passing through obstacles out of sequence, the President of the Jury or his representatives will ring the bell after he passes through the incorrect obstacle and the competitor will be eliminated.
14. The whole vehicle and all horses must pass between the flags defining each obstacle. If the competitor has a disobedience and knocks down any part of an obstacle without completing the whole obstacle correctly (i.e. breaking out of a multiple obstacle or when running out or refusing a pair of markers) the bell will be rung for the obstacle to be rebuilt and ten seconds will be added to the competitor's time. When the obstacle has been rebuilt the bell will be rung again and the competitor may then retake the obstacle and continue his round.
15. Penalties may only be incurred for dislodging the ball and the collapsible elements of obstacles constructed of elements of show jumps. Other markers, turning posts and obstructions may be used, but no penalty is incurred if they are knocked over, touched or displaced.
16. The following are considered as disobediences and penalized as such: circling, refusal, resistance, or run-out. Penalties for disobediences are cumulative whether they are incurred at the same obstacle or throughout the same course.
  - 16.1. Circling: competitor crosses his own line before an obstacle or before the finish line. If a competitor takes the wrong direction but corrects himself before passing through the next obstacle, he will not be penalized unless he crosses his original track before taking the obstacle.
  - 16.2. Refusal: Stopping in front of an obstacle or in a multiple. If a horse hesitates without knocking the obstacle down and without reining back, followed immediately by driving cleanly through, the competitor is not penalized. If the stop is prolonged, or if the horse steps back even a single pace voluntarily or not, he is penalized for a disobedience. In an open multiple (serpentine, zigzag) the combination must be retaken from the beginning.
  - 16.3. Run-out: If the horse is not under full control of the driver and avoids the obstacle to be driven it is considered to be a run-out and penalized as such. The same is true, if, after having been presented to the obstacle, any part of the turnout goes past the extended line of the obstacle to be driven, or an element of a multiple, or of the finishing line.
  - 16.4. Resistance: A horse is considered to offer resistance if, at any time and for whatever reason, it refuses to go forward (with or without moving back), turns around more or less completely, rears, etc.
17. If the competitor has broken or disconnected reins, traces, or pole straps or chains the judge must ring the bell and stop the time. The competitor must put a groom down and reconnect and be penalized for a groom dismounting.
18. Competitors will be required to salute the Jury unless time or lay-out of the course prevent it.
19. If a competitor passes through any obstacle after crossing the finishing line, he must be reported to the Appeal Committee which may impose a fine...

### **Fault Competition (Art. 2033)**

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2. Each competitor will be timed by stop watch or by electronic timing device from the moment the first part of the horse crosses the starting and finishing lines. ...
3. The time allowed will be calculated from a speed of 200 m per minute. The time limit will be twice the time allowed. In second and subsequent rounds the time allowed will be calculated on a speed of 220 m per minute.
4. Faults will be incurred for:
  - 4.1. Dislodging a ball.
  - 4.2. Knocking over or displacing a marker or any part of an obstacle.
  - 4.3. Disobedience.
  - 4.4. Groom or driver dismounting.
5. **Faults incurred will be penalized as follows:**

For exceeding the time allowed every commenced period of one second .....	0,5 points
For dislodging a ball .....	5 points
For knocking over any element of a multiple obstacles .....	5 points
If an obstacle is being rebuilt.....	add 10 sec.
<b>For disobedience:</b>	
First time .....	5 points
Second time .....	10 points
Third time .....	Elimination
<b>For groom(s) or driver dismounting</b>	
First time .....	5 points
Second time .....	10 points
Third time .....	Elimination
<b>Incomplete Presentation</b>	
For taking an obstacle out of sequence.....	Elimination
For exceeding the time limit .....	Elimination
For starting before the sounding of the bell .....	Elimination
For failing to pass through the start of finishing flags.....	Elimination
for receiving outside assistance .....	Elimination
Should a groom use the reins, the brake or the whip at any time before the competitor has crossed the finish .....	Elimination
Should a groom stand behind the driver or indicate the course to the driver.....	Elimination
6. The classification will be decided by the total of penalties incurred.

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### 1.8 PLEASURE DRIVING, CLASSIC, WESTERN & Driving, Level C, B, A

This class will be conducted according to ÖTO-Rules; it is identical for Classic, Western and Driving.

#### General:

1. Competitors enter the ring on the left hand at the jog trot.
2. Judges are required to consider the performance at each gait equally in adjudicating this class.
  - Judges may ask for Walk, Jog Trot, Normal Trot, Strong Trot.
  - Extreme speed to be penalized.
  - To stand quietly at the middle line with head to the judges and to back readily.
  - To be judged on manners, performance and quality.
3. One header per horse may be utilized to ensure the safety of exhibitors. Header must be properly attired. A plain unmarked smock is required.

#### Appointments:

1. To be shown in light show harness (1-in-hand), bridle with blinkers, overcheck (with separate overcheck bit) or side check (separate sidecheck bit optional), and snaffle bit. Equipment to be in sound condition.
2. Either a two or four-wheeled vehicle suitable to the horse is required.
3. Use of a two-wheeled vehicle is encouraged.

#### Qualifying Gaits:

It is imperative that the horse give the distinct appearance of being a pleasure to ride and display a pleasurable attitude. To this end, all gaits must be performed with willingness and obvious ease, cadence, balance and smoothness.

1. Walk, a four-beat gait: Brisk, true and flat-footed with good reach.
2. The jog is a smooth, ground-covering two-beat diagonal gait. The horse works from one pair of diagonals to the other pair. The jog should be square, balanced and with straight forward movement of the feet. Horses walking with their back feet and trotting in the front are not considered performing the required gait. When asked to extend the jog, it moves out with the same smooth way of going.
3. Normal trot, a two-beat gait: To be performed at medium speed with moderate collection. The normal trot must be mannerly, cadenced, balanced and free-moving.
4. Strong trot, a two-beat gait: This trot is faster and stronger than the normal trot. It is performed with a lengthened stride, powerful and reaching, at a rate of speed which may vary between horses since each horse should attain his own strong trot in harmony with his own maximum natural stride. The horse must not be strung out behind. He should show moderate collection without exaggeratedly high action in front. He must present a willing attitude while maintaining form. The strong trot must be mannerly, cadenced, balanced and free-moving.

#### Technical Rules for Cart and Buggy:

1. Length of shafts, 88", 96" suitable to the horse.
2. Cart to be used only with Boot & Basket.
3. Seat to be flat, stitched, slightly formed
4. Size of the wheels for Carts: wheels with spokes, pneumatic tires: 24"-26". Wooden wheels 26" – 30". Size of the wheels for Buggies: 26", pneumatic tires only.
5. Wooden shafts only.
6. No back-rest or rails
7. Measurements between the shafts in front of the driver seat (track centre): 49"
8. Any colour permitted, the Cart may be entirely from wood.
9. For the Buggy (fine harness buggy) a low rail is permitted.

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### **Bits permitted in Pleasure Driving:**

The most common bits are:

- Ø Smooth Copper Moth Half Cheek
- Ø Smooth Straight Half Cheek
- Ø Plain Half Cheek
- Ø Smooth 4Ring Bit
- Ø Plain Overcheck Bit

### **Bridle and Harness for Pleasure Driving:**

- Ø Driving Whip with short lash, maximum 180 cm (6 feet) length of whip to reach the shoulder of the horse. Lash ca. 20-30 cm.
- Ø Cart with dash, screen or solid, with rail
- Ø Formal Driving Show Buggy, varnished.
- Ø Cart with pneumatic tires, spoke-wheels, varnished.
- Ø Cart in natural wood and wooden wheels with rubber.

**All vehicles approved for Dressage Driving for 1-in-hand are permitted for Pleasure Driving, without groom.**

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## **2.2. DRESSAGE, CLASSIC, Level C, B, A**

The Dressage tests are judged according to the rules of FEI, the National Equestrian Federation NF / FN / BFV.f.R.u.F.i.Ö / of the country in which the event takes place.

The Patterns are printed in english and in the original language

Translations in German from some patterns used for intern. Competitions

You may bring your own announcer for Level C & B

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### C-A-1 - Dressurprüfung Level C

**Austria** / BFV.f.R.u.F.i.Ö - Dressur Aufgabe A2 (ÖTO 2000)

Reitzeit: etwa 4.00 Minuten; Reitbahn: 20 x 40 m

			Note	Faktor	Bemerkungen
1.	A X C	Einreiten im Arbeitstrab Halt, Gruß, im Arbeitstrab anreiten Rechte Hand			
2.	K-H	Einfache Schlangenlinie			
3.	M-K K	Wechseln, Tritte verlängern Arbeitstrab			
4.	F-M	Einfache Schlangenlinie			
5.	C H-F	Mittelschritt Wechseln			
6.	A	Arbeitstrab, große Tour [ <i>Zirkel A-X-A</i> ], 1x herum			
7.	A A	Arbeitsgalopp, große Tour [ <i>Zirkel A-X-A</i> ], 1x herum Geradeaus			
8.	K-H H	Sprünge verlängern Arbeitsgalopp			
9.	C M-K	Arbeitstrab Wechseln			
10.	A	Große Tour, 1x herum			
11.	A A	Arbeitsgalopp, 1x herum Geradeaus			
12.	F-M M	Sprünge verlängern Arbeitsgalopp			
13.	C	Arbeitstrab			
14.	H-F F	Wechseln, Tritte verlängern Arbeitstrab			
15.	A X	Aus der Mitte [ <i>auf die Mittellinie geritten</i> ] Halt, Gruß, Verlassen der Bahn bei A im Schritt am langen Zügel			
16.		Sitz und Einwirkung			
		Total			

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### C-A-2 - Dressurprüfung Level C

**Austria** / BFV.f.R.u.F.i.Ö - Dressur Aufgabe A5 (ÖTO 2000)

Reitzeit: etwa 4.00 Minuten; Reitbahn: 20 x 40m

			Note	Faktor	Bemerkungen
1.	A X C	Einreiten im Arbeitstrab Halt, Gruß, im Arbeitstrab anreiten Linke Hand			
2.	E	Große Tour [Zirkel E-B-E], 1x herum			
3.	E	Arbeitsgalopp, geradeaus			
4.	F-M M	Mittelgalopp Arbeitsgalopp			
5.	H-F F	Wechseln Arbeitstrab			
6.	K-H H	Zügel aus der Hand kauen lassen Zügel aufnehmen			
7.	B	Große Tour [Zirkel B-E-B], 1x herum			
8.	B	Arbeitsgalopp, geradeaus			
9.	K-H H	Mittelgalopp Arbeitsgalopp			
10.	M-K K	Wechseln Arbeitstrab			
11.	F-M M	Mitteltrab Arbeitstrab			
12.	C H-B	Mittelschritt Wechseln			
13.	F D K	Wendung rechts Halt, eine Pferdellänge rückwärtstreten, halt Im Arbeitstrab anreiten Rechte Hand			
14.	M-K K	Wechseln, Mitteltrab Arbeitstrab			
15.	A X	Aus der Mitte [auf die Mittellinie geritten] Halt, Gruß. Verlassen der Bahn bei A im Schritt am langen Zügel			
16.		Sitz und Einwirkung			
		Total			

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### C-NL-1 - Dressurprüfung Level C

**Niederlande** / NBVR - Dressur Aufgabe B-10, Übersetzung aus dem holländischen

Reitzeit: 4.30 Minuten; Reitbahn: 20 x 40 m, immer leichttraben, aussitzen nur auf Verlangen

			Note	Faktor	Bemerkungen
1.	A-X zwischen X und G	Einreiten im Arbeitstrab halten, grüßen			
2.	C	Arbeitstrab anreiten, aussitzen rechte Hand			
3.	zwischen B und F	Arbeitstrab <i>[auf die Mittellinie]</i>			
4.	A C	Abwenden im Arbeitstrab linke Hand			
5.	E B	Abwenden rechte Hand			
6.	K-X-M M	Durch die ganze Bahn wechseln, dabei einige Tritte Mitteltrab Arbeitstrab, aussitzen			
7.	H-K	einfache Schlangenlinie an der langen Seite,			
8.	zwischen K und A	Arbeitstrab			
9.	F-X-H Vor H	Durch die ganze Bahn wechseln, dabei die Zügel aus der Hand kauen lassen Zügel wieder aufnehmen			
10.	Zwischen H und C	Arbeitstrab, aussitzen			
11.	M - F	einfache Schlangenlinie an der langen Seite			
12.	Zwischen A und K	Arbeitsgalopp, rechts angaloppieren			
13.	E-B-E	Auf den Zirkel geritten			
14.	Zwischen C und M	Arbeitstrab			
15.	B-K	Durch die halbe Bahn wechseln, aussitzen			
16.	Zwischen A und F	Arbeitsgalopp, links angaloppieren			
17.	B - E - B	auf den Zirkel geritten			
18.	Zwischen C und H	Arbeitstrab			
19.	F - X - H H	durch die ganze Bahn wechseln, dabei einige Tritte Mitteltrab Arbeitstrab			
20.	A Zwischen D und X zwischen X und G	Abwenden <i>[auf die Mittellinie]</i>  Arbeitstrab  Anhalten, Grüßen			
21.	C C-H-E-A	Anreiten im Arbeitsschritt linke Hand im Mittelschritt die Bahn verlassen			
22.		Korrektheit der Gänge			
23.					
24.		Haltung und Sitz des Reiters			
25.		Einwirkung der Hilfen			
		Total			

Maximum 260 Punkte

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### C-NL-2 - Dressurprüfung Level C

#### Niederlande / NBVR - Dressur Aufgabe B-11, Übersetzung aus dem holländischen

Reitzeit: 5.00 Minuten; Reitbahn: 20 x 40 m, Immer leichttraben, aussitzen nur auf Verlangen

			Note	Faktor	Bemerkungen
1.	A-X zwischen X und G	Einreiten im Arbeitstrab Halten, grüßen			
2.	C	Arbeitsschritt anreiten Rechte Hand			
3.	zwischen B und F	Arbeitstrab			
4.	K-H	Einfache Schlangenlinie an der langen Seite, aussitzen, danach leichttraben			
5.	M-X-K	Durch die ganze Bahn wechseln, die Zügel aus der Hand kauen lassen			
6.	zwischen K und A	Zügel wieder aufnehmen			
7.	F-M	Einfache Schlangenlinie an der langen Seite, aussitzen, danach leichttraben			
8.	H-X-F F	Durch die ganze Bahn wechseln, dabei einige Tritte Mitteltrab Arbeitstrab			
9.	E	Abwenden und Übergang zum Arbeitsschritt			
10.	E-X-B	Halten, einige Sekunden Unbeweglichkeit			
11.	B zwischen B und M	Anreiten im Arbeitsschritt Linke Hand Arbeitstrab			
12.	E-B-E	auf den Zirkel geritten, aussitzen			
13.	zwischen A und F	im Arbeitstempo angaloppieren			
14.	B-E-B	auf den Zirkel geritten			
15.	.zwischen C und H	Arbeitstrab			
16.	E X-A	Abwenden Halber Zirkel, aussitzen			
17.	.zwischen A und K	im Arbeitstempo angaloppieren			
18.	E-B-E	auf den Zirkel geritten			
19.	zwischen C und M	Arbeitstrab			
20.	A zwischen X und G	Abwenden und Übergang zu Arbeitsschritt Anhalten und grüßen			
21.	C C-M-B-A	Anreiten im Arbeitsschritt Rechte Hand Zügel etwas aus der Hand kauen lassen, im Mittelschritt die Bahn verlassen			
22.		Gänge			
23.					
24.		Haltung und Sitz des Reiters			
		Total			

Maximum 260 Punkte

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### B-A-1 - Dressurprüfung Level B

#### Austria / BFV.f.R.u.F.i.Ö - Dressur Aufgabe L3 (ÖTO 2000)

Reitzeit: etwa 4.30 Minuten; Reitbahn: 20 x 40 m

			Note	Faktor	Bemerkungen
1.	A X	Einreiten im Arbeitstrab Halt, Gruß, im Arbeitstrab anreiten			
2.	C A-C	Linke Hand Schlangentour [Wechseln durch die Bahn] in 4 Bögen			
3.	M-K K	Wechseln, Mitteltrab Versammelter Trab			
4.	A	Kurz kehrt			
5.	K	Versammelter Galopp			
6.	E-X X X-B B	Halbe Tour [Volte] rechts (10 m) Einfacher Galoppwechsel Halbe Tour [Volte] links (10 m) Geradeaus			
7.	H-B B-A	Wechseln Außengalopp			
8.	A	Einfacher Galoppwechsel			
9.	K-B B-C	Wechseln Außengalopp			
10.	C	Einfacher Galoppwechsel			
11.	H-F F	Wechseln, Mittelgalopp Arbeitstrab			
12.	A	Halt, eine Pferdellänge rückwärtstreten, daraus Mittelschritt			
13.	E	Kurz kehrt			
14.	K F-H H	Arbeitstrab Wechseln, Mitteltrab Arbeitstrab			
15.	C	Versammelter Galopp			
16.	M-F F	Mittelgalopp Versammelter Galopp			
17.	A D	Aus der Mitte [auf die Mittellinie abwenden] Versammelter Trab			
18.	G	Halt, Gruß. Verlassen der Bahn bei A im Schritt am langen Zügel			
19.		Sitz und Einwirkung			
		Total			

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### B-A-2 - Dressurprüfung Level B

#### Austria / BFV.f.R u.F.i.Ö - Dressur Aufgabe L5 (ÖTO 2000)

Reitzeit: 5 min (5.30 Minuten); Reitbahn: 20 x 40 m (20 x 60 m)

			Note	Faktor	Bemerkungen
1.	A X C	Einreiten im Arbeitstrab Halt, Gruß, im versammelten Trab anreiten Linke Hand			
2.	E X B	Wendung links Tour [Volte] links und rechts (8 m) Rechte Hand			
3.	K-M M	Wechseln, Mitteltrab Versammelter Trab			
4.	C	Kurz kehrt			
5.	M-F F	Mitteltrab Versammelter Trab			
6.	A	Kurz kehrt			
7.	B	Versammelter Galopp			
8.	C-A A-E	Schlangentour [Wechseln durch die Bahn] in 4 Bögen Außengalopp			
9.	E	Einfacher Galoppwechsel		2 x	
10.	M-F F	Mittelgalopp Versammelter Galopp			
11.	A-C C-E	Schlangentour [Wechseln durch die Bahn] in 4 Bögen Außengalopp			
12.	E	Einfacher Galoppwechsel		2 x	
13.	F-M M	Mittelgalopp Versammelter Galopp			
14.	C	Versammelter Trab			
15.	E X B	Wendung links Halt, 6 Tritte rückwärtstreten, daraus sofort Mittelschritt Rechte Hand			
16.	BFA	Mittelschritt			
17.	A D G	Aus der Mitte [auf die Mittellinie geritten] Versammelter Trab Halt, Gruß. Verlassen der Bahn bei A im Schritt am langen Zügel			
		Subtotal			

#### Gesamtnoten:

1. Reinheit der Gänge, Ungebundenheit und Regelmäßigkeit
2. Schwung (Frische, Elastizität der Bewegungen, Rückentätigkeit und Engagement der Hinterhand).
3. Gehorsam des Pferdes (Aufmerksamkeit und Vertrauen, Harmonie, Losgelassenheit und Durchlässigkeit, Maultätigkeit, Anlehnung und natürliche Aufrichtung).
4. Sitz und Einwirkung des Reiters, Korrektheit in der Anwendung der Hilfen

Abzug: Strafpunkte für Verreiten und Auslassungen:

- Das 1. Mal: 2 Punkte
- Das 2. Mal: 4 Punkte
- Das 3. Mal: 8 Punkte
- Das 4. Mal: Ausschluß

Maximale Punkteanzahl: 270

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### B-NL-1 - Dressage Level B

#### Netherlands (NBVR L2-22)

maximum time: 6.30 minutes; arena: 20 x 40 m

You may bring your own announcer or memorised, sitting trot, posting trot on demand

1.	A-X X C	Enter at working trot. Halt. Salute. Proceed in working trot. Track to the right.
2.	B	Change rein by half circle to the right and half circle to the left to E
3.	F-M M	Medium trot rising. Working trot sitting.
4.	H-B B-K	Change rein. Change rein.
5.	A D-M	Turn at A. Leg yielding to the right.
6.	H-X-F F	Change rein medium trot rising. Working trot sitting
7.	A D-H	Turn at A. Leg yielding to the left.
8.	M-X-K K	Change rein, rising and let the horse stretch the nose down. Reins to measure.
9.	F-X-H X	Change rein. Halt some seconds.
10.		Some steps rein back. Forward in working trot
11.	M	Working canter.
12.	B	Circle 10 meters.
13.	K-H H	Medium canter. Working canter.
14.	M-X-K X	Change rein. Working Trot.
15.	F	Working canter.
16.	B	Circle 10 meters.
17.	H-K K	Medium canter. Working canter.
18.	B	Working trot.
19.	M	Workingn walk.
20.	H-X-F F	Change rein in medium walk. Working walk.
21.	A D G	Turn at A. Working trot. Halt. Salute.
22.	C M-X-K-A	Proceed in working walk. C to the right. Change rein in free walk and leave the arena.
23.		The soundness of the movements.
24.		The impulsion - the effect of the performance.
25.		The seat and effect of the aids of the rider.
26.		The correct appearance of the combination in the ring.

**Maximum 260 points**

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### B-NL-1 - Dressurprüfung Level B

#### Niederlande / NBVR Dressur Aufgabe L2-22, Übersetzung aus dem holländischen Deurne 2001 Level B

Reitzeit: 6.30 Minuten; Reitbahn: 20 x 40 m, Immer aussitzen, leichttraben nur auf Verlangen

1.	A-X X C	Einreiten im Arbeitstrab Halt,Gruß, im Arbeitstrab anreiten Rechte Hand			
2.	B	Halbe Tour rechts, 10m – X halbe Tour links 10m			
3.	F-M M	Mitteltrab, leichtreiten Arbeitstrab, aussitzen			
4.	H-B B-K	Halbe Bahn wechseln Halbe Bahn wechseln			
5.	A D-M	Aus der Mitte Schenkel weichen			
6.	H-X-F F	Wechseln im Mitteltrab, leichtreiten Arbeitstrab, aussitzen			
7.	A D-H	Aus der Mitte Schenkelweichen			
8.	M-X-K K	Wechseln, Zügel aus der Hand kauen lassen,dabei leicht reiten Zügel aufnehmen aussitzen Zügel wieder verkürzen, danach aussitzen			
9.	F-X-H X	Wechseln Halt			
10.		Eine Pferdelänge rückwärts richten, daraus im Arbeitstrab anreiten			
11.	M	Arbeitsgalopp rechts			
12.	B	Tour (Volte) 15 Meter			
13.	K-H H	Mittelgalopp Arbeitsgalopp			
14.	M-X-K X	Wechseln Arbeitstrab			
15.	F	Arbeitsgalopp links			
16.	B	Tour (Volte) 15 Meter			
17.	H-K K	Mittelgalopp Arbeitsgalopp			
18.	B	Arbeitstrab			
19.	M	Mittelschritt			
20.	H-X-F F	Wechseln u. Schritt verlängern Mittelschritt			
21.	A D G	Aus der Mitte Arbeitstrab Halt u. Gruß			
22.	C M-X-K-A	Anreiten im Arbeitsschritt Rechte Hand Wechsel und dabei Zügel aus der Hand kauen lassen Bahn verlassen			
23.		Reinheit der Gänge			
24.		Schwung in der Versammlung			
25.		Vertrauen des Pferdes			
26.		Haltung, Sitz und Hilfen des Reiters und deren Einwirkung			
		Total			

Maximum 260 Punkte

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### B-NL-2 - Dressurprüfung Level B

**Niederlande / NBVR** Dressur Aufgabe L-17 Übersetzung aus dem holländischen  
Reitzeit: 5.30 Minuten; Reitbahn: 20 x 40 m, Immer aussitzen, leichttraben nur auf Verlangen

1.	A-X X	Einreiten im Arbeitstrab Halten, grüßen			
2.	C	im Arbeitstrab anreiten rechte Hand			
3.	A zwischen D und X	Abwenden eine Volte 10 m Durchmesser nach rechts			
4.	X und G zwischen C	eine Volte 10 m Durchmesser nach links linke Hand			
5.	H-X-F F	durch die ganze Bahn wechseln, dabei Mitteltrab, leichttraben Arbeitstrab, aussitzen			
6.	A D-H	Abwenden den rechten Schenkel weichen lassen			
7.	M-X-K K	durch die ganze Bahn wechseln, leichttraben Arbeitstrab, aussitzen			
8.	A D-M	Abwenden den linken Schenkel weichen lassen			
9.	H-X-F vor F	<i>Durch die ganze Bahn wechseln, die Zügel aus der Hand kauen lassen, dabei leichttraben Zügel wieder aufnehmen</i>			
10.	K	im Arbeitstempo rechts angaloppieren			
11.	E-B-E	auf dem Zirkel geritten			
12.	M-F F	Zulegen zum Mittelgalopp Arbeitsgalopp			
13.	K	Arbeitstrab			
14.	E B	Abwenden linke Hand			
15.	M	Arbeitsgalopp links angaloppieren			
16.	E-B-E	auf dem Zirkel geritten			
17.	F-M M	Zulegen zum Mittelgalopp Arbeitsgalopp			
18.	H E	Arbeitstrab Abwenden, im Arbeitsschritt			
19.	X	Halten, einige Sekunden Unbeweglichkeit, einige Schritte rückwärtsrichten, anreiten im Arbeitsschritt			
20.	B H-B B	auf linke Hand durch die halbe Bahn wechseln im starken Schritt Arbeitsschritt			
21.	F A	Arbeitstrab Abwenden			
22.	G C C-H-E-A	halten, grüßen, anreiten im Arbeitsschritt linke Hand Zügel etwas aus der Hand kauen lassen, im Mittelschritt die Bahn verlassen			
23.		Reinheit der Gänge			
24.		Schwung			
25.		Haltung und Sitz des Reiters, Einwirkung der Hilfen			

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			Total			<b>Maximum 260 Punkte</b>
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### B-NL-3 - Dressurprüfung Level B

**Niederlande** / NBVR Dressur Aufgabe L-16, Übersetzung aus dem holländischen

Reitzeit: 5.30 Minuten; Reitbahn: 20 x 40 m, Immer aussitzen, leichttraben nur auf Verlangen

1.	A-X X	Einreiten im Arbeitstrab halten, grüßen			
2.	C	im Arbeitstrab anreiten linke Hand			
3.	E	Volte 10 m Durchmesser			
4.	F-M M	Mitteltrab, dabei leichttraben Arbeitstrab, aussitzen			
5.	E X	Abwenden Anhalten, einige Sekunden still stehen einige Schritte rückwärts richten			
6.	B	Anreiten im Arbeitsschritt Rechte Hand, danach Arbeitstrab			
7.	A D-H	Abwenden den rechten Schenkel weichen lassen			
8.	M-X-K K	Durch die ganze Bahn wechseln, dabei leichttraben Arbeitstrab, aussitzen			
9.	A D-M	Abwenden den linken Schenkel weichen lassen			
10.	C G-B B	Abwenden Wenden Arbeitsgalopp, rechts angaloppieren			
11.	A-X-A	auf den Zirkel geritten			
12.	K-H H	Einige Sprünge Mittelgalopp Arbeitsgalopp			
13.	M	Arbeitstrab			
14.	B	Volte, 10 m Durchmesser			
15.	A D-B B	Abwenden Wenden Arbeitsgalopp, links angaloppieren			
16.	C-X-C	auf den Zirkel geritten			
17.	H-K K	Einige Sprünge Mittelgalopp Arbeitsgalopp			
18.	F M	Arbeitstrab Mittelschritt			
19.	C-H-E E	Verstärkter Schritt Arbeitsschritt			
20.	K	Arbeitstrab			
21.	F-X-H Vor H	durch die ganze Bahn wechseln, dabei die Zügel aus der Hand kauen lassen, Zügel wieder aufnehmen und aussitzen			
22.	B G C C-M-B-A	Halbe Volte, halbe Bahn halten, grüßen, anreiten im Arbeitsschritt linke Hand im Mittelschritt die Bahn verlassen			
23.		Reinheit der Gänge			
24.		Schwung			
25.		Haltung und Sitz des Reiters, Einwirkung der Hilfen			
24.					
		Total			

Maxiumum 260 Punkte

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### B-NL-4 - Dressurprüfung Level B

**Niederlande / NBVR** Dressur Aufgabe L-68. Übersetzung aus dem holländischen

Reitzeit: 5:30 Minuten; Reitbahn: 20 x 40 m. Immer aussitzen, leichttraben nur auf Verlangen

1.	A-X X C	Einreiten im Arbeitstrab Halten, grüßen Anreiten im Arbeitstrab Rechte Hand			
2.	M -X-K K	Durch die ganze Bahn wechseln im Mitteltrab, dabei leichttraben Arbeitstrab, aussitzen			
3.	B	2mal durch ein "S" die Hand wechseln [B-X-E-X-B]			
4.	C	Anhalten, 4 Sekunden stillstehen Anreiten im Arbeitstrab			
5.	H-X-F F	Durch die Bahn wechseln im Mitteltrab, dabei leichttraben Arbeitstrab, aussitzen			
6.	E X	Abwenden Anhalten			
7.	B	Anreiten im Arbeitstrab linke Hand			
8.	C H-X-F F	Arbeitstrab Durch die Bahn wechseln im verstärkten Schritt Arbeitsschritt			
9.	K	Arbeitstrab			
10.	E	Arbeitsgalopp, rechte Hand			
11.	C-X-C	auf den Zirkel geritten			
12.	M-F F	Mittelgalopp Arbeitsgalopp			
13.	K-X-M X	Durch die Bahn wechseln Arbeitstrab			
14.	C	Arbeitsgalopp, linke Hand			
15.	H-K K	Mittelgalopp Arbeitsgalopp			
16.	F-X-H X H	Durch die Bahn wechseln Arbeitstrab Arbeitsgalopp, rechte Hand			
17.	C-X-C	auf den Zirkel geritten			
18.	M B-X G	Arbeitstrab Halbe Volte, halbe Bahn Anhalten und grüßen Anreiten im Arbeitstrab			
19.		Reinheit der Gänge		2 x	
20.		Schwung		2 x	
21.		Gehorsam und Anlehnung		2 x	
22.		Haltung, Sitz und Hilfen des Reiters und deren Einwirkung		2 x	
		Total			

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### A-A-1 - Dressurprüfung Level A

**Austria** / BFV.f.R.u.F i.Ö - Dressur Aufgabe LP I - Lizenzprüfungsaufgabe zur Erreichung der Lizenz R3 und RD3 (entspricht der Klasse M) (ÖTO 2000)

Reitzeit: 5.30 Minuten; Reitbahn: 20 x 40 m

			Note	Faktor	Bemerkungen
1.	A X C	Einreiten im versammelten Trab Halt, Gruß, im versammelten Trab anreiten Rechte Hand			
2.	M-K K	Wechseln, Mitteltrab Versammelter Trab			
3.	A D-E	Aus der Mitte [ <i>auf die Mittellinie abwenden</i> ] Traverse links		x 2	
4.	M-F	Schulterherein			
5.	A D-B	Aus der Mitte [ <i>auf die Mittellinie abwenden</i> ] Traverse rechts		x 2	
6.	H-K	Schulterherein			
7.	F-H H	Wechseln, starker Trab Versammelter Trab			
8.	C	Halten, 5 Tritte rückwärtstreten, daraus sofort versammelter Schritt			
9.	M Zwischen G und H	Wendung rechts Halbe Pirouette rechts		x 2	
10.	Zwischen G und M	Halbe Pirouette links		x 2	
11.	G H	Versammelter Galopp links Linke Hand			
12.	E	Tour [ <i>Volte</i> ] (10m)			
13.	F-X-H	Wechseln			
14.	X	Fliegender Galoppwechsel		x 2	
15.	B	Tour [ <i>Volte</i> ] (10m)			
16.	K-X-M	Wechseln			
17.	X	Fliegender Galoppwechsel		x 2	
18.	H-K K	Mittelgalopp Versammelter Galopp			
19.	A	Versammelter Trab			
20.	F B-H	Mittelschritt Wechseln, starker Schritt			
21.	H	Versammelter Schritt			
22.	C M-F F	Versammelter Galopp Mittelgalopp Versammelter Galopp			
23.	A G	Aus der Mitte [ <i>auf die Mittellinie geritten</i> ] Halt, Gruß. Verlassen der Bahn bei A im Schritt am langen Zügel			

Gesamtnoten:

- |   |    |
|---|----|
| 5. Reinheit der Gänge, Ungebundenheit und Regelmäßigkeit  | x2 |
| 6. Schwung (Frische, Elastizität der Bewegungen, Rückentätigkeit und Engagement der Hinterhand).  | x2 |
| 7. Gehorsam des Pferdes (Aufmerksamkeit und Vertrauen, Harmonie, Losgelassenheit und Durchlässigkeit, Maultätigkeit, Anlehnung und natürliche Aufrichtung). | x2 |
| 8. Sitz und Einwirkung des Reiters, Korrektheit in der Anwendung der Hilfen   | x2 |

Abzug: Strafpunkte für Verreiten und Auslassungen: das 1. Mal: 2 Punkte  
das 2. Mal: 4 Punkte  
das 3. Mal: 8 Punkte  
das 4. Mal: Ausschuß

**Maximale Punkteanzahl: 370**

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### A-A-2 - Dressurprüfung Level A

**Austria** / BFV.f.R.u.F.i.Ö - Dressur Aufgabe M2 (ÖTO 2000)

Reitzeit: 5 Minuten; Reitbahn: 20 x 40 m

			Note	Faktor	Bemerkungen
1.	A X C	Einreiten im versammelten Galopp Halt, Gruß, im versammelten Trab anreiten Rechte Hand			
2.	M-K K	Wechseln, Mitteltrab Versammelter Trab			
3.	F-G C	Traverse links Linke Hand			
4.	H-F F	Wechseln, starker Trab Versammelter Trab			
5.	K-G C	Traverse rechts Rechte Hand			
6.	M-F F	Schulterherein Geradeaus			
7.	A X C	Aus der Mitte [ <i>auf die Mittellinie abwenden</i> ] Halt, 6 Tritte rückwärtstreten, daraus sofort versammelter Trab Linke Hand			
8.	H-K K	Schulterherein Geradeaus			
9.	A	Versammelter Galopp			
10.	F-H	Wechseln mit fliegendem Galoppwechsel in X		x 2	
11.	M-K	Wechseln mit fliegendem Galoppwechsel in X		x 2	
12.	A X C	Aus der Mitte [ <i>auf die Mittellinie abwenden</i> ] Tour links (8 m) und rechts (8 m) mit einfachem Galoppwechsel in X Rechte Hand			
13.	M-F F	Mittelgalopp Versammelter Galopp			
14.	A	Halt, Wendung auf der Hinterhand, Halt, im versammelten Galopp anreiten			
15.	F-H	Wechseln, Mittelgalopp			
16.	H	Versammelter Galopp Fliegender Galoppwechsel			
17.	C M-K	Mittelschritt Wechseln, starker Schritt			
18.	K A	Versammelter Schritt Aus der Mitte [ <i>auf die Mittellinie geritten</i> ]			
19.	X	Halt, Gruß. Verlassen der Bahn bei A im Schritt am langen Zügel			

Gesamtnoten:

- |  |    |
|--|----|
| 9. Reinheit der Gänge, Ungebundenheit und Regelmäßigkeit   | x2 |
| 10. Schwung (Frische, Elastizität der Bewegungen, Rückentätigkeit und Engagement der Hinterhand).  | x2 |
| 11. Gehorsam des Pferdes (Aufmerksamkeit und Vertrauen, Harmonie, Losgelassenheit und Durchlässigkeit, Maultätigkeit, Anlehnung und natürliche Aufrichtung). | x2 |
| 12. Sitz und Einwirkung des Reiters, Korrektheit in der Anwendung der Hilfen   | x2 |

Abzug: Strafpunkte für Verreiten und Auslassungen: das 1. Mal: 2 Punkte  
das 2. Mal: 4 Punkte  
das 3. Mal: 8 Punkte  
das 4. Mal: Ausschluß

**Maximale Punkteanzahl: 290**

# Rules and Regulations 2006

*Green Book*

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## Green Book

### A-NL-1 - Dressage Level A

#### Netherlands, (to be memorised), (NBVR-M2-34)

maximum time: 6.30 minutes; arena: 20 x 40 m, sitting trot

1.	A-X X C	Enter in working trot. Halt. Salute. Proceed in working trot to the left
2.	H-E	Shoulder in
3.	E-F F	Change rein in medium trot, collected trot
4.	K-E	Shoulder in
5.	E-M M	Change rein in medium trot, collected trot
6.	H-X X-E E-H	H turn to X. Half circle. At E travers to H
7.	M-X X-B B-M	M turn to X. Half circle left At B travers to M
8.	H-X-F X Between X and F	Change rein. Working walk Through collected walk a half pirouette to the left
9.	Between X and H	Through collected walk a half pirouette to the right
10.	X-F-A A	Extended walk. Collected walk
11.	K	Collected canter right lead
12.	E	Circle 10 meters
13.	M-F F	Medium canter. Collected canter
14.	A-X X-C	Half big circle to the right Half big circle to the left, in counter canter
15.	C E	Collected trot Turn at E
16.	X B	Halt. 5 steps rein back. Forward in working walk Turn to the left
17.	M	Collected canter left lead
18.	E	Circle 10 meters
19.	F-M M	Medium canter Collected canter
20.	C-X X-A	Half big circle to the left Half big circle to the right, in counter canter
21.	A K-X-M M	Collected trot Change rein in extended trot Collected trot
22.	E-X G A	Half circle Halt. Salute. Leave the arena in walk
23.		The soundness of the movements
24.		The impulsion and collection
25.		The obedience to the aids and attention to the rider
26.		The seat of the rider and correctness of aids.

**Maximum 260 points**

# Rules and Regulations 2006

## Green Book

### A-NL-1 - Dressurprüfung Level A

**Niederlande** / NBVR Dressur Aufgabe M2-34, Übersetzung aus dem holländischen  
**Deurne 2001, Level A**

Reitzeit: 6.30 Minuten; Reitbahn: 20 x 40 m , Aussitzen

1.	A-X X C	Einreiten im Arbeitstrab Halten, grüßen anreiten im Arbeitstrab linke Hand			
2.	H-E	Schulterherein			
3.	E-F F	Wechseln im Mitteltrab Versammelter Trab			
4.	K-E	Schulterherein			
5.	E-M M	Wechseln im Mitteltrab Versammelter Trab			
6.	H-X X-E E-H	Auf die Diagonale Halbe Tour Travers(In Österreich Kruppe herein)			
7.	M-X X-B B-M	Auf die Diagonale Halbe Tour Travers(Kruppe herein)			
8.	H-X-F X zwischen X und F	Wechseln Mittelschritt Schritte verkürzen u. Kurzkehrt links			
9.	zwischen X und H	Kurzkehrt rechts			
10.	X-F-A A	Starker Schritt Versammelter Schritt			
11.	K	Versammelter Rechtsgalopp			
12.	E	Tour 10 m			
13.	M-F F	Mittelgalopp Versammelter Galopp			
14.	A-X X	Halbe Tour rechts Aus der Tour wechseln ohne Galoppwechsel			
15.	C E	Versammelter Trab Wendung links			
16.	X B	Halt, 5 Tritte Rückwärts,daraus Mittelschritt Linke Hand			
17.	M	Versammelter Linksgalopp			
18.	E	Tour 10 Meter			
19.	F-M M	Mittelgalopp Versammelter Galopp			
20.	C-X X	Halbe große Tour Aus der Tour wechseln ohne Galoppwechsel			
21.	A K-X-M M	Versammelter Trab Handwechseln im Starken Trab Versammelter Trab			
22.	E-X X G	Halbe Tour Auf die Mittellinie gehen Halten, grüßen			
	A	Verlassen der Bahn im Schritt am langen Zügel			
23.		Reinheit der Gänge			
24.		Schwung in der Versammlung			
25.		Vertrauen des Pferdes zum Reiter			
26.		Haltung, Sitz und Hilfen des Reiters und deren Einwirkung			

# Rules and Regulations 2006

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			Total		
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Maximum 260 Punkte

# Rules and Regulations 2006

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### A-NL-2 - Dressurprüfung Level A

**Niederlande** / NBVR Übersetzung aus dem holländischem

Reitzeit: 7.00 Minuten; Reitbahn: 20 x 40 m, Immer aussitzen, leichttraben nur auf Verlangen

1.	A-X X C	Einreiten im Arbeitstrab Halten, grüßen Anreiten im Arbeitstrab linke Hand			
2.	E	Zweimal durch "S" die Hand wechseln [E-X-B-X-E]			
3.	F-X-H H	Durch die Bahn wechseln im verstärkten Trab Dabei leichttraben Arbeitstrab			
4.	M-X-K K	Durch die Bahn wechseln im verstärkten Trab Arbeitstrab			
5.	F D K	Abwenden Anhalten, vier Schritte rückwärts richten Anreiten im Arbeitstrab Rechte Hand			
6.	E-M M	Durch die halbe Bahn wechseln im Mitteltrab Arbeitstrab			
7.	H G M	Abwenden Anhalten, 4 Sekunden still stehen Anreiten im Arbeitstrab Rechte Hand			
8.	B-K K	Durch die halbe Bahn wechseln im Mitteltrab Arbeitstrab			
9.	A F-X-M M	Arbeitstrab Gebrochene Linie im verstärkten Trab Arbeitstrab			
10.	H E	Arbeitsgalopp, links angaloppieren Volte, Durchmesser 15 m			
11.	A X	Abwenden Arbeitstrab			
12.	G C	Arbeitsgalopp, rechts angaloppieren Rechte Hand			
13.	M-F F	Mittelgalopp Arbeitsgalopp			
14.	E	Volte, Durchmesser 15 m			
15.	C X	Abwenden Arbeitstrab			
16.	D A	Arbeitsgalopp, links angaloppieren Linke Hand			
17.	F-M M	Mittelgalopp Arbeitsgalopp			
18.	H E-X G C C-M-B-A	Arbeitstrab Halbe Volte Halbe Bahn Anhalten, grüßen Anreiten im Arbeitsschritt Rechte Hand im verstärkten Schritt die Bahn verlassen			
19.		Reinheit der Gänge		2 x	
20.		Schwung		2 x	
21.		Gehorsam, Anlehnung und Balance des Pferdes		2 x	
22.		Haltung, Sitz und Hilfen des Reiters und deren Einwirkung			
		Total			

# Rules and Regulations 2006

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Maximum 260 Punkte

# Rules and Regulations 2006

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**2.2**

## **DRESSAGE CLASSIC, Level Mono**

The Dressage test is judged according to the rules of the National Equestrian Federation (FN/NF) of the country in which the event takes place.

# Rules and Regulations 2006

## Green Book

### M-NL-1 - Dressage Level Mono

#### Netherlands (to be memorised) (NBVR ZII-40)

#### Deurne 2001, Level Mono

maximum time: 6.30 minutes; arena: 20 x 60 m

1.	A-X X C	Enter at collected trot. Halt. Salute. Proceed in collected trot. Track to the right.
2.	M-V V	Change rein in medium trot. Collected trot.
3.	V-P P	Half big circle. Shoulder in.
4.	R-I I-L	Half circle. Travers on the centre line.
5.	L-P P-I C	Half circle to the left. Half pass to the left centre line. Track to the left.
6.	H-P P	Change rein in extended trot. Collected trot.
7.	P-V V-S	Half big circle. Shoulder in.
8.	S-I I-L	Half circle. Travers right on the centre line.
9.	L-V V-I C	Half circle. Half pass to the right. Track to the right.
10.	M R-V-K	Medium walk. Change rein in extended walk. Before K collected walk.
11.	K Between D and F	Turn at K. Half pirouette to the left.
12.	Between D and K F	Half pirouette to the right. Turn right at F
13.	K-D-F-D- K-D-F	Collected walk
14.	A	Halt. 5 steps rein back. Proceed in collected trot.
15.	E	Collected canter, right lead.
16.	S	Circle 10 meters.
17.	M-F F	Medium canter. Collected canter.
18.	A D-B-E	Turn at A. Half big circle in counter canter.
19.	V	Simple change to the other canter.
20.	A	Collected trot.
21.	B	Collected canter left lead.
22.	R	Circle 10 meters.
23.	H-K K	Extended canter. Collected canter.
24.	A D-E-B	Turn at A. Half big circle in counter canter.
25.	P	Simple change to the other canter.
26.	A X	Turn at A. Halt. Salute.
27.		The soundness of the three movements.
28.		Impulsion and collection.
29.		The attention, trust, harmony and obedience of the horse.
30.		The seat of the rider and correctness and effect of the aids.

# Rules and Regulations 2006

## Green Book

### M-NL-1 - Dressage Level Mono

**Niederlande** (Ohne Ansage) NBVR ZII-40 Übersetzung aus dem holländischen

Deurne 2001 Level Mono

Max. Zeit: 6.30 min., Reitbahn 20 x 60 m

1.	A-X X C	Einreiten im versammelten Trab Halt u. Gruß, anreiten im versammelten Trab Rechte Hand.
2.	M-V V	Wechseln im Mitteltrab Versammelter Trab
3.	V-P P-R	Halbe große Tour Schulter herein
4.	R-I I-L	Halbe Tour Kruppe herein (Travers)
5.	L-P P-I C	Halbe Tour 10 m Traversale links, dann auf Mittellinie geradeaus Linke Hand
6.	H-P P	Wechseln in starken Trab Versammelter Trab
7.	P-V V-S	Halbe große Tour Schulter herein
8.	S-I I-L	Halbe Tour 10 m Kruppe herein (Travers)
9.	L-V V-I C	Halbe Tour 10 m Traversale rechts dann auf Mittellinie geradeaus Rechte Hand
10.	M R-V-K K	Mittelschritt Wechseln in starken Schritt Versammelter Schritt
11.	K Zwischen D u.F	Wendung links Kurzkehrt links
12.	Zwischen D u. K F	Kurzkehrt rechts Rechte Hand
13.	K-D-F-D-K- D-F	Versammelter Schritt
14.	A	Halt. 5 Schritte Rückwärts treten, daraus versammelter Trab
15.	E	Versammelter Rechtsgalopp
16.	S	Tour 10 m
17.	M-F F	Mittelgalopp Versammelter Galopp
18.	A D-B B-E E	Auf die Mittellinie u. von Reiten Halbe große Tour im Außengalopp Geradeaus
19.	V	Einfacher Galoppwechsel
20.	A	Versammelter Trab.
21.	B	Versammelter Linksgalopp.
22.	R	Tour 10 m
23.	H-K K	Starker Galopp Versammelter Galopp
24.	A D-E E-B B	Auf die Mittellinie u. von Reiten Halbe große Tour im Außengalopp Geradeaus
25.	P	Einfacher Galoppwechsel
26.	A X	Aus der Mitte Halt u. Gruß, Verlassen der Bahn im Schritt am langen Zügel

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## Green Book

### 2.4 SHOW JUMPING, CLASSIC, Level C, B, A

The Show Jumping tests will be judged according to the rules of the National Equestrian Federation (FN/NF) of the country in which the event takes place.

SHOW JUMPING	C-LEVEL		B LEVEL		A LEVEL	
	FIRST ROUND	JUMP OFF	FIRST ROUND	JUMP OFF	FIRST ROUND	JUMP OFF
Length of course in meters	300 / 350	to be announced	300 / 350	to be announced	450 / 550	to be announced
Speed per minute in meters	300		325		350	
Penalty for exceeding optimum time	0,25 penalty		0,25 penalty /		0,25 penalty /	
Exceeding the time limit	Elimination		elimination		elimination	
<b>Obstacles</b>						
Number of obstacles	8 jumps		10 jumps		12 jumps	
Maximum number of combination obstacles	Forbidden		1		2	
Maximum height in meters	0,90 m		1,00 m		1,10 m	
Water, maximum spread	Forbidden		2 m with pole		2,50 m with pole	
Oxers, maximum height	0,85 m		1 m		1,10 m	
Oxers, maximum spread	1,00 m		1,15 m		1,50 m	

1 <sup>st</sup> refuse	3 penalties
2 <sup>nd</sup> refuse	6 penalties
3 <sup>rd</sup> refuse	elimination
Obstacle knocked down	4 penalties
fault at water	4 penalties

Disobedience plus knocking 3 or 6 penalties, down an obstacle plus 6, 8 or 10 sec. for time correction

First fall of horse or competitor or both in all competitions Elimination  
**All horses with 0 faults in the first round qualify for the jump off**

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### 2.4 SHOW JUMPING, CLASSIC, Level Mono

The Show Jumping tests will be judged according to the rules of the National Equestrian Federation in which the event takes place.

Monotest			
<u>SHOW JUMPING</u>	FOR HORSES 6 YEARS AND OLDER		
	FIRST ROUND	JUMP OFF	
Length of course in meters	450 / 550	to be announced	
Speed per minute in meters	350		
Penalty for exceeding optimum time	0,25 penalty / s		
Exceeding the time limit	Elimination		
<b>Obstacles</b>			
Number of obstacles	12 jumps		
Maximum number of combination obstacles	2		
Maximum height in meters	1,20 m		
Water, maximum spread	2,50 m with pole		
Oxers, maximum height	1,10 m		
Oxers, maximum spread	1,50 m		

#### PENALTIES

1 <sup>st</sup> refuse	3 penalties
2 <sup>nd</sup> refuse	6 penalties
3 <sup>rd</sup> refuse	elimination
Obstacle knocked down	4 penalties
fault at water	4 penalties

Disobedience plus knocking 3 or 6 penalties, plus 6, 8 or down an obstacle 10 seconds for time correction

First fall of horse or competitor or both in all competitions Elimination

**All horses with 0 faults in the first round qualify for the jump off**

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## Green Book

### 2.5 CROSS COUNTRY, CLASSIC, Level C, B, A

The Show Jumping tests will be judged according to the rules of the National Equestrian Federation of the country in which the event takes place.

CROSS COUNTRY	C LEVEL	B LEVEL	A LEVEL
	4 YEARS AND OLDER	5 YEARS AND OLDER	6 YEARS AND OLDER
Length in meters	800/ 1000	1200 / 1500	2400 / 2600
Speed per minute, in meters	400	450/500	500/550
Penalty for exceeding the time	1 penalty / sec	1 penalty / second	1 penalty / second
Exceeding time limit	Elimination	elimination	elimination
<b>Obstacles</b>			
Number of fences	6 / 8	8 / 10	12 / 16
Maximum number of efforts	9	12	22
Maximum number of combination fences	1	2	5
Maximum number of elements for these fences	2	3	4
Maximum height in meters	0,80 m	0,90m	1,00 m
Maximum spread at the base (oxers, etc.)	1,20 m	1,50 m	2 m
Maximum spread at the top (oxers, etc.)	1,00 m	1,10 m	1,30 m
Maximum dimension for a ditch	1,20 m	1,50 m	2,70 m

#### PENALTIES:

1<sup>st</sup> refusal, run-out of circle 40 penalties

2<sup>nd</sup> refusal, run-out of circle 80 penalties  
(same obstacle)

3<sup>rd</sup> refusal, run-out of circle elimination  
(same obstacle)

fall of horse and/ or rider 120 penalties

Errors on the course not corrected elimination

Jumping a fence in wrong direction elimination

Jumping twice the same fence elimination

#### **Special Regulations European Championships 2006**

The winner is the horse/rider who has the lowest penalty points. If there are more than one horse/rider with the same penalty points (or with a clear round), the winner is the horse/rider who comes closest to the ideal time. The competitors must not deviate from the track and either trot or canter between the last fence and the finish line.

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## Green Book

### 2.6 DRESSAGE DRIVING, CLASSIC, Level B

This class will be judged according to AHSA Rules, Articles 2020 - 2023

(FEI Nr. 2  
time: ca. 10 min. Arena 40 x 100m

1.	A	Enter at working trot
	X	Halt, Salute
2.	X-C-M- B	Collected trot
	F-A-K	
3.	K-X-M	Extendet trot
	M-C-H	Collected trot
	H-X-F	Extendet trot
	F-A-X	Collected trot
4.	X-G	Walk at the bit
	G	Halt 10 sec. Immobility
		3 m rein back
5.	G-C-H- X-F	Walk at the bit
6.	F-A-K	
	E-G-C	Collected trot
	C	Circle 20 m
7.	C-M	Collected trot
	M-F	10 m distance of the side, reins in one hand
	F-A-D	Working trot reins at will
8.	D	Circle to the right, diameter 20 m
9.	D-X-G	Extendet trot
10.	C-A	Serpentines, 5 loops, start on left lead
11	D-X-G	Extendet trot
	G	Halt, Salut
		Leave the arena in working trot
12		Total impression movements
13		Impuksion
14		Obadience and suppleness
15		Driver
16		Presentation

K	V	E	S	H	
A	D	L	X	I	G
C					
F	P	B	R	M	

# Rules and Regulations 2006

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### 2.6 DRESSAGE DRIVING, CLASSIC Level A

(FEI Nr. 3)

time: ca. 10 min. Arena 40 x 100m

1.	A	Enter at collected trot
	X	Halt, Salute
2.	X	Working trot
	X-G-M-B	Working trot Collected trot
	B-X	Halt circle to the right,, 20 m diameter
3.	X-M	At M back to the track
	M-C-H-	Working trot
	E	Half circle to the left, diameter 20 m
	E-X	At H back to the track
	X-H	Working trot
	H-C-M	
4.	M-X-K	Extendet trot
	K	Collected trot
5.	K-A-F	At a circle to the left, diameter 30 m, reins in one hand, At the end of the circle reins at will
6.	F-X-H	Extendet trot
	H	Collected trot
7.	H-C-M	At C circle to the right, diameter 30 m, reins in one hand. At the end of the circle reins at will.
	M	Working trot
8.	M-S-B-V	Serpentines, 5 loopes(diameter 20 m) at each turning point
	F-D-X	
	X	
9.	X-G	Walk at the bit
	G	Halt 10 sec immobilityt,3 m rein back walk
10	G-M-X-K	Walk at the bit
	K	Collected trot
11	K-D-K-D	At D circle to the left, immedietley followed
	D-F-D	By a circle to the right (diameter 20 m)
	D-G	Extendet trot
	G	Halt Salute
		Leave the arena in working trot
12		Total impression movements
13		Impuksion
14		Obadience and suppleness
15		Driver
16		Presentation

#### General and Principles (Art. 2020)

1. The object of the Dressage Test, Competition A, is to judge the freedom, regularity of paces, harmony, impulsion, suppleness, lightness, ease of movement and correct positioning of the horses on the move. The competitor will also be judged on his style, accuracy and general command of his team, and on the presentation of the turnout.
2. In Competition A the horses will be judges as a team and not as individual horses, and the definition of paces, see paragraph 5 to 9 hereunder, will apply to all types of animals....
5. The competitor when driving the Dressage Test will make the change of movement at the time the leading horse(s) reach the point indicated on the test.

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6. At the halt, the horses should stand attentive, motionless and straight, with the weight evenly distributed over all four legs, and be ready to move off at the slightest indication of the competitor.
7. Walk: a free, regular and unconstrained walk of moderate extension is required. The horses should walk energetically but calmly, with even and determined steps.
8. The following trots are recognized: working, collected and extended.
  - 8.1. Working trot: This is a pace between the extended and the collected trot and more round than the extended trot. The horses go forward freely and straight, engaging the hind legs with good hock action, on a taut but light rein, the position being balanced and unconstrained. The steps should be as even as possible. The hind foot touch the ground in the footprints of the forefeet. The degree of energy and impulsion displayed at the working trot denotes clearly the degree of suppleness and balance of the horses.
  - 8.2. Collected trot: The neck is raised, thus enabling the shoulders to move with greater ease in all directions, the hocks being well engaged and maintaining energetic impulsion, notwithstanding the slower movement. The horses' steps are shorter but they are lighter and more mobile.
  - 8.3. Extended trot: The horses cover as much ground as possible. They lengthen their stride, remaining on the bit with light contact. The neck is extended and, as a result of great impulsion from the quarters, the horses use their shoulders, covering more ground at each step without their action becoming higher.
9. The rein back is a kind of walk backwards. The legs being raised and set down simultaneously by diagonal pairs, the hind legs remaining well in line and the legs being well raised.
10. Transitions: the changes of pace and speed should always be made quickly, be smooth and not abrupt. The cadence of a pace should be maintained up to the moment when the pace is changed or the horses halt. The horses remain light in hand, calm and maintained in a correct position.
11. Presentation: the appearance of the driver and grooms, the cleanliness, fit, matching and condition of the harness, horses and vehicle will be judged.

### **Method of Judging (Art. 2021)**

1. The judges will allocate their marks individually and there will be no conference of judges once the competition has commenced...

...

3. Competitors will start the dressage test in order of the draw.

...

### **Scoring (Art. 2023)**

1. In Competition A, points will be awarded for each numbered movement and for each heading under the General Impressions, on the following basis:

- 10 Excellent
- 9 Very Good
- 8 Good
- 7 Fairly Good
- 6 Satisfactory
- 5 Sufficient
- 4 Insufficient
- 3 Fairly Bad
- 2 Bad
- 1 Very Bad
- 0 Not executed

...

3. Should the competitor make an error of course, the President of the Jury or his representative will ring the bell and stop the competitor, who should then continue the test at the point where the error was made. Should harness become disconnected or broken, the President of the Jury must ring the bell and a groom must dismount to make the repair. For an error of course or if a groom dismounts (for any reason), penalties will be awarded as follows:  
First incident 5 penalties  
Second incident 10 penalties

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Third incident 15 penalties

Fourth incident Elimination

4. Leaving the arena after the test in any way other than as laid down for the test is grounds for a disciplinary offence which will be penalized as an error. If the whole turnout leaves the Dressage arena during the test the penalty must be elimination. If only part of the turnout leaves the arena the competitor should be marked down for inaccuracy of the movement.
5. Dressage Tests are not timed. The test begins as the team enters the arena and ends as the team moves off after the second salute. The time shown on the judging sheets is for scheduling information only. The competitor must start his dressage test within 60 seconds from the sound of the bell, otherwise he will be eliminated. No driver can be required to drive before his scheduled time.
6. The total points awarded by each judge will be added together and divided by the number of judges to obtain the average. Any penalty under Art. 2023.3 awarded by the Judge at C will be deducted from the average to obtain the total. The competitor with the highest total will be places first....

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### 2.7. Classic Pleasure

The class will be conducted according to ÖTORules.

#### **General:**

1. Competitors enter the ring in counterclockwise direction, at the normal trot.
2. Light contact must be maintained with all reins at all gaits. A judge may not request that gaits be performed only on the snaffle or curb.
3. Judges are required to consider the performance at each gait equally in adjudicating this class.
4. Equipment as is suitable for dressage classes.

#### **Qualifying Gaits:**

It is imperative that the horse give the distinct appearance of being a pleasure to ride and display a pleasurable attitude. To this end, all gaits must be performed with willingness and obvious ease, cadence, balance and smoothness.

1. Walk, a four-beat gait: Brisk, true and flat-footed with good reach.
2. Normal trot, a two-beat gait: To be performed at medium speed with moderate collection. The normal trot must be mannerly, cadenced, balanced and free-moving. No posting.
3. Strong trot, a two-beat gait: This trot is faster and stronger than the normal trot. It is performed with a lengthened stride, powerful and reaching, at a rate of speed which may vary between horses since each horse should attain his own strong trot in harmony with his own maximum natural stride. The horse must not be strung out behind. He should show moderate collection without exaggeratedly high action in front. He must present a willing attitude while maintaining form. The strong trot must be mannerly, cadenced, balanced and free-moving. No posting.
4. Canter, a three-beat gait: Smooth, unhurried, with moderate collection, correct and straight on both leads.
5. Hand Gallop: The hand gallop is performed with long, free, ground covering stride under control. The amount of ground covered may vary between horses due to the difference in natural length of stride. The hand gallop is not a fast collected canter but a true lengthening of stride, correct and straight on both leads. Extreme speed to be penalized. There shall be a distinct difference between canter and the hand gallop.

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### 2.8. Eventing A, E-Ch

This class will be conducted according to FEI Rules for Eventing.

#### 2.8.1. Dressage

Level A - see pattern FEI Eventing Dressage Test - one star - Ponies - CCIP\*

Level E-Ch - see pattern FEI Eventing Dressage Test - two stars - Ponies - CCIP\*\*

#### 2.8.2. Show Jumping

<b><u>SHOW JUMPING</u></b>	<b>A-LEVEL</b>	<b>E-CH-LEVEL</b>
Length of course in meters	500 / 600	500 / 600
Speed per minute in meters	350	350
<b>Obstacles</b>		
Max. number of jumps	12 jumps	14 jumps
Maximum height	0,95 m	1,10 m
Width, maximum height	1,10 m	1,35 m
Width, maximum spread (base)	1,60 m	1,80 m

#### 2.8.3. Cross Country Course

<b><u>CROSS COUNTRY</u></b>	<b>A-LEVEL</b>	<b>E-CH-LEVEL</b>
Length of course in meters	1350 / 2250	1500 / 4000
Speed per minute in meters	450	450 / 500
time (minutes)	3-5	6-8
roads and tracks	3000 - 4000 m	3000 - 4000 m
speed	200 m/min	200 m/min
<b>Obstacles</b>		
Max. number of jumps	18 jumps	25 jumps
Height, solid obstacle	0,90 m	1,00 m
hedge	1,10 m	1,30 m
Width, highest point	1,10 m	1,30 m
base	1,60 m	2,00 m
Spread fence	2,00 m	3,00 m
Drop fence	1,20 m	1,45 m