

HORSE TRAIL RULES

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1. GENERAL REGULATIONS

1.1. The Horse Trail is an equestrian sports competition's discipline. The Horse Trail competition takes place in the open-air, using the natural terrain and artificially made obstacles. The competition lasts one day and consists of two parts. The first part consists of a marked open-air course, the second – Ease of Handling Trial (EHT) in an enclosed area.

1.2. Riders with Horses participate in the Horse Trail competition.

1.3. Each competition must have a separate schedule that does not conflict with these Regulations; on the contrary, it complements them with the specific information about the competition. The schedule of the specific competition must contain local information (location, distance, rules of application, etc.).

1.4. Fédération Equestre Internationale (FEI) require all those involved in the international equestrian sport to strictly follow the FEI Code of Conduct, recognise and take into account that the Horse's welfare is of utmost importance and under no circumstances should be subjected to the competition or commercial interests. THE FEI CODE OF CONDUCT FOR THE WELFARE OF THE HORSE - Annex No. 2

2. CLASSIFICATION OF HORSES AND PARTICIPANTS

2.1. The Horses must be at least 4 years old (according to the birth year) in order to be allowed to enter the competition. The Horses must have successfully passed veterinary inspections in accordance with requirements of the Food and Veterinary Office of the Republic of Latvia, and they must have identification documents.

2.2. Riders who reach their 16th (sixteenth) birthday in the corresponding year are allowed to participate in the competition. Children under the age of 16 can only participate in the Ease of Handling Trial.

2.3. During the specific competition day, the same Horse can participate only 1 (one) time in each of the two parts of the competition.

2.4. Classification:

Class A – Riders who have not participated in official competitions so far.

An Athlete may compete in Class A no longer than 2 (two) years, if for at least one of the years he has achieved the 1st to 3rd place in the National Cup overall standings for Class A.

Class A1 – no restrictions, an Athlete participates in Class A complexity course.

Class B – no restrictions.

3. CLOTHING AND EQUIPMENT

3.1. The clothing of the Rider is at his own discretion. In both parts of the competition, Riders must wear a protective helmet. During the open-air course, Riders must wear a reflective vest over clothing.

3.2. The Horse's equipment is at the discretion of the participant; however, it must be in a good technical condition and must suit to the specific Horse (see FEI veterinary regulations).

3.3. Any additional equipment that restricts the free movement of the Horse's head (side reins, standing martingales or draw reins (running reins) etc) during the competition is prohibited.

3.4. For safety reasons, iron and leather stirrup (this also applies to safe stirrups) should freely hang throughout the saddle wings without any additional anchorages. The Rider cannot directly or indirectly attach any part of own body to the saddle.

3.5. The use of whip or the use of any other object to replace the whip during the competition is prohibited.

3.6. During the competition it is permitted to use bitless bridles and sliding martingales.

3.7. The use of mobile phones and GPS devices is permitted.

4. COMPETITION JUDGES AND OFFICIALS

4.1. Competition Judges' Panel:

- Director of competition;
- Chief Judge;
- Course Designer/s;
- Secretary of competition;
- Time control Judge/s;
- Senior Judge of Start-Finish.

4.2. Depending on the category of the competition, a judge can perform several duties.

4.3. The Veterinarian.

5. PROCESS OF THE COMPETITION

5.1. The competition lasts 1 day and consists of two parts. The first part consists of the marked open-air course, the second – Ease of Handling Trial in the enclosed area.

5.2. Starting order and length of the distance are determined by the organiser of the competition.

5.3. Upon arriving at the competition's venue, the participant receives a registration card from the event Secretary:

- 1) carries out the veterinary control of the Horse;
- 2) registers for the start of the competition;
- 3) gets acquainted with the Ease of Handling Trial course, as well as with the Open-air course scheme and other necessary information;
- 4) prepares for the start.

5.4. The schedule of the day and start times may change in case of *force majeure* or taking into account the specifics of the venue of the competition.

5.5. The veterinary control of the Horse must be carried out before registration. Without veterinary permit, the Horse will not be registered and admitted to the competition.

5.6. The number of Riders who simultaneously start the race may vary from 2 to 4, depending on the total number of participants and the state of the track.

5.7. The Rider, who has the least penalty points in both parts of the competition combined wins the competition.

6. TRACK OF THE COMPETITION AND SECURITY

6.1. The track must be used unlimited times in all weather conditions.

6.2. The track must be examined and approved via a signed certificate.

6.3. The inspection is carried out by a representative appointed by the Horse Trail Commission not later than 36 hours before the start of the competition. Upon completion of the inspection, the representative signs an acceptance certificate, indicating, if necessary, the deficiencies that the organisers must eliminate before the start of the competition.

6.4. On the day of the competition, before the first race, the track acceptance certificate is approved by the Judges' Panel.

6.5. The length of the track in time units must not exceed 2 hours, but must not be shorter than 1 hour.

6.6. A schematic track plan must be available at the venue of the competition.

6.7. The organiser may arrange the track in the shape of an octagon.

6.8. Spectators and participants of the competition are personally responsible for their own safety.

6.9. For security reasons, in case of *force majeure*, the track may be shortened or changed, or the course times may be extended.

6.10. The organiser must ensure order during the competition and must inform the relevant authorities about the competition in accordance with the law.

6.11. The organiser of the competition must have a general civil liability insurance.

6.12. The average speed of the competition must not exceed 10 km / h.

6.13. Prior to the start of the competition, the organisers must convene and brief Riders, providing information about safety regulations, dangerous track stages, and the availability of medical assistance.

THE OPEN-AIR COURSE

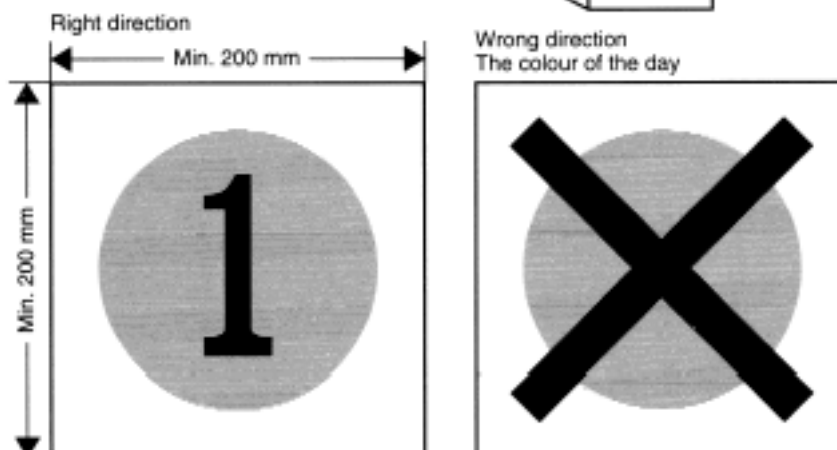
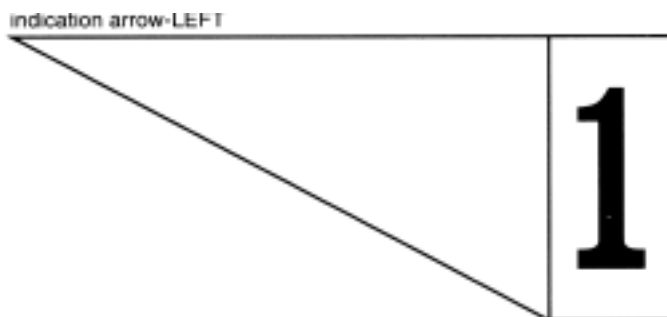
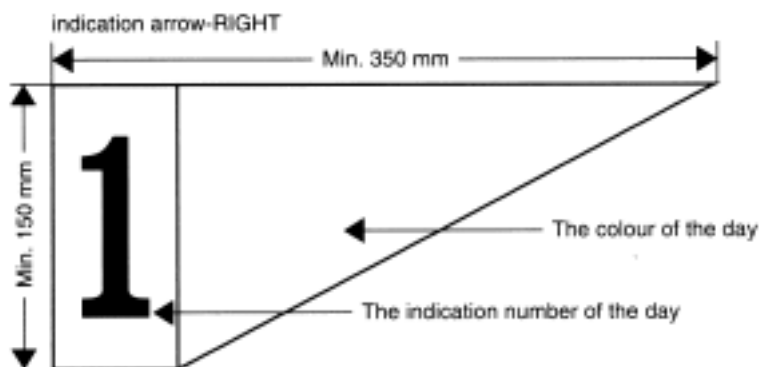
7. DESIGNATIONS OF THE OPEN-AIR COURSE

7.1. The official course, from which under no condition it is allowed to deviate, is indicated in the track scheme and is marked. The official track length is considered to be accurate. If the Rider deviates from the official course indicated on the map or rides in the opposite direction, he may be excluded or penalised.

7.2. If Riders have to follow a precisely defined course (i.e., ride over cropping, rough terrain, trail, etc.), it must be detailed by the organisers. Riders must follow the indicated course, and any deviation from the course in order to gain advantage may be penalised.

7.3. All the competition signs or directions used to mark the course must be placed in the start area.

The signs or directions used in the competition must be made of water-proof materials.



8. TRAFFIC REGULATIONS

8.1. Riders must follow the traffic regulations of the area where competition takes place. Any Rider who is considered to be guilty of a violation of traffic regulations may, after clarifying the situation, be excluded.

9. TIME CONTROL POINTS

9.1. The competition control is performed at time control points (which are set between yellow flags).

9.2. Time control points are located at the start and finish area, and in the track.

9.3. The time between time control points is determined by the organiser.

9.4. The average speed that can be reached between time control points may not exceed 10 km / h.

9.5. In case of *force majeure* (for example, deterioration of weather conditions), the distance judge may add additional minutes to the scheduled time immediately prior to the start.

10. TIME CARDS

10.1. Time cards are issued no later than 30 minutes before the first start. The Riders are responsible for receiving checkings in all time control points and course control points. Upon conclusion of the course, the cards must be returned. For deliberate avoidance to fulfill these conditions, the competitor may face exclusion.

10.2. All Riders who skip a checking in any of time control points, or aim to deceive the organisers, change or cross out the time control checking on their time card, or use another Rider's card will be excluded from the competition.

10.3. Any Rider who has lost his time card due to negligence must receive a new card from the responsible official at the next time control point. The new time card must be used at the time control point where the card is received and in all subsequent time control points.

10.4. The Rider must register in all time control points, otherwise he will be excluded.

11. INDICATIONS OF TIME CONTROL POINTS

11.1. Time control points are indicated with white flag on the track not less than 20 meters before the checkpoint. The flags are arranged in such a way that they are always noticeable to the Riders.

11.2. Time control points can be also hidden and they are not indicated with a white flag.

12. PROCEDURE IN TIME CONTROL POINTS

12.1. The zone between a white and a yellow flag can be used as waiting zone for correct time to arrive in a time control point.

12.2. The clock, which is synchronized with the clock of the main time control point, is placed next to the yellow flag located before the control table, on the control table or near it. The Rider, as soon as he has passed the yellow flag, must promptly submit his time card at the control table or to the judge upon request.

12.2. The arrival in a time control point is considered to be the moment when one of the parts of the horse crosses the line, which is indicated by 2 yellow flags.

12.3. At each time control point, the judges should have a control list, which chronologically records Riders' numbers with their time spent on the track in hours and minutes. Pre-printed lists are not recognised. In case of disputes, the list is considered an official document.

13. CALCULATION OF TIME PENALTIES

13.1. Each stage between two time control points is a separate check. Riders who do not follow the scheduled time between two time control points (i.e., the difference of time checking differs from the scheduled time) are punished by 1 minute for a one minute quicker or later derogation from the scheduled time. THE CHECKING TIME IS A START TIME FOR THE NEXT STAGE.

14. TIME LIMIT

14.1. The Rider who arrives at a time control point with a delay of more than 20 minutes compared to the scheduled time is automatically excluded. However, the Rider can, under his own responsibility, continue to participate in the competition until the main Judges' Panel or the Jury makes a final decision.

15. LIST OF PENALTIES

15.1. Time:

15.1.1. For each delayed minute upon arrival to the starting line: 1 minute (up to 15 minutes).

15.1.2. Delayed or premature arrival in time control point: 1 minute per each minute.

15.1.4. Non-use of reflective vest: 5 minutes.

15.2. Exclusion:

15.2.1. Arrival to the starting line with a delay of more than 15 minutes.

15.2.2. Inappropriate behaviour according to the Code of Sports.

15.2.3. Altering of a time card or a stamp card or the use of another Rider's card.

15.2.4. Skipping of a time control point or course control point.

15.2.5. Arrival in time control point with a delay of 20 minutes.

15.2.6. Non-use of protective helmet.

15.3. 1 minute equates to 1 penalty point.

EASE OF HANDLING TRIAL (EHT)

THE PURPOSE OF THE EASE OF HANDLING TRIAL is to become certain of the Horse and the Rider's abilities, calmly, accurately and regularly, to overcome various practical difficulties that can be encountered on the daily basis riding the Horse in a rural area, which is an indicator of a mutual co-operation. The EHT can be performed on precision with time limits or speed EHT.

16. RIDING ARENA

The riding arena of EHT is quadrilateral with minimum dimensions of 70 m x 30 m. It must be flat, free of stones or any other objects that may endanger participants. It is strongly recommended that a sandy surface be used. There may also be a grass cover, provided it is not too hard or slick.

17. OBSTACLES

The term obstacle means difficulty that the participant must overcome.

To avoid any surprises and misunderstandings, only the obstacles listed in Annex 1 may be used during the EHT competition. The distance between the obstacles shall not be less than 5 m. The organiser can choose between 9 (nine) and 11 (eleven) obstacles used in the trail.

18. OVERCOMING OF OBSTACLES

The obstacles are marked with a red and white flag or a pylon (red on the right and white on the left). In order for the obstacle to be successfully overcome, the Rider has:

- to cross the entry flags of the obstacle in the correct direction;
- to perform a technically sound overcome of the obstacle,
- to leave the obstacle through the exit flags.

All obstacles are numbered and must be performed in the order. The obstacle number is located at the entrance of the flags on the right.

19. THE LIST OF OBSTACLES

The organisers can choose the following obstacles:

1. Figure eight between drums
2. Wooden bridge
3. Slalom between parallel posts
4. Jumping over bales of straw
5. Pen
6. Gate

7. Bell
8. Earthenware jug
9. "L" shape corridor
10. Drums
11. Backing up in "L" or a figure eight between posts
12. Slalom between posts in a straight line
13. Side-stepping (Lateral work) over a log
14. Removing a goad from a drum
15. Placing a goad in a drum
16. Riding through a water-filled ditch
17. Bank
18. Switching a glass from the tip of a pole to another
19. Dismount, walk around the horse, and remount

20. ACQUAINTANCE

Prior to the start of the competition, participants are allowed to walk the trail in order to get acquainted with the obstacles. The trail will be open for acquaintance 15 minutes prior to the start, as announced by the judge. Upon expiration of the acquaintance time, all Riders must leave the riding area.

21. START OF TRIAL

The Chief Judge rings a bell, which signals the start of the Rider's trial. Within 45 seconds of the bell ringing, the participant must start the trail. The contestant who has not started the trail within 45 seconds will be disqualified.

22. START AND FINISH

Start and finish lines are marked with a mark or a red and white flag (red on the right and white on the left).

23. THE TRAIL PLAN

THE PLAN OF THE EASE OF HANDLING TRIAL must be displayed prior to the start of the competition, as well as the start list of participants.

24. TIME LIMITS

For each EASE OF HANDLING TRIAL, a time limit and maximum time limit are set. The maximum time limit is determined by adding an extra 2 minutes to the time limit. By exceeding the time limit set for every second a 1 penalty point is applied.

25. EVALUATION

Each obstacle is evaluated separately by awarding penalty points for errors committed in its performance in accordance with Annex No. 1. If the obstacle is performed without errors, 0 penalty points are awarded.

26. LIST OF PENALTIES

Exceeding the time limit 1 second = 1 penalty point.

Participants committing the following errors will be disqualified:

- refusing to stop and welcome the judges prior to the start of the trail or entering the competition area before the judges' request;
- fall of the Horse or the Rider's fall from the Horse;
- starting the trail before the start signal;
- the participant who does not start the trail within 45 seconds;
- rough handling of the Horse or hurting the Horse;
- any sign of the Horse limping or wound with blood traces;
- performing the obstacle from the wrong side;
- failure to perform the obstacles in correct order;

- exceeding maximum time limit.

27. MEDICAL CARE

27.1. The presence of medical personnel must be provided at the competition.

27.2. Prior to the race, the Chief Judge and the medical officer must coordinate the injured evacuation route.

Annex No .1

DESCRIPTION OF OBSTACLES

1. – Figure eight between drums

The obstacle consists of two drums which are located 5 m from each other (the distance is measured from the center of the drum).

The obstacle must be performed in trot or canter. In case of canter, the leg change at x point.

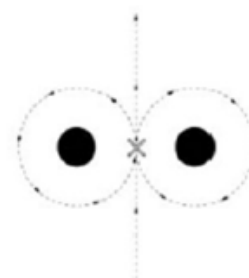
Evaluation:

Every change of gait - 2 p.p.

No execution of flying leg change - 2 s.p.

Knocking over a drum - 4 p.p.

Failure to perform the obstacle - 10 p.p.



2. – Wooden bridge

The obstacle consists of a wooden plank bridge which the Horse has to cross. The minimum dimensions of the bridge are 4m x 1.5m.

The trail must foresee to have the bridge crossed twice (one per direction). The surface of the bridge must not be slippery. The obstacle must be made of durable material so that it is safe.

The obstacle must be performed in walk, trot or canter.

Evaluation:

Change of gait - 2 p.p.

Stopping - 4 p.p.

Failure to perform the obstacle - 10 p.p.

3. – Slalom between parallel posts

The obstacle consists of at least seven, two meter high posts that are not attached to the ground. They must be placed on two parallel lines with a six-meter gap between the two rows. One row consists of four columns (1, 3, 5 and 7), and the other of three (2, 4, 6), where the spacing from one column to the other is also six meters. The post no. 2 is positioned exactly half way between the post no. 1 and 3. The post no. 4 is positioned exactly halfway between the post no. 3 and 5. The post no. 6 is positioned exactly half way between the post no. 5 and 7.

The obstacle must be performed in trot or canter. Each change of direction or, in case of canter, the change of legs takes place halfway between the posts.

Evaluation:

Grazing one post - 1 p.p.

Every change of gait - 2 p.p.

No execution of flying leg change - 2 s.p.
Knocking down a post - 4 p.p.
Failure to perform the obstacle - 10 p.p.

4. – Jumping over bales of straw

The obstacle consists of 4 bales of straw, between two columns, supplemented by a log above the bales of straw. The bales may be replaced with other natural materials, provided that it does not exceed the height of the bale (40 cm).

The obstacle must be performed safely and naturally in trot or canter.

Evaluation:

Every change of gait - 2 p.p.
Stopping - 4 p.p.
Knocking down the obstacle - 4 p.p.
Failure to perform the obstacle - 10 p.p.

5. – Pen

The obstacle consists of a semicircle, with a round pen in the middle in which live pets or their imitation can be found (e.g. chicken, rabbits, sheep, etc.). The inner circle diameter is 3 meters. The diameter of the outer semicircle is 6 m, including the inner circle.

The obstacle must be performed in trot or canter.

Evaluation:

Every change of gait - 2 p.p.
Stopping - 4 p.p.
Toppling the pen - 4 p.p.
Failure to perform the obstacle - 10 p.p.

6. – Gate

The width is 2 meters and height – 1.30m. The gates must open to both sides or in accordance with the trail. The gates may be made of wood, metal or plastic. It is also permitted to use cord instead of gate.

The obstacle must be performed: Open and close the gate without removing the hand from the gate.

Evaluation:

Every hand removal from the gate - 1 p.p.
Toppling the obstacle - 4 p.p.
Failure to perform the obstacle - 10 p.p.

7. – Bell

The obstacle consists of two poles which are ~4m long, placed on two ~5 cm high pallets on the ground. The poles are located at 1.50m from each other, forming a corridor. The bell is at the end of the corridor, at a height of ~2m.

The obstacle must be performed: the Rider enters the corridor in walk, trot or canter to the bell, rings it and then backs up the Horse until all four legs are out of the corridor.

Evaluation:

Failure to ring the bell - 1 p.p.

Knocking over one pole - 1 p.p.

Stepping out of the corridor (even with one leg) - 3.p.p.

Failure to perform the obstacle - 10 p.p.

Inability to back up the Horse in the corridor indicated - equal to failure to perform the obstacle.

8. – Earthenware jug

The obstacle consists of a table (height ~ 1m, width ~ 1.25m) on which a jug of liquid is placed.

The obstacle must be performed: the Rider must stop at the table and lift the jug over his head and then put it back on the table.

Evaluation:

Knocking over a jug - 1.p.p.

Knocking down the table after lifting the jug - 4 p.p.

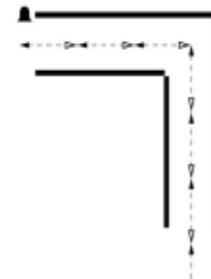
Knocking down the table before lifting the jug equals failure to perform the obstacle - 10 p.p.

Failure to perform the obstacle - 10 p.p.

9. – “L” shape corridor

The obstacle consists of four poles, where the length of the longest edge is ~4m. Each pole is placed on two ~5 cm high pallets, which are placed on the ground. The width of corridor is ~1.50m.

The obstacle must be performed: the Rider performs the corridor in walk, trot or canter.



Evaluation:

Knocking over one pole - 1 p.p.

Stepping out of the corridor (even with one leg) - 3.p.p.

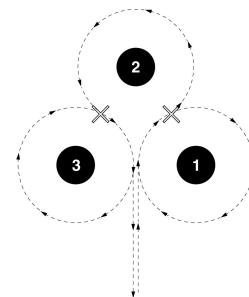
Failure to perform the obstacle - 10 p.p.

10. – Drums

The three drums are arranged in the form of an equilateral triangle, at a distance of 6 m from each other.

Each change of direction or, in case of canter, the change of legs takes place halfway between the posts

The obstacle must be performed: In the order shown in the scheme – in trot or canter.



Evaluation:

Every change of gait - 2 p.p.

No execution of flying leg change - 2 p.p.

Stopping - 4 p.p.

Knocking down a drum - 4 p.p.

Wrong order = failure to perform the obstacle - 10 p.p.

11. – Backing up in “L”

11.1.

1) "L" corridor, designed the same way as in point 9.

The obstacle must be performed in walk or canter to the end of the corridor, at the end of which there is a bell, rings the bell and then backs up the Horse through the "L" corridor until all four legs

are out of the corridor.

2) The obstacle must be performed in walk or canter to the end of the "L" corridor, on the right there is a post on which the glass is placed. The Rider takes the glass and backs up the Horse through the "L" corridor until its exit, where on the right there is another post on which to place the glass.

Evaluation:

Knocking over one pole - 1 p.p

Failure to ring the bell - 1 p.p.

Stepping out of the corridor (even with one leg) - 3 p.p.

Dropping a glass - 2 p.p.

Failure to perform the obstacle - 10 p.p.

Inability to back up the Horse in the corridor indicated - equal to failure to perform the obstacle.

12. Slalom between posts in a straight line

Three to seven posts about 2m high placed in a straight line. For level A, the distance between the posts is 7.5 m in a straight line. For B level, the distance between the posts is 6m in a straight line. The posts must not be buried in the ground or fixed in some other manner to minimise the risk of injuries.

The directional flags should be placed on each post.

The obstacle must be performed in trot or canter. Each change of direction or, in case of canter, the change of legs takes place halfway between the posts

Evaluation:

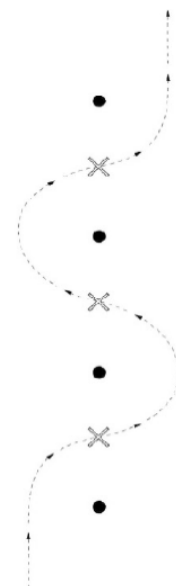
Touching one post - 1 p.p.

Every change of gait - 2 p.p.

No execution of flying leg change - 2 s.p.

Knocking over a pole - 4 p.p.

Failure to perform the obstacle - 10 p.p.



The test can be combined with retreat, ringing of bell, or switching a glass from the tip of a pole.

13. – Lateral work over a log

One or more logs with a total length of 3-4 m, 10 cm in diameter, placed ~5 cm above the ground.

The logs can be arranged in the following shapes:

a) one straight log;

b) two logs arranged in parallel;

c) two logs arranged in L;

d) up to 4 logs, placement - any shape (e.g. Z, L + L)

Options b, c and d are designed for higher complexity trails.

The obstacle must be performed in the correct side movement throughout the obstacle.

The log must always remain between the forelegs and hind legs of the Horse. The test can be performed in walk or canter. For grazing the post, the penalty points will be applied.

Evaluation:

Every grazing of post - 1 p.p.

Knocking over a log - 3 p.p.

Failure to perform the obstacle - 10 p.p.

14. – Removing a pole from a drum

The Rider must ride to the drum (or other installation in which the pole is placed) in walk, trot or canter and take the pole without stopping. The Horse's behaviour must be adequate when the Rider takes the pole and continues the movement with the pole in hand. The Horse should not be afraid of the drum or pole. The movement must be smooth and convincing.

Evaluation:

Every change of gait - 2 p.p.

Stopping - 4 p.p.

Knocking down a drum - 4 p.p.

Failure to perform the obstacle - 10 p.p.

15. – Placing a pole in a drum

This obstacle must be performed in the same way as described in No. 14, with the difference that the pole should be placed in the drum. If the participant drops the pole before placing it in the drum, he will receive maximum penalty points.

Evaluation:

Every change of gait - 2 p.p.

Stopping - 4 p.p.

Knocking down a drum - 4 p.p.

Failure to perform the obstacle - 10 p.p.

16. – Riding through a water-filled ditch

The minimum width of the water-filled ditch in the direction of the crossing must be 1.5 m. The minimum width of the obstacle is 2.4 m. The water-filled ditch depth should be 7.5 to 15cm. It can have a flat base or a steady decline in the direction of movement up to maximum depth (15cm) 45cm from the edge, and steady elevation towards the exit.

The obstacle must be performed in walk, trot or canter.

Evaluation:

Change of gait- 2 p.p.

Failure to perform the obstacle - 10 p.p.

17. – Bank

The obstacle consists of a ramp and a platform. The elevation of the ramp is 30 to 60 cm. At the end of the ramp there must be a flat platform minimum 2m in width. At the end of the platform there must be a steep tilt at a minimum and maximum height between 30cm and 60cm.

Performing the obstacle:

The Horse must perform the obstacle in a steady motion, making a safe jump from the platform.

Evaluation:

Failure to perform the obstacle - 10 p.p.

18. – Switching a glass from the tip of a pole to another

The obstacle consists of two 2m high poles, located ~1.2m apart from each other. On one of them there is a glass. The obstacle must be approached in walk, trot or canter. The Rider stops between the two posts and switches the glass from one post to other.

Evaluation:

Dropping a glass - 2.p.p.

Knocking down the pole after lifting a glass - 4 p.p.

Knocking down the pole before lifting a glass equals failure to perform the obstacle - 10 p.p.

Failure to perform the obstacle - 10 p.p.

19. – Dismount, walk around the Horse, and remount

The Horse with the Rider stops at the indicated place. The Rider gets off and walks a full circle around the Horse at a distance of 3 m from the Horse, then gets back on the Horse from the platform. When walking around the Horse, the Rider should not hold the reins or touch the Horse.

Evaluation:

The Horse leaves the marked area - 2 p.p. (stepping out of the marked area even with one leg).

While walking around the Horse, every hold of the reins or touch of the Horse - 3 p.p.

Failure to perform the obstacle - 10 p.p.

Annex No .2

FEI CODE OF CONDUCT FOR THE WELFARE OF THE HORSE

The FEI requires all those involved in international equestrian sport to adhere to the FEI Code of Conduct and to acknowledge and accept that at all times the welfare of the Horse must be paramount. Welfare of the horse must never be subordinated to competitive or commercial influences. The following points must be particularly adhered to:

1. General Welfare:

a) Good Horse management

Stabling and feeding must be compatible with the best Horse management practices. Clean and good quality hay, feed and water must always be available.

b) Training methods

Horses must only undergo training that matches their physical capabilities and level of maturity for their respective disciplines. They must not be subjected to methods which are abusive or cause fear.

c) Farriery and tack

Foot care and shoeing must be of a high standard. Tack must be designed and fitted to avoid the risk of pain or injury.

d) Transport

During transportation, Horses must be fully protected against injuries and other health risks. Vehicles must be safe, well ventilated, maintained to a high standard, disinfected regularly and driven by competent personnel. Competent handlers must always be available to manage the Horses.

e) Transit

All journeys must be planned carefully, and Horses allowed regular rest periods with access to food and water in line with current FEI guidelines.

2. Fitness to compete:

a) Fitness and competence

Participation in Competition must be restricted to fit Horses and Athletes of proven competence. Horses must be allowed suitable rest period between training and competitions; additional rest periods should be allowed following travelling.

b) Health status

No Horse deemed unfit to compete may compete or continue to compete, veterinary advice must be sought whenever there is any doubt.

c) Doping and Medication

Any action or intent of doping and illicit use of medication constitute a serious welfare issue and will not be tolerated. After any veterinary treatment, sufficient time must be allowed for full recovery before Competition.

d) Surgical procedures

Any surgical procedures that threaten a competing Horse's welfare or the safety of other Horses and/or Athletes must not be allowed.

e) Pregnant/recently foaled mares

Mares must not compete after their fourth month of pregnancy or with foal at foot.

f) Misuse of aids

Abuse of a Horse using natural riding aids or artificial aids (e.g. whips, spurs, etc.) will not be tolerated.

3. Events must not prejudice Horse welfare: a) Competition areas

Horses must be trained and compete on suitable and safe surfaces. All obstacles and competition conditions must be designed with the safety of the Horse in mind.

b) Ground surfaces

All ground surfaces on which Horses walk, train or compete must be designed and maintained to reduce factors that could lead to injury.

c) Extreme weather

Competitions must not take place in extreme weather conditions that may compromise welfare or safety of the Horse. Provision must be made for cooling conditions and equipment for Horses after competing.

d) Stabling at Events

Stables must be safe, hygienic, comfortable, well ventilated and of sufficient size for the type and disposition of the Horse. Washing-down areas and water must always be available.

4. Humane treatment of horses: a) Veterinary treatment

Veterinary expertise must always be available at an Event. If a Horse is injured or exhausted during a Competition, the Athlete must stop competing and a veterinary evaluation must be performed.

b) Referral centres

Wherever necessary, Horses should be collected by ambulance and transported to the nearest relevant treatment centre for further assessment and therapy. Injured Horses must be given full supportive treatment before being transported.

c) Competition injuries

The incidence of injuries sustained in Competition should be monitored. Ground surface conditions, frequency of Competitions and any other risk factors should be examined carefully to indicate ways to minimise injuries.

d) Euthanasia

If injuries are sufficiently severe a Horse may need to be euthanised on humane grounds by a veterinarian as soon as possible, with the sole aim of minimising suffering.

e) Retirement

Horses must be treated sympathetically and humanely when they retire from Competition.

5. Education:

The FEI urges all those involved in equestrian sport to attain the highest possible levels of education in areas of expertise relevant to the care and management of the Competition Horse.

This Code of Conduct for the Welfare of the Horse may be modified from time to time and the views of all are welcomed. Particular attention will be paid to new research findings and the FEI encourages further funding and support for welfare studies.