**SANESA**

**SHOWING HANDBOOK 2018 (2)**

**1. COMPETITOR TURNOUT**

Whilst certain dispensations are allowed for SANESA Performance Riding, Working Riding and Working Hunter classes the turnout described below is correct dress for Showing classes and as such it is compulsory for level 5 & 7competitions.

**Jackets – tweed, navy or black**

School blazers may be worn for levels 0 to 3, Jackets are optional for Leadrein.

**Hard Hats – black, navy or brown**

Hats must include a retaining harness secured at more than two places and must be worn with the chinstrap properly secured.

**Jodhpurs or Breeches - yellow, beige, fawn or cream**

White Breeches or Jodhpurs are not correct for showing classes but will not be discriminated against in levels 0 – 3.

Jodhpurs should have straps going under the boot to ensure they do not ride up and leave a gap between the bottom of the Jodhpurs and the top of the boot. Jodhpurs should not be tucked into boots.

**Boots or Jodhpur Boots – black or brown**

Pony Riders should preferably wear jodhpursand jodhpur boots, rather than breeches and long boots or gaiters.

Long black or brown boots or polished black or brown leather gaiters should be worn with breeches.

**Collared Shirts – white, cream or pastel, plain checked or striped**

American roll collar shirts or stocks are not permitted.

**Ties – conservative colours**

**Gloves – preferably leather or string but of a conservative colour**

Gloves are not compulsory but recommended for Level 0 to 3. They are compulsory for Level 5 & 7.

**Hair –** hair below the level of the ears should be either plaited or secured in a hair net. Loose hair escaping froma hair net will cause marks to be deducted in the tack & turnout/neatness section.

**Jewellery –** should not be worn.

**Riding Canes / Crops –** plain cane or leather covered.

Canes should not exceed 75cm. Canes with leather flaps on the end are permitted. Dressage whips are not allowed. Canes are not permitted for riders in Leadrein classes.

**Spurs – rowels & spurs with roughened or cutting edges are not allowed**

Spurs must be blunt and have necks not exceeding 2cm for Pony Riders or 3cm for Juniors.

Spurs must be worn with the curve of the neck directed downwards.

**2. HORSE/PONY TURNOUT**

**Plaits**

All horses & ponies must be plaited for all showing classes including Leadrein. The forelock must also be plaited. Whilst it is correct to pull or plait tails, this is not compulsory.

**Trimming**

Excessive hair in the ears and around the horse’s jawline should be trimmed. It is not necessary to remove feathers from those animals for which this is a breed characteristic.

**Quarter markers**

Quarter markings of squares or sharksteeth are permissible but no glitter may be used on horses or ponies.

**Tack - preferably brown but black is permissible**

Coloured[velvet or satin] browbands are acceptable for Performance Riding classes but are not correct for working riding or working hunter classes where a plain leather browband should be used.

Showing, Dressage or general purpose saddles are allowed.

Square School saddle cloths may be used for levels 1 to 3 but for level 5 & 7 correct, closely fitting numnahs in discrete colours [brown, black or white] should be used.

*NUMNAHS FOR NATIONALS*

*Use of Provincial numnahs has never been an issue at any class other than level 5 & 7 Performance riding. Whilst a fitted numnah is more correct it will not have any significant impact on the judges placings if riders prefer to show in their provincial affiliations.*

**Performance classes**

Snaffle, Pelham or simple double bridles may be used.

All bits must have smooth mouthpieces.

Pelham bits may be ridden with one rein and bit connectors in Prep School classes and in levels 0 to 3 for High Schools.

Ponies / Horses in **Performance Riding** classes may not wear bitless bridles, hackamores, gag bits, flash, crank, grackle or dropped nosebands, martingales, auxiliary reins, breastplates, gadgets or bandages.

**Leadrein classes**

The leadrein must be attached to the noseband and not to the bit. Only snaffle bridles with a cavesson noseband may be used.

**Working Classes**

Ponies / Horses in **Working Riding or Working Hunter** classes may not wear bitless bridles, hackamores, auxiliary reins or bandages. Protective boots are permissible in Working Hunter classes but must be removed before the conformation phase of level 7 classes. Boots are not permitted in working riding classes.

Studs are permitted in all classes. Bar shoes may not be worn in Level 5 & 7 Performance Riding classes.

Blinkers, horse nets and/or earmuffs are not allowed.

All loose or long straps on both bridles and saddles should be tucked into keepers.

**3. PERFORMANCE RIDING CLASSES**

There are set tests for level 0 to 3 Performance riding classes.

**Ridden Test**

All elements of the ridden test are equally important and tests should be studied carefully before the competition because competitors frequently lose marks by not performing all the required elements.

Do not deviate from the written order in which you ride the elements of the test because this could give the judge the impression that you have omitted some elements and you will be penalised accordingly.

When you introduce yourself to the judge speak loudly and clearly, give your name and the name of your horse or pony. This is particularly important in large classes where there may be two or more riders with the same first name or two different riders riding the same horse or pony.

When the test calls for an extended or lengthened trot or canter ensure that there is a visible difference in pace between the working trot or canter and the extension.

Many riders lose marks because transitions from walk to trot, trot to canter and back down from canter to trot etc are rushed or the horse strikes off on the incorrect lead. Some transitions will be required at all levels and these should be practiced beforehand.

Where the test requires a figure of eight or two circles on opposite reins make sure that the circles are equal in size. Similarly the loops of a 3 loop serpentine should all be the same length and width.

**Level 5 Performance Riding Class**

This class will be judged as if it were a Novice Show Riding/Show Hack or Pony/Show Hunter class. .

All competitors must enter the arena and complete the ‘go round’ together. The judge will then line up competitors in order of preference, usually from left to right, before asking them to complete the their individual show. A mark out of 20 will be given for the go round and a mark out of 40 will be given for the individual test. The test may reflect the type of horse.

Once all the tests have been completed the horses/ponies will be stripped of their saddles and examined for their conformation mark. The mark for handling will be allocated at the same time.

The mark for conformation will be out of 15 and the mark for 5 will be out of 5.

**Level 7 Performance Riding class**

This class will be judged as if it were an Open Show Riding/Show Hack or Pony/Show Hunter class except that there is no ride by the Judge.

All competitors must enter the arena and complete the ‘go round’ together. The judge will then line up competitors in order of preference usually from left to right before asking them to give an individual show which should include a lengthened trot and extended canter.. A mark out of 20 will be given for the go round and a mark out of 40 will be given for the individual test. The test may reflect the type of horse.

Once all the tests have been completed the horses/ponies will be stripped of their saddles and examined for their conformation mark. The mark for handling will be allocated at the same time.

The mark for conformation will be out of 15 and the mark for 5 will be out of 5.

**Level 0 off-leadrein ASSISTED class**

Competitors in the class will be allowed a guide IN the arena, **clearly visible to the judge. If assistance is given from someone outside the arena, this will be seen as outside assistance which is not allowed**. The function of this guide is simply to ensure that the rider moves from one obstacle to the next in the correct order. Any other assistance or coaching in the arena will result in a deduction of 5 marks for each infringement from the total performance mark.

**Handling**

This is the section of the competition where many competitors lose marks.

In level 0 competitors do not dismount. They stand quietly until the judge asks them to walk away and then trot back and trot out of the arena.

Levels 1 to 7

The object of ‘standing-up’ a horse is to ensure that it is presented in the best position for a judge to examine its conformation. Whilst the actual conformation mark is only given for level 5 &7 classes, competitors in all levels 1 to 7 are required to stand up their horses/ponies as part of the handling section. Horses/Ponies should be trained not to put their heads down to eat while the rider is running up the stirrups.

Standing-up means ensuring that the horse is standing square on all four legs, not resting one hind leg or turning his feet out. Correctly the horse should stand with the front lega little further forward on the side where the judge is positioned and the hind leg on that side a little further back. This requires practice and someone to assist by telling the rider when the horse is standing correctly until the rider has learnt to judge for him/herself whether the horse is standing correctly. At lower levels and particularly with younger children it is sufficient if the horse/pony stands square.

When the rider leads the horse away from the judge they should never be in front of the animal pulling it along but rather walking next to its shoulder. Competitors should always turn to the right, walking around their horse ready to trot back. The trot should be straight towards the judge and not require the judge to move to one side to see the horse’s movement. The competitor should demonstrate that he/she is watching or aware of what the horse is doing throughout this phase.

**4 Working Riding Classes**

These classes at all levels take the form of a set test designed to show the horse/pony’s schooling and obedience.

The test will usually consist of 8 separate elements [usually only 6 for level 0]. Typical elements will be trotting poles, a small jump, cones or other markers for bending poles, a lane and an object to pick up and carry. Other elements such as a reinback, opening a gate or a dismount may also be required, particularly at the higher levels. The test is available prior to the class for competitors to study and it is essential that they fully understand the requirements of each test and the pace and order in which they must be ridden. If the competitor does not understand any requirement they should clarify their concern with the judge when they present themselves at the start of the test.

Riding tests in the wrong order will lead to disqualification from the class and riding them at the wrong pace e.g. walk instead of trot, will result in marks being deducted.

Level 0 off-leadrein

**Level 0 off-lead rein ASSISTED class**

Competitors in the class will be allowed a guide IN the arena, **clearly visible to the judge. If assistance is given from someone outside the arena, this will be seen as outside assistance which is not allowed**. The function of this guide is simply to ensure that the rider moves from one obstacle to the next in the correct order. Any other assistance or coaching in the arena will result in a deduction of 5 marks for each infringement from the total performance mark.

All levels

If the pace is not stated e.g the test states jump the jump but does not specify at a trot or canter it is safe to assume that the rider may execute the obstacle at his own pace; however if a test gives specific instructions e.g trot the bending poles with reins in one hand the competitor must at least try to comply with this requirement or risk a no score for that element.

If an obstacle is not attempted the rider will be given a score of 0 for that obstacle. No competitor with a score of 0 for any obstacle may not be placed a competitor who has attempted all the obstacles.

In addition to the marks out of 10 given for each obstacle, there will also be a mark for style and manners or general impression. This will be based on the manner in which the horse and rider completed all the obstacles, whether the horse was disobedient, resisted going into obstacles or shied away from them going around the course. Riders will be judged on the neatness and accuracy with which they complete the tests and should resist the temptation to embellish their performance. E.g if the test calls for the rider to carry a basket whilst riding a circle he/she should not swing the basket around the horse’s head, similarly if asked to dismount on to a box or similar they should not jump up and down on the box after the dismount. Only do precisely what the test specifies and nothing more.

At levels 5 &7 all competitors should be in the arena for the duration of the class and a mark out of 10 will be given for conformation.

**Suitable Tests**

a) Ponies/Horses will be required to negotiate a course of eight tests that should be of a **practical** nature. The course should be designed to demonstrate that the horse is obedient, well schooled, able to jump, extend their paces, stand still and show a steady temperament.

b) Tests that may be dangerous for horse or rider should not be used: These include:Washing lines; Dragging an object on the end of a rope;Mounting from or dismounting on to an uneven surface such as a bale of hay

Course builders should be encouraged to decorate courses by the use of flowers, shrubs & other objects but care must be taken that these do not obstruct the rider’s line of vision, have sharp edges or slippery surfaces in the case of mats.

Articles to be carried should be of a suitable weight for a child, not have long strings or ends [ e.g. balloons on strings] that can be caught up in the reins or sharp edges. Judges must be given the discretion to modify any obstacle they consider dangerous.

c) Any horse taking the wrong course or negotiating another test after completing the course will be eliminated.

d) If the flat work (e.g. circles, simple changes, figures of eight etc) is incorrectly

carried out, it is not an elimination, but it is marked down.

e) In case of a tie, the Style and Manners mark should be used to determine the

winner.

f) A competitor may have 3 attempts at an obstacle and will then be instructed by the judge , to move on to the next obstacle, scoring 0 for that obstacle.

**5. Working Hunter classes**

This class will consist of a course of six to eight jumps at a height determined by the level of the class. Whenever possible the jumps should be rustic, i.e. plain wooden poles, logs or hedges and at higher levels, [5 and 7] fixed obstacles such as banks, steps, tables, dykes and water trays may be introduced.

The course should be ridden at a fairly fast smooth canter and the horse or pony should not check or put in extra steps before a jump. On completion of the course the rider should show a gallop on one rein [do not change rein and gallop in both directions] and halt in front of the judge. It is not correct to gallop with reins in one hand.

The jumping course is scored out of fifty with marks deducted for knocks [-5], and refusals [-10 first refusal, -15 second refusal, elimination for third refusal].

If a rider is eliminated for refusals he/she must not continue on the course but leave the arena. A fall of horse or rider is considered as elimination and riders should not remount after a fall but leave the arena on foot once they have been checked by the paramedic in attendance.

The judge will award marks out of 10 for the gallop. The horse must stretch out and lengthen its stride rather than just going faster and faster without covering more ground.

There is another mark out of 10 for hunter pace. The judge is looking for a smooth flowing round ridden at a strong canter.

The final marks are out of 10 for style i.e. how did the horse jump, did it put in extra strides before the jump, was it smooth, rushed or hesitant; and out of 10 for manners i.e did the horse resist, nap or become too strong for the rider during the round or the gallop.

In levels 5 &7 all the horses/ponies except those eliminated, will return to the arena together for a conformation mark. For this phase the horse’s boots should be removed but there must be no other tack change, e.g. martingales should not be removed.

**In-Hand Working Classes**

* These classes are not suitable for level 0
* Competitors will be required to do a utility type test in hand. They will lead their horses/ponies through, round and over a series of obstacles ( maximum of 6)
* It is the responsibility of the rider/parent/Chef d'Equipe to make sure the correct tests are prepared
* No grading points will be awarded for these classes
* The tests for these classes will be provided on the day.
* Classes will be judged on a points system with a mark out of ten for each test and a mark for style and manners. Conformation will not be a consideration at any level.
* All competitors will wear a hard hat as protection. Dress should be either a plain white or coloured long-sleeved shirt with a collar & tie and waistcoat or jacket. All competitors will wear plain long trousers or jodhpurs. Jeans are not permitted and breeches with long boots are not suitable for this class. All competitors will wear closed shoes or Jodhpur boots. Competitors at the highest level will be permitted to carry a dressage whip.
* Competitors in Groom in-hand utility classes are strongly encouraged to wear hard hats but this is not compulsory.
* Horses/ponies should be shown in a **snaffle** bridle **and** must be completely under control at all times.

**Handy Hunter Classes**

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| RULES:   1. No marks are awarded for conformation, turnout or style. It is not necessary to plait. School shirts may be worn. 2. The competition will be run over a course of five Working Riding type obstacles (Phase 1) followed by five Working Hunter (Phase 2) obstacles. 3. The Team with the lowest penalties in the fastest time are the winners. 4. Competitors walk the course as in a normal Working Hunter competition. Working Riding obstacles are numbered 1 to 5 and Working Hunter obstacles 6 to 10. 5. Competitors enter the arena in pairs and introduce themselves to the judge and proceed to the box. 6. When the bell rings (or the judge indicates that they may start) the first Team member leaves the box. The time starts as soon as the first team member’s horse’s front legs leave the box. 7. The first competitor begins Phase 1 – Working Riding, while the second competitor waits in the box. 8. The second competitor must remain in the box until the takeover or phase 1 is completed. Failure to stay in the box will result in 5 penalties each time the horse steps out. 9. On completion of Phase 1 the first competitor returns to the box, when all four feet of the pony/horse are in the box the second competitor leaves the box and does Phase 2. 10. On completion of Phase 2, the second competitor returns to the box. 11. The team’s time ends when the second competitor’s horse has all four feet in the box.   Both competitors must remain in the box, until the judge indicates they may leave, Failure to remain in the box will result in 5 penalties being awarded for every time a horse leaves the box. Any Team which fails to complete any obstacle cannot be placed over those teams that complete all obstacles. |