



ADULT RIDING CLUBS ASSOCIATION
OF WESTERN AUSTRALIA (INC.)

**MANUAL FOR
ADULT RIDING CLUBS' ASSOCIATION
INTER-CLUB CHALLENGES**

**THIS MANUAL IS TO BE READ IN CONJUNCTION WITH THE
CURRENT EA/FEI RULE BOOK FOR THE RELEVANT
DISCIPLINE AND THE ARCA GEAR CHECK RULES**

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MANUAL FOR THE CONDUCT OF INTER-CLUB CHALLENGES

1. ROLE OF ADULT RIDING CLUB'S ASSOCIATION (ARCA)

To foster participation in equestrian competition in a friendly, non-threatening and encouraging environment.

2. WHO CAN HOST CHALLENGES

Inter-Club Challenges can only be hosted by current, financial adult riding clubs of Western Australia which are affiliated with ARCA. Clubs must hold current insurance either with EA, Aon or other similar insurance companies.

For events that require Dressage tests, host Clubs must be EA Affiliated to allow use of the EA or EvA Tests

3. SPONSORSHIP

Clubs are permitted and encouraged to obtain sponsors for awards and prizes for the Challenge if possible. However, prizes over and above ARCA supplied ribbons, rug & trophies are not mandatory and it is understood smaller and/or country Clubs will be more limited with sponsorship options.

Please note that ARCA are the primary event sponsor and retain full naming rights for the challenges.

Eg."ARCA Winter Challenge proudly sponsored by Joe Citizen" NOT "Joe Citizen's ARCA Winter Challenge".

4. AGREED CHALLENGE FORMAT

a. Autumn Challenge

May consist of a variety of different disciplines, including but not limited to:

- Games, hacking, working hunter, equitation, versatility, jump cross, eventing.
- Levels to be catered for include walk/trot to canter classes and poles up to 95cm or higher by agreement of ARCA and host Club

b. Winter Challenge

May consist of a variety of different disciplines, including but not limited to:

- Games, hacking, working hunter, equitation, versatility, jump cross, eventing.

- Levels to be catered for include walk/trot to canter classes and poles up to 95cm or higher by agreement of ARCA and host Club

c. Spring Challenge

Dressage, consisting of Standard, Freestyle, Pas de Deux and Quadrille tests.

Each rider in the Spring Challenge is eligible to enter 2 individual tests, comprising of 1 Standard EA + 1 EA Freestyle of the same level or 2 standard EA tests at consecutive levels. In addition, riders can also ride as part of a Pas de Deux or Quadrille. Pas de Deux and Quadrille must be included in the Spring Challenge Dressage program.

Levels to be catered for include Preparatory up to Elementary, or higher by agreement of ARCA and host Club.

Note: Dressage is designated as the last Challenge each year to encourage riders to participate in Freestyles, Pas De Deux and Quadrille classes by allowing ample time for practice.

The order of these challenges may be altered in any one year at the discretion of the ARCA committee

5. WHO CAN ENTER

Riders

Financial members of clubs who are affiliated with ARCA. Minimum age for competition is 18 years (as per current constitution).

Riders who are not members of EWA (competitor, participant or adult rider membership) or who are not members of the host club, are considered Non-Members for the purposes of the Inter-Club competition and must pay the Day Member participation levy. Non-members must sign the Non-Member Release and Waiver of Liability Form.

The Day Member levy per non-member and a Remittance Form must be forwarded to the host Club's insurers on completion of the event.

Waivers and Remittance Forms for the Day Levy are available from the EA National website at <https://www.equestrian.org.au>

Horses

Horses must be over 3 years of age to compete in non-jumping events and over 4 years of age for jumping events.

Stallions are only permitted at the event (either in competition or present on the grounds) at the discretion of the organising committee. If permitted, Stallions are not to

be left unattended, must be identified with green discs and must comply with all other rules within the EA Stallion Safe Practice Policy (available on EWA website)

General

When competing in any ARCA event it is within the spirit of competition to compete at a level appropriate to the horse / rider's experience. In particular, horses that are officially graded through EA must compete within their graded level at ARCA Inter-club challenges wherever possible. Ungraded horses competing outside ARCA (e.g. Associate Dressage, Unofficial Hacking, lower level eventing – Introductory/ Preliminary) should also compete at a similar level in ARCA challenges.

6. OVERARCHING RULES

a. Welfare of horses

The event organiser will take heed of the code of conduct for the welfare of horses, developed by the FEI and adopted by EA.

Among other things, this conduct requires abuse of horses (including wet or dried blood on the horse) to be dealt with by elimination.

Excessive use of whips, bit and spurs should be brought to the attention of the Chief Steward. The whip should only be used to encourage the horse forward/laterally or as a reprimand, never to vent the rider's anger. The bit and spurs must never be used as a reprimand.

A person seen mistreating a horse, in any capacity during any phase of any event, shall be reported to the Chief Steward and if necessary taken to the appeals committee, which is comprised of people chosen by the host club.

b. Protests

Each event should have a Chief Steward, to which complaints can be made. A process for managing complaints is to be determined by the host Club. Ideally this should involve an Appeals or Disputes Committee.

c. Protective head gear

Anyone riding a horse at an ARCA event is required to wear protective head gear and footwear in keeping with the current EA regulations.

d. Risk management

The Host Club should have in place reasonable risk management guidelines. Risk management policies such as separation of float and spectator parking, supervision of children, access to warm-up and competition arenas by non-competitors should be brought to Club members' attention prior to the event and displayed at the venue.

NB: Risk Management Policy guidelines/examples are available on the website of Gow-Gates or similar insurance companies

7. ARCA DRESSAGE CHALLENGE RULES

a. General information and rules

EA dressage rules to apply, with particular attention to:

- Official dressage arena requirements to be adhered to (no stakes, unbreakable chain etc).
- Judges for dressage competition to be at least trainee EA where practical.
- NO eliminations to encourage participation (excluding falls or at Judge's discretion). Leaving arena to be considered as an Error of Course.
 - ❖ 1st error – 2 points
 - ❖ 2nd error – 4 points
 - ❖ 3rd error – 6 points and so forth
- Use of voice permitted at Preparatory & Preliminary level.
- Gear check compulsory for each test.
- Lameness - in the case of marked lameness, the Judge has the right to inform the competitor that they are eliminated and the horse is not eligible to compete in further competitions for the rest of the day. There is no appeal against the Judge's decision.

b. Dress, saddlery and equipment

Gear checkers are to be provided with the Gear Check Checklist from the current EA rules to ensure consistent gear checking AND with the ARCA exception/variation as per the ARCA Gear Check Rules attached.

All Club Challenges MUST abide by the EA Rules unless rules or gear are listed as exceptions within the ARCA Manual & Gear Check Rules.

c. Dressage tests

EA Dressage tests to be used in Inter-Club Challenges. EA Rules for Freestyle tests to apply. Host Clubs MUST be EA Affiliated to allow use of the EA Tests

Judges are to be briefed prior to the competition as to the above ARCA specific rule exceptions and variations. Judges are to be reminded that these are not official events and instructed that encouraging comments in the spirit of the ARCA philosophy are favoured wherever possible.

8. ARCA EVENTING CHALLENGE RULES

a. General information and rules

The following rules are to apply:

- Official dressage arena requirements to be adhered to (no stakes, unbreakable chain etc).
- Eventing dressage judges to be trainee EA at least.
- Competitors may only practice jumping over obstacles that have been provided by the Organisers for that purpose. Competitors can be eliminated if found jumping course obstacles as practice.
- At least 2 adjustable practice obstacles must be provided near the jumping area. The obstacles must be marked with flags.
- The practice obstacles must not be more than 10cm above the height of the class or exceed the maximum spread permitted.
- Excessive use of whip, spur and bit will be penalised. For description of what is considered excessive use, riders are directed to Annex 7 of the National Eventing Rules, which are available on the EWA website (www.wa.equestrian.org.au)
- Fitness of Horse and Rider - if at any time during the course of the competition a horse is lame or unable to continue, it may be eliminated on the authority of the Technical Delegate or Chief Steward. Similarly, these officials or a doctor may at any time, exclude from competition, any rider who in their opinion is severely injured or unfit.
- The Host Club should appoint a responsible person whose duty it is to:
 - Inspect and approve the XC and SJ courses before they are shown to riders; and
 - Authorise appropriate alterations to the course, if in their opinion, the courses are not suitable for the classes of horse and rider being judged.
 - In the case of XC, a responsible person must be a qualified Technical Delegate. The Technical Delegate must remain on course while the XC phase is being run.

b. First aid

The following guidelines are to be adhered to:

- A first aid service, or person(s) holding a current senior first aid certificate, should be present at all times during the event.

- The first aid post must be manned at all times.
- Emergency vehicles must be able to access all parts of the venue.
- An ambulance and/or paramedic team must be present during the conduct of the XC phase.
- A Veterinarian should be present during the jumping phases. If no vet is available, then competitors should be notified before the commencement of the event and details of vet services on call should be posted in key locations around the venue and provided to ground personnel.

It is a condition of entry that all competitors wear an approved body protector for the conduct of the XC phase.

c. Specific rules for eventing dressage

EA dressage rules apply, subject to the ARCA Gear Check Rules attached AND following variations: -

- Whips may be carried
- Callers permitted
- Use of voice permitted at Preparatory and Preliminary level
- No eliminations to encourage participation. Leaving arena to be considered as an Error of Course. Judge has final elimination ruling, based on safety.

All Club Challenges MUST abide by the EA Rules unless rules or gear are listed as exceptions within the ARCA Manual & Gear Check Rules.

Host Clubs MUST be EA Affiliated to allow use of the EvA Tests

d. Conduct of cross country phase

EA cross country rules apply, subject to the ARCA Gear Check Rules attached AND following variations:-

- After the 3rd refusal at a particular obstacle, the rider MUST bypass the jump and continue to the next jump.
- After three (3) refusals at three (3) consecutive jumps, the rider is required to retire from the x-country course. The rider must leave the course at a walk.

On safety grounds, riders are not permitted to attempt a standing jump at heights above 45 cm and riders MUST turn their horse away and re-take the jump if the horse comes to a standstill in front of the jump (refusal).

Fast/Slow Horses - Slower horses MUST give way to faster horses coming through whilst on the cross country course. This also applies when horses are nearing fences unless rider of slower horse has already presented to the jump.

All Club Challenges MUST abide by the EA Rules unless rules or gear are listed as exceptions within the ARCA Manual & Gear Check Rules.

e. Cross country phase penalties

REFUSALS

A refusal is when a horse stops in front of a jump, runs out from the jump or crosses its tracks once having been presented at the obstacle.

1st refusal/run out/circle - penalty 20 points

2nd refusal/run out/circle - penalty 40 points.

3rd refusal/run out/circle - penalty 100 points + rider must bypass the jump and continue to the next obstacle

3 refusals at 3 consecutive jumps - Rider must retire

COMPULSORY FLAGS

Missing the compulsory flags will incur a penalty of 100 points.

FALLS

A rider is considered to have fallen when he/she is separated from the horse in such a way as to necessitate remounting or vaulting into the saddle. A fall of rider will result in elimination.

A rider may complete subsequent parts of the challenge once cleared by medical staff.

A horse is considered to have fallen when, at the same time, both its shoulder and quarters have touched either the ground or the obstacle and the ground, or when it is trapped in a fence in such a way that it is unable to proceed without assistance or is liable to injure itself.

A fall of horse will result in elimination.

JUMP WITH MORE THAN ONE ELEMENT e.g. A, B, C

A refusal at any one of these elements will require that only the refused element at this jump must be re-jumped.

TIME PENALTIES

0.4 penalties are incurred per second over optimum time.

Riders who are judged by the Technical Delegate or other responsible person nominated by the Organising Committee to have ridden the course at an unsafe (fast) speed may be eliminated.

UNAUTHORISED ASSISTANCE

Any intervention by a third party with the object of coaching the competitor is considered unauthorised assistance. Within the spirit of ARCA, some assistance may be provided to competitors in the form of the providing verbal directions to the next jump and cheering. All other assistance, including taking a lead off another horse, is forbidden.

Suggested speeds and jump dimensions

APPENDIX I – Combined Jumping Obstacles					
Grade	Poles – 30cm	45cm	65cm	80cm	95cm
Indicator Colour **	Pink	Blue	Orange	White	Red
Speed	250mpm	300mpm	325mpm	350mpm	400mpm
Obstacle Dimensions					
Non-fixed height max	30cm	45cm	65cm	80cm	95cm
Spread with height max	30cm	45cm	65cm	80cm	95cm
Spread without height	NIL	60cm	75cm	95cm	105cm
Drops	NIL	45cm	65cm	80cm	95cm

* Poles to 30cm Class to include a majority of poles on the ground

** Above colour specifications subject to change by host Club

f. Marking and access to the cross country course

The cross country course should be approved by an EA qualified Technical Delegate and designed and marked accordingly to the following rules and guidelines:

- Red and white boundary flags are to mark the start and finish and compulsory sections of the course, as well as to define the course.
- They are to be placed in such a way that a rider must leave the red flag on his/her right and the white flag on his/her left.
- Each obstacle is to be numbered with an appropriate colour differentiating the different classes. Elements of the same obstacle are to be marked with an A, B, C etc.
- The outline/plan of the obstacles may be published prior to the event at the club's discretion.
- The course must be open for inspection by competitors as early as possible.
- A plan of the course must be displayed by the time the course is open for inspection by competitors.
- The plan must include:
 - Position of start and finish flags
 - Numbered obstacles
 - Compulsory obstacles/passages
 - Approximate distance

g. Guidelines for cross country jump judges

The Technical Delegate is to brief all XC Jump Judges on the day of the event and Jump Judges are to be provided with written instructions, with diagrams if required, on how jumps and obstacles are to be judged.

9. ARCA SHOWJUMPING CHALLENGE RULES (applicable to SJ competitions and SJ phase of ODEs)

a. General information and rules

The following rules are to apply:

- The showjumping arena is to be enclosed. While a horse is in the arena during a competition, all entrances and exits must be physically closed.
- Competitors on foot may only be admitted once to the arena before each competition and this includes competitions with jump-off(s). Permission to enter the arena will be given by an announcement over the public address system. In competitions over two rounds with different courses, competitors may inspect the course before the second round.
- Competitors may only jump practice obstacles that have been provided by the Organisers for that purpose. Competitors can be eliminated if found jumping course obstacles as practice.
- At least 2 adjustable practice obstacles must be provided near the jumping area. The obstacles must be marked with flags.
- The practice obstacles must not be more than 10cm above the height of the class or exceed the maximum spread permitted.
- The Host Club should appoint a responsible person whose duty it is to:
 - Inspect and approve the SJ course before they are shown to riders; and
 - Authorise appropriate alterations to the course, if in their opinion, the courses are not suitable for the classes of horse and rider being judged.
 - The responsible person would generally be an approved judge or course builder.

b. Dress, saddlery and equipment

EA Showjumping rules apply.

All Club Challenges MUST abide by the EA Rules unless rules or gear are listed as exceptions within the ARCA Manual & Gear Check Rules.

c. Showjumping penalties (includes SJ phase of ODEs)

Note: No jump-off is required for the showjumping phase of an ODE.

Penalties for ARCA showjumping competitions and the showjumping phase of the One Day Event are as follows:

- Knocking down an obstacle – 4 penalties
- 1st refusal or run out - 4 penalties
- 2nd refusal or run out – 8 penalties
- 3rd refusal or run out – 40 penalties + Rider must move to next jump
- 3 refusals at 3 consecutive jumps - Rider must retire
- Fall of competitor – elimination
- Fall of horse – elimination
- 100 penalties incurred for:
 - Omitting a jump, jumping an obstacle in the wrong order or wrong direction.
 - Failure to re-attempt an obstacle after a run-out or refusal.
 - Failing to cross start/finish flags.
 - Starting before the judge has given the signal and jumping the first obstacle on course.
 - Error of course not rectified.

d. Timed showjumping events

The following rules apply:

- The time allowed for a round in each competition is determined by the length of the course and the maximum speed (e.g. 250-400 metres per minute depending on level).
- Exceeding the time allowed is penalised by one penalty for each second or part of a second in excess of the time allowed up to the maximum time limit (which is equal to twice the time allowed).
- Each competitor in the event must be timed by the same system.
- If there is an interruption in the round and the clock is stopped, the competitor is free to move around until the bell is rung. The clock is restarted when the competitor reaches the same place where the clock was stopped.
- The clock is not stopped in the event of a deviation from the course, a run-out or a refusal.

10. ARCA SHOW HORSE / HACKING CHALLENGE RULES

The following rules are to apply:

- Official height certificates not required, although measuring should be offered prior to classes (if possible). Disputes over an exhibit's height are to be resolved by the Chief Steward.
- Stallions are only permitted in saddle classes at the discretion of the Organising Committee and must comply with EA Stallion Guidelines
- If space at the host club permits, the Organising Committee should endeavour to run different rings based on level e.g. beginner (walk/trot), Intermediate (walk / trot / beginner canter) and Advanced (established canter).
- Height classes should be allocated based on the following height categories: -
 - Under 14hh
 - 14hh – 15hh
 - 15hh – 16hh
 - Over 16hh
- If classes are large, the Organising Committee should direct the judge to only pick approximately six riders out of the ring to do an individual workout.
- If a large number of competitors fall in one height class, the Organising Committee may randomly split the class into A and B. In this instance it would be preferable for the judge to pick three riders from the class A ring and three riders from the class B ring to come together and compete with individual workouts.
- The wearing of double bridles is not permitted.

All Club Challenges MUST abide by the EA Rules unless rules or gear are listed as exceptions within the ARCA Manual & Gear Check Rules.

11. ARCA WORKING HUNTER CHALLENGE RULES

The Working Hunter Event is conducted in three phases - Jumping, Flatwork and In-hand. The jumping phase is conducted first followed by the Flatwork and then the In-Hand phases. Disobedience in any phase of the competition will result in penalties.

The Jumping Phase is conducted over a course of 8 obstacles with a number of verticals and spreads. The track is open and flowing and has at least one change of direction. The course includes a number of natural obstacles such as brush, gates and rustic rails.

The Flatwork Phase comprises of a workout similar to a show hunter and includes a hand-gallop and a change of lead in canter (excluding walk/trot test).

Martingales and leg protective boots / bandages to be removed.

The workout should be given to competitors on paper prior to the event. The workout should be similar to that of a show hunter class and must include a hand-gallop and a change of lead at the canter (excluding walk/trot test). No lengthen trot. The action and temperament marks are to be awarded in the flatwork phase.

For the In-Hand Phase, horses are unsaddled and judged on conformation as a hunter type. Horses are assessed while standing. No workout is necessary.

All Club Challenges MUST abide by the EA Rules unless rules or gear are listed as exceptions within the ARCA Manual & Gear Check Rules.

12. ARCA HICKSTEAD / JUMP CROSS CHALLENGE RULES

Hickstead and/or Jump X Events consist of two separate phases - Dressage and Combined Jumping (over showjumps & cross country fences).

Host Clubs can choose to run event for individuals and/or as a team event (e.g. one rider completes the Dressage Phase and one completes the Combined Jumping Phase, on a different horse).

Refer to Eventing Challenge Rules above for further rules.

13. ARCA GYMKHANA CHALLENGE RULES

Refer individual Challenge Rules above i.e. Hacking & Showjumping

14. ROLE OF OFFICIALS

At each event, the following people should be nominated and made known to the competitors:

Chief Steward

The role of the Chief Steward is to:

- Arrange for the venue to be open and ready for competition at least 1.5 hours before the commencement of the event
- Brief the stewards and other event help on their duties;
- Meet dressage judges on arrival, assign pencillers and allocate arenas;
- Ensure scoresheets are available for judges and marking sheets are updated throughout the event;
- Ensure that the competition runs to schedule, where possible; and
- Deal with protests, in conjunction with an Appeals Committee.

Gear Steward

It is the responsibility of the Organising Committee to provide a Gear Steward. It is ultimately the responsibility of the competitor to comply with the rules relating to gear.

If a rider does not have their gear checked by the appointed Gear Steward or deputised marshal, they may incur elimination at the discretion of the Chief Steward or Appeals Committee.

Every consideration must be given to not disturbing the harmony of the horse and rider prior to them entering the competition area.

The Gear Steward is responsible for:

- The legality of the dress, saddlery and equipment;
- Checking the gear of each competitor for each element or test of the competition;
- Ensuring that the gear check is completed to allow sufficient time for the competitor to proceed to the competition area and adhere to the draw;
- If a problem arises during the gear check which may cause a delay, the competitor should be requested to re-present to the gear steward immediately after their test or competition element concludes;
- Consulting the Chief Steward or technical delegate if doubt exists regarding any item of saddlery or equipment; and
- If inspection requires removal of the bridle, a head collar/halter should be made available for this purpose.

The Gear Steward should be provided with a copy of the EA dress, saddlery and equipment rules for the relevant competition, together with the ARCA Gear Check Rules, which provides exceptions to the EA rules.

All Club Challenges MUST abide by the EA Rules unless rules or gear are listed as exceptions within the ARCA Manual & Gear Check Rules.

Technical Delegate for ODEs

The role of the Technical Delegate is to:

- ensure that the event is run in accordance with the EA and ARCA rules;
- provide appropriate help and guidance;
- inspect and approve the cross country and jumping courses before they are shown to riders;
- authorise appropriate alterations if, in their opinion, the Rules are unsuitable for the classes of the horses being judged.

The Technical Delegate may not perform any other duty at the event.

In addition to Chief Steward/Technical Delegate and Gear Steward(s), other event helpers will include, depending on the nature of the event

- Dressage Test writers (pencillers)
- Dressage test sheet runners
- XC jump judges
- XC starter
- XC ground crew
- Show horse pencillers
- Ring marshal(s)
- SJ ground crew
- SJ judge
- SJ timer
- Scorers
- Gate steward
- First Aid/safety officer

15. SCORING FOR CHALLENGES

a. Dressage Challenge scoring

Scoring as per EA Dressage Rules allowing for any stipulated ARCA exceptions.

- The winner of each Dressage class is the competitor with the highest percentage score. Results are rounded to three decimal points.
- Ribbons are awarded to 6th place.

b. Eventing Challenge scoring

The three phases of the ODE are to be scored on the basis of penalty points. The winner of each class is the competitor with the lowest total number of penalty points after combining Dressage, XC and Showjumping penalties.

- To convert dressage percentages into penalty points, the percentage dressage score, as calculated above, is subtracted from 100. The result is rounded to one decimal point.
- Cross country and showjumping penalty points are the total penalties received for the respective phases.
- Ribbons are awarded to 6th place.

c. Showjumping Challenge scoring

The winner of each Showjumping class is the competitor with the lowest number of jumping penalties and fastest time in the jump-off round.

If a class is based on Optimum Time, the winner is the competitor with the lowest number of jumping penalties, closest to the optimum time.

d. Show Horse Challenge scoring

Show horse (hack) classes are not scored but placings & ribbons are awarded by the judge in each ring up to a maximum of 6th place. Champion and Reserve Champion placings to be awarded for each ring based on height.

e. Working Hunter Challenge scoring

The three phases of the Working Hunter are to be scored by combining marks for each phase. The winner of each class is the competitor with the highest score. In the event of a draw, the jumping score will preside. In the event that there is still a tie, the "Type" mark will be the deciding factor.

Jumping Phase Scoring

For each obstacle cleared, competitors will be given a mark as follows:

- 3 marks = insufficient;
- 7 marks = good;
- 10 marks = excellent.

The following Jumping penalties will apply:

- Knockdown – minus 10 marks;
- 1st Refusal – minus 10 marks;
- 2nd Refusal – minus 20 marks
- 3rd Refusal – minus 30 marks + Rider must move to next jump
- 3 refusals at consecutive jumps – Rider must retire
- Taking the wrong course - minus 20 marks.
- Fall of Horse or Rider – Rider must retire
- In addition competitors are given a mark out of 30 for jumping style and manners (submission and obedience).

Flat Work Scoring

- A mark out of 20 for Action and Paces;
- A mark out of 15 for Manners (submission and obedience);
- A mark out of 10 for rider and horse attire

In-Hand Scoring

- A mark out of 30 for hunter type
- A mark out of 25 for conformation

f. Hickstead and Jump Cross Challenge scoring

As per Eventing scoring above.

Final scores are determined by combining the penalty points incurred in each phase.

The winner/s is the competitor or team with the lowest total of penalty points. In the case of a tie, the winner or placegetter will be the combination with the lowest dressage penalties. If there is still a tie, the winner or placegetter will be the combination whose combined jumping time is the closest to optimum time

g. Gymkhana Challenge scoring

As per individual disciplines above

h. Best Presented Class scoring

- At any type of challenge, a Best Presented team award may be held at the hosting club's discretion but shall be mandatory at Dressage and Show Horse Challenges. This is to consist of 2-4 riders from each club. Prizes are to be awarded based on overall presentation, cleanliness of horse, tack and rider uniform.
- Team unity of presentation to be encouraged.

i. Overall High Point and Handicap Awards scoring

Individual competitors are awarded 'Points' based on their class placings through the day as follows: -

1 st place	6 points	2 nd place	5 points
3 rd place	4 points	4 th place	3 points
5 th place	2 points	6 th place	1 point

Equal placings are awarded the same points (i.e. if two riders are placed equal third, they will both be awarded 4 points). In pairs events, points are awarded to each rider (e.g. if two riders in a Pas de Deux or pairs hacking class place first, they will each be awarded 6 points).

Individual competitors' points are added to the results for their Club and all competitors' points are combined to determine a total number of points for each Club.

Ribbon colours

1 st place	Blue	2 nd place	Red
3 rd place	White	4 th place	Green
5 th place	Yellow	6 th place	Brown

High Point Trophy

Awarded to the Club with the highest overall points.

Handicap Trophy

Awarded to the Club with the highest average score. This score is calculated by dividing the total number of points of each Club by the total number of Club members competing on the day.

Note: for the purpose of the handicap trophy, a team in an ODE (or similar style challenge) is considered one rider.

Individual High Point Rider (ARCA Rug)

Awarded differently dependant on Event, as follows:

Dressage – highest combined percentage

for Individual and Freestyle tests across all classes.

NB: To be eligible for High Point Rider, a competitor must ride both an Individual and an individual Freestyle test at any level.

Eventing – Lowest combined penalty points across all classes. In the case of a draw, the winner shall be the 'equal' rider with the lowest Dressage penalties.

Showjumping – Based on total points awarded for the day across all classes. In case of a draw, the winner shall be the 'equal' rider with the lowest total penalties across their classes.

Show Horse / Hacking – Total combined points awarded across all classes. In the case of a draw, the winner shall be the 'equal' rider with the highest number of highest placings (e.g. 5 blues, against 4 blues)

Working Hunter – The highest score across all classes. In case of a draw, the winner shall be awarded to the 'equal' rider with the highest jumping score.

Hickstead – The lowest score across all classes. In the case of a draw, the winner shall be the 'equal' rider closest to their classes' optimum time.

Gymkhana - Total combined points awarded across all classes. In the case of a draw, the winner shall be the 'equal' rider with the highest number of highest placings (e.g. 5 blues, against 4 blues)

Results are to be posted online and provided to the ARCA Committee within 1 week of completion of the Challenge

Rules effective as at 1st January 2019.

ARCA GEAR CHECK RULES (exceptions/variations to EA Rules)

All Clubs MUST abide by these ARCA Gear Check Rules at ARCA Challenges.

RIDERS

Club uniforms to be worn by all riders.

Coloured jodhpurs permitted

Hacking jackets NOT permitted

Riding Boots – Long or short riding boots are permitted, must be heeled.

Chaps/Gaiters - Optional. Material & colour not relevant as long as they are in good, safe condition

Gloves - Optional. Material & colour not relevant as long as they are in good, safe condition

Spurs - Optional. Spurs must be of smooth material (metal or plastic). Any shank to point downward and to the rear. Roller Spurs permitted. Rowel spurs NOT permitted

HORSE

Plaiting – Optional

Bitless bridles are permitted in all phases (no rope/halter style permitted - see Annexure for bitless examples)

Nosebands – permitted – see Annexure

Ear hoods - permitted

Breastplates - permitted

Neck strap – permitted

Saddles – any type permitted as long as it is safe & in good condition. Girth straps to be checked!

Please Note:

Colour of clothing, gear and tack is not relevant as long as it is in good, safe condition. No additional marks will be awarded or deducted for gear that does or does not match.

In the spirit of inclusion fostered by ARCA, most gear is permitted provided it is in good condition and safe for Horse and Rider. ARCA wishes to encourage competition amongst Adult Riders without the need for additional costs for presentation.

Event specific

Dressage

Snaffle bridles only, single or double jointed acceptable – See Annexure

Boots and bandages – NOT permitted

Hickstead / JumpX

Watches NOT permitted

Whip is permitted to be carried in the dressage phase of Eventing and Hickstead/JumpX competitions. Whips to be no longer than 120cm.

Body protectors are compulsory for all jumping heights. If a rider does not own one, please encourage them to borrow from their fellow club members. Host clubs should consider providing a few 'loan' vests for the day to ensure all riders are able to compete.

Medical armband recommended but not compulsory. No bibs/number holders or bridle numbers required.

Eventing

Whip is permitted to be carried in the dressage phase of Eventing and Hickstead/JumpX competitions. Whips to be no longer than 120cm.

Body protectors are compulsory for all jumping heights. If a rider does not own one, please encourage them to borrow from their fellow club members. Host clubs should consider providing a few 'loan' vests for the day to ensure all riders are able to compete.

Medical armbands, bibs/number holders and bridle numbers required should also be worn by all competitors if there is to be more than one rider on course at the same time.

Please Note:

Colour of clothing, gear and tack is not relevant as long as it is in good, safe condition. No additional marks will be awarded or deducted for gear that does or does not match.

In the spirit of inclusion fostered by ARCA, most gear is permitted provided it is in good condition and safe for Horse and Rider. ARCA wishes to encourage competition amongst Adult Riders without the need for additional costs for presentation.

BITLESS BRIDLES ANNEXURE

Bitless bridles shall be permitted to be used in ARCA Challenges provided control of the horse can be maintained. The Judge reserves the right to ask a rider to dismount if they believe safety is compromised.

Please note: Bridle must be made from leather or synthetic leather. Halters and rope halter/bridles are not accepted.

Examples

The following bitless bridles are PERMITTED in all disciplines at ARCA Challenges



Examples

The following bitless bridles are NOT permitted in Dressage, Show Horse or Working Hunter (Flat work phase). Rope style not permitted in any discipline

