

Allround-riding

Disciplines

Allround-riding consists of 5 disciplines:

- A – Endurance
- B – Cross-country
- C – Dressage
- D – Gaits
- E – Speed

There are the following levels:

Advanced	AL1
Intermediate	AL2
Easy	AL3
Beginner	AL4

All disciplines are equally important. In each discipline, the rider starts out with a score of 100. Any faults (for example refusals at obstacles, time faults, or mistakes on the oval track) result in penalty points, which are subtracted from the original score. If a rider has 100 penalty points in a discipline, the score for this discipline is 0 and this discipline is failed. The rider is allowed to start in the remaining disciplines even if he/she has failed one or more disciplines. All disciplines have to be passed to pass the Allround-riding trial. The rider or team with the highest score (i.e. with least penalty points) will win the trial.

Duration

Usually, the trial takes place over two days. Disciplines A and B are held on the first day, and disciplines C, D and E on the second day.

If the trial is held on a single day, disciplines A and B will be shortened by $\frac{1}{3}$, and discipline C is left out. There should be a break of at least one hour between the first two disciplines (A, B) and the last two (D, E).

Teamcompetition

Riders can start in teams. A team can consist of max. 4 riders. Starting in teams is not allowed in level AL1 and AL2. A team will ride together in disciplines A and B and separately in disciplines C, D and E. A team can only pass the trial if all the members of the team pass each discipline. The riders' score will first be calculated individually, and then as an average score for the team. The finishing times for the disciplines A and B are determined by the time when the team's last rider passes the finish line. Riders are not allowed to compete both in teams and individually.

Disciplines

Disciplines A and B are ridden directly after each other. Discipline A is divided in 1 to 4 laps: a1, a2, a3, a4. According to the level, you ride one, two, three or all four laps. Discipline B is always ridden after the first lap of discipline A (a1).

The ride is timed; if you finish a lap over the specified ideal time, you are penalized. If you lose time in one lap or discipline, you cannot win the points back by going faster in the next lap. The ideal time is set on basis of the difficulty of the trail and the level (AL4-1). There is a 5 minute obligatory break between each discipline and lap. Starts are staggered, with 3-5 minutes between the riders (except for teams, who start together).

The following speed requirements apply:

Tempo 4: 4,0 min/km = 250 m/min = 15,0 km/hour
 Tempo 4,5: 4,5 min/km = 222m/min = 13,3 km/hour
 Tempo 5: 5,0 min/km = 200 m/min = 12,0 km/hour
 Tempo 5,5: 5,5 min/km = 182 m/min = 10,9 km/hour
 Tempo 6: 6,0 min/km = 167 m/min = 10,0 km/hour
 Tempo 6,5: 6,5 min/km = 154 m/min = 9,2 km/hour

The disciplines will be ridden in this way:

AL1 (advanced):	a1+B+a2+a3+a3	= 20-25 km	tempo 4 -5
AL2 (intermediate):	a1+B+a2+a3	= 16-20 km	tempo 4,5-5,5
AL3 (easy):	a1+B+a2+a3	= 12-16 km	tempo 5-6
AL4 (beginner):	a1+B	= 8-10 km	tempo 5,5-6,5

A map of the trail, including the ideal times, trail length and starting times is published no later than 24 hours before the start of the trial.

Discipline A- Endurance

Depending on the level (AL4-1), you ride one or several laps of 4-7 km length. The ride is timed; you must keep within the ideal time to avoid penalty points. There is a 5 minute obligatory break between the laps. If you come in under the specified ideal time, the remaining time will be added to the break.

The start and finishing line must be clearly marked with white and red markings – red on the right hand and white on the left hand. There must be markings for each km.

If you leave the trail, you will receive 100 penalty points.

Score

If the discipline is ridden without faults, there will be given no penalty points.

Penalty points for time faults will be given as follows:

1st minute = 10 penalty points
 2nd minute = 30 penalty points
 3rd minute = 60 penalty points
 4th minute = 100 penalty points

When the last lap is finished, your horse's pulse is measured 10 minutes after you have crossed the finishing line. If the pulse is higher than 72 beats/min, there will be measurements every 5 minutes (max 4 measurements), until the frequency is equal to or lower than 72 beats/min. Penalty points for pulse will be given as follows:

1st measurement too high = 10 penalty points
 2nd measurement too high = 30 penalty points
 3rd measurement too high = 60 penalty points
 4th measurement too high = 100 penalty points

Each rider will receive a piece of paper at the finishing line stating the rider's time of arrival. It is the rider's responsibility to get the horse's pulse checked 10 minutes after this arrival time. Otherwise, 100 penalty points will be given to the rider. The pulse will also be noted on the paper.

Discipline B – Cross-country

The trail is 2-7 km long, depending on difficulty of the trail. The ride is timed; you must keep within the ideal time to avoid penalty points. The required tempo depends on the level (AL4-1) and the difficulty of the trail. The trail will contain obstacles such as ditches, bridges, streams, steep slopes as well as permanent "natural" jumps. The obstacles should be spread out on the trail.

Number of obstacles for each level:

AL1:	20
AL2:	15-20
AL3:	10-15
AL4:	10

The difficulty of the obstacles will be adjusted to the level.

Maximum dimension of jumps:

	AL1	AL2	AL3	AL4
Max. height	80 cm	65 cm	50 cm	40 cm
Max. depth	150 cm	130 cm	100 cm	70 cm
Max. circumference	270 cm	230 cm	175 cm	130 cm

The height is measured from where the jump starts to the landing.

The depth is measured horizontally on the jump.

The circumference is measured as vertical start height plus horizontal depth plus vertical end height. This means no jumps can have max. height and depth.

The height, depth and circumference limitations are only valid on jumps (does not include ditches, water streams etc.).

Obstacle faults

Refusal

The horse stops and takes a step back. If the horse steps back twice, this is considered as two refusals.

Circle

The horse crosses its own tracks (if done during a refusal, is it only disobedience)

Fall

The rider and the horse are separated. The ride must be continued from where the fall happened.

Crash

The horse's shoulder and hip on the same side touch the ground or the obstacle. The ride must be continued from where the crash happened (if in a jump, it will be continued after the jump)

Judges

The judges must note on a paper whether the horse did not pass, passed perfectly or passed with faults, and they must note which faults there were.

If the discipline is ridden perfectly, no penalty points will be given.

Penalty points for time faults will be given as follows:

1st minute = 10 penalty points

2nd minute = 30 penalty points

3rd minute = 60 penalty points

4th minute = 100 penalty points

Penalty points for obstacle faults will be given as follows:

1st fault = 10 penalty points

2nd fault = 30 penalty points
3rd fault = 60 penalty points
4th fault = 100 penalty points

If the obstacle is not passed at the 4th attempt, the rider must continue to next obstacle. If an obstacle is ignored, 100 penalty points will be given.

Discipline C – Dressage

Discipline C is ridden in a 20 X 40 m arena.

It is allowed to have a person reading the pattern out loud in levels AL2, AL3 and AL4. It is the rider's responsibility to find a person for reading the pattern out loud.

Dressage AL1

The rider will make her/his own pattern with music. The pattern must include walk, tölt, trot and canter. All obligatory exercises must be ridden. Furthermore, min. 1 and max. 3 other exercises must be show. The dressage pattern must be handed in at in-check.

Obligatory exercises

1. Enter in trot/tölt
2. Salute
3. Slow to medium canter, track right
4. Slow to medium canter, track left
5. Walk with long reins
6. Leg yielding from right leg
7. Leg yielding from left leg
8. Halt
9. Step back, one horse length
10. Half-turn on haunches
11. Change of lead with 4-6 steps of tölt, trot or walk
12. Figure 8 (each circle with a diameter of 10 m) in trot/tölt
13. Change of pace

Other exercises

1. Shoulder-out
2. Half turn on forehand
3. Canter from halt
4. Haunches out
5. Volt, 20 m, in trot, tölt or canter, with slow and clear lengthening of the reins. The reins are shortened again in the last fourth of the volt.

Judging:

The discipline will be judged by 1, 2 or 3 judges. The exercises will be judged according to the regularity of the gaits, the horse's suspension, the horse's obedience and the rider's position and seat.

The marks from the judges are the marks from each exercise divided by the number of exercises (the average mark from each judge). The average mark (of the individual judges' marks) is the rider's amount of points. By subtracting this amount of points from 8 and multiplying by 15, the amount of penalty points for this discipline is calculated. If the discipline is ridden perfectly, the average mark will be above 8 = no penalty points. If the average mark is lower than 1.3 = 100 penalty points.

Dressage AL2

1. A Entrer in medium walk down the centerline

- | | | |
|-----|-----|--|
| | X | Halt, salute |
| 2. | C | Track right
Working tölt/trot |
| 3. | A | Serpentine across the arena, 3 loops |
| 4. | C | Halt, stand still for 3 sec.
Medium walk |
| 5. | M X | Leg yielding from left leg |
| 6. | X F | Leg yielding from right leg |
| 7. | A C | Working tölt/trot |
| 8. | M K | Down the diagonal, extended tölt/trot |
| | K | Working tölt/trot |
| 9. | F | Small figure 8, both circles 10 m |
| 10. | C | Working to medium canter, left lead, 1 round |
| | C | Working tölt/trot |
| 11. | H F | Down the diagonal, extended tölt/trot |
| | F | Working tölt/trot |
| 12. | A | Working to medium canter, right lead, 1 round |
| | A | Working tölt/trot |
| 13. | E | Small circle, change direction, 10 m circle |
| 14. | A | Medium walk |
| | F M | Walk with lengthened reins |
| | M | Collect the reins |
| 15. | C | Working trot/tölt (the other gait than before) |
| 16. | A | Down the centerline |
| | X | Halt, salute |
| | | Ride out in walk with long reins |

The pattern is illustrated in appendix xx.

Judging:

The discipline will be judged by 1, 2 or 3 judges. The exercises will be judged according to the regularity of the gaits, the horse's suspension, the horse's obedience and the rider's position and seat.

The marks from the judges are the marks from each exercise divided by the number of exercises (the average mark from each judge). The average mark (of the individual judges' marks) is the rider's amount of points. By subtracting this amount of points from 8 and multiplying by 15, the amount of penalty points for this discipline is calculated. If the discipline is ridden perfectly, the average mark will be above 8 = no penalty points. If the average mark is lower than 1.3 = 100 penalty points.

This program is either ridden in tölt or trot, but the chosen gait must be the same throughout the pattern except from the one exercise where the other gait must be shown.

Dressage AL3

- | | | |
|----|---|--------------------------------------|
| 1. | A | Enter in walk down the centerline |
| | X | Halt, salute |
| | | Tölt/trot |
| 2. | C | Track right |
| | B | Small circle, 10 m |
| 3. | A | Halt, stand still for 3 sec. |
| | | Tölt/trot |
| 4. | E | Small circle, 10 m, change direction |
| 5. | B | Small circle, 10 m |

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|-----------|--|
| 6. C | Halt, stand still for 3 sec.
Tölt/trot |
| 7. E | Small circle, 10 m, change direction |
| 8. M X K | Down the diagonal |
| 9. A | Left canter, 1 round
Tölt/trot |
| 10. F X H | Down the diagonal |
| 11. C | Right canter, 1 round
Tölt/trot |
| 12. A | Walk |
| K H | Walk with long reins |
| H | Collect the reins |
| C | Tölt/trot |
| 13. A | Down the centerline |
| X | Halt, salute
Ride out in walk with long reins |

The pattern is illustrated in appendix xx.

Judging:

The discipline will be judged by 1, 2 or 3 judges. The exercises will be judged according to the regularity of the gaits, the horse's suspension, the horse's obedience and the rider's position and seat.

The marks from the judges are the marks from each exercise divided by the number of exercises (the average mark from each judge). The average mark (of the individual judges' marks) is the rider's amount of points. By subtracting this amount of points from 8 and multiplying by 15, the amount of penalty points for this discipline is calculated. If the discipline is ridden perfectly, the average mark will be above 8 = no penalty points. If the average mark is lower than 1.3 = 100 penalty points.

This program is either ridden in tölt or trot, but the chosen gait must be the same throughout the pattern.

Dressage AL4

- | | |
|-------|--|
| 1. A | Enter in walk down the centerline |
| X | Halt, salute
Walk |
| 2. C | Track right |
| M | Tölt/trot |
| 3. A | Circle (20 m) |
| 4. K | Walk |
| E | Small circle, 10 m, change direction |
| 5. A | Halt, stand still for 3 sec.
Tölt/trot |
| 6. C | Circle (20 m) |
| 7. C | Tölt/trot |
| E | Walk |
| 8. K | Small circle, 10 m, change direction |
| 9. H | Tölt/trot |
| M F | Shallow loop |
| F | Walk |
| 10. A | Down the centerline |
| X | Halt, salute
Ride out in walk with long reins |

The pattern is illustrated in appendix xx.

Judging:

The discipline will be judged by 1, 2 or 3 judges. The exercises will be judged according to the regularity of the gaits, the horse's suspension, the horse's obedience and the rider's position and seat.

The marks from the judges are the marks from each exercise divided by the number of exercises (the average mark from each judge). The average mark (of the individual judges' marks) is the rider's amount of points. By subtracting this amount of points from 8 and multiplying by 15, the amount of penalty points for this discipline is calculated. If the discipline is ridden perfectly, the average mark will be above 8 = no penalty points. If the average mark is lower than 1.3 = 100 penalty points.

This program is either ridden in tölt or trot, but the chosen gait must be the same throughout the pattern.

Discipline C – Gaits

This discipline is ridden on an oval track (200-250 m). Riding five-gait is only allowed on a 250 m oval track.

AL1: V1 or F1

AL2: V3 (ridden individually) or F1

AL3: V5 (ridden individually)

AL4: V5 (ridden individually)

Judging:

The gaits are judged by 3 or 5 judges after the national rules for sports judges. If there are 5 judges, the highest and lowest marks will be disregarded; the 3 mid-marks will be added together. There will be given marks from 0-10 for each gait. The mark 0 for tölt will be shown by a red card. If 2 or more red cards are given, 100 penalty points will be applied.

Penalty points are given like this: the difference between the number 24 and the actual marks is multiplied with 5. The result is the number of penalty points in discipline D. If the discipline is ridden perfectly (marks = 24 or more) = no penalty points. If marks are equal with or lower than 4 = 100 penalty points.

Discipline C – Speed test

The discipline is ridden on a straight and even 200-350 m track. The riders start individually. The start and finish lines are clearly marked. The track must be 100 m longer than the time-taking zone. There has to be safe environment to slow down the horse after the run.

A starter with a flag is positioned at the start line. One or several time-taker(s) are positioned at the finish line. The starter marks with the flag when the rider crosses the start line, and the time-takers start the stop watch.

On the starter's command, the horse is ridden from the start line to the finish line as fast as possible in any gait (the gait may change). The horse has to be back in walk no later than 100 m after the finish line. The riders are not allowed to use a whip in this discipline.

Judging:

1 or 2 judges will attend the discipline. They note if the horse is back in walk 100 m after the finish line and they can disqualify a rider if he/she takes the horse down to walk in an unacceptable way. The judges must have a good overview of the track.

There will be given 30 penalty points if the horse is not in walk 100 m after the finish line. If there is more than one time-taker, the average of their individual results is calculated.

If the discipline is ridden within the ideal time or faster, no penalty points will be given. If the discipline is ridden slower, there will be penalty points after the following table:

Length	Ideal time	Penalty points pr. sec. overrun			
		AL4	AL3	AL2	AL1
m	sec.				
350	25	1,5	1,5	2	3
300	22	2	2	3	4
250	18	3	3	4	5
200	14	4	4	5	7

Score

All disciplines are equally important. Every rider starts out with a score of 100 in each discipline. If the discipline is ridden perfectly, the rider keeps the score of 100. If there are faults in a discipline, penalty points will be given as described for each discipline. If a rider receives 100 penalty points in a discipline, this discipline is failed, and the rider has not passed the allround-riding trial.

The rider or team with the highest score / the least amount of penalty points will win the trial. If there are two or more riders with equal scores, the rider with the best tölt marks wins. If their tölt marks also are equal, the rider with the horse that had the lowest pulse after 10 min wins. Riders that did not complete all 5 disciplines are not ranked.

All marks and points are calculated with one decimal.