



GUIDELINES

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CLASSIC THREE-DAY REGULATIONS

This manual contains the USEA policy that governs the Beginner Novice Three-Day Event (BN3D) and Novice Three-Day Event (N3D) under the category of eventing tests, and the *USEF Rules for Eventing* that govern the Training Three-Day Event (T3D), Modified Three-Day Event (M3D), and Preliminary Three-Day Event (P3D).

The USEA Classic Three-Day Task Force strongly recommends organizers of the Classic long-format three-day event provide educational clinics for riders to foster a positive and safe competition experience for all. The ground jury, technical delegate, veterinary delegate and either professional trainers on site or hired clinicians may assist in teaching educational sessions. An organizer may decide whether the sessions are optional or mandatory, but they should be open to all Classic competitors and scheduled for times that are appropriate and convenient to encourage maximum attendance. For additional advice on how to plan and execute educational clinics during your Classic event, organizers are encouraged to consult experienced Classic event organizers.

Organizers are urged to offer the following minimum educational sessions before or during a three-day competition:

- How to present your horse at a formal horse inspection, jog practice
- Supervised steeplechase practice
- Navigating/timing on roads and tracks
- Guide to the vet box
- Endurance day aftercare
- Cross-country and show jumping course walks

Organizers may also opt to distribute useful information to competitors in advance of the competition such as how to determine your horse's fitness level, a conditioning schedule, nutritional information, and what to pack for a three-day. Articles covering these and many more topics related to three-day events may be found on the USEA website.

DEFINITION. The Three-Day Event comprises three distinct tests, taking place on separate days, during which a competitor rides the same horse throughout, namely:

A dressage test spread over one or more consecutive days, depending on the number of competitors, directly followed on the next day by

A cross-country test comprising four phases

A and C – roads and tracks

Phase B – steeplechase

Phase D – cross-country obstacles directly followed on the next day by

A jumping test

Novice and Beginner Novice Classic Three-day Events are categorized as Eventing Tests, conducted under the same rules as National Three-Day Events and include a central emphasis on education, including supervised schooling over parts of the steeplechase course prior to the start of the test.

LEVELS AND QUALIFICATIONS

MER (minimum eligibility requirement):

Dressage – no more than 50 penalty points;

Cross-country – no jumping penalties and not more than 36 time penalties;

Show jumping – no more than 16 jump penalties.

Novice Classic Three-day Event (N3D): Open to competitors of any age, on horses 4 years of age or older. The competitor and horse must complete four horse trials at the Novice level or higher. Three must meet the national MERs; one may have no more than 20 jump penalties on cross-country. Two of the qualifying horse trials must be completed as a combination (same horse and rider.) All qualifying competitions must be completed within 24 months of the start of the competition. The final qualifier must be completed at least 10 days before the start of cross-country. A competitor established at the Preliminary level may compete on a horse which has obtained 2 MERs at the Novice level or higher.

Beginner Novice Classic Three-day Event (BN3D): Open to competitors of any age, on horses 4 years of age or older. The competitor and horse must complete four horse trials at the Beginner Novice level or higher. Three must meet the national MERs; one may have no more than 20 jump penalties on cross-country. Two of the qualifying horse trials must be completed as a combination (same horse and rider.) All qualifying competitions must be completed within 24 months of the start of the competition. The final qualifier must be completed at least 10 days before the start of cross-country. A competitor established at the Preliminary level may compete on a horse which has obtained 2 MERs at the Beginner Novice level or higher.

2019 USEF Rules for Eventing – Subchapter EV-4EV – EV155 Three-Day Events (see also Appendix 8)
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NATIONAL THREE-DAY EVENTS (P3D, M3D, and T3D). These competitions are conducted in accordance with the *USEF Rules for Eventing* and the additions and exceptions noted below.

TRAINING THREE-DAY EVENT (T3D) - Open to competitors of any age, on horses 4 years of age or older. Both the competitor and the horse as a combination must have obtained MERs at three Horse Trials at the Training Level or higher, plus an additional MER at the Training Level or higher with no more than 20 jumping penalties at obstacles on the Cross-Country test. A competitor established at the Preliminary Level may compete on a horse which has obtained 2 MERs at the Training Level or higher.

MODIFIED THREE-DAY EVENT (M3D) - Open to competitors of any age, on horses 5 years of age or older. Both the competitor and the horse as a combination must have obtained MERs at three Horse Trials at the Training Level or higher, plus an additional MER at Modified Level or higher with no jumping penalties at obstacles on the Cross-Country test. A competitor established at the Preliminary Level may compete on a horse which has obtained two MERs at the Training Level or higher. Qualifying competitions must be completed within a 24 month period of the start of the Classic Competition.

PRELIMINARY THREE-DAY EVENT (P3D)- Open to competitors beginning the calendar year of their 14th birthday, on horses 5 years of age or older. Both the competitor and the horse as a combination, must have obtained an MER at three Horse Trials at the Preliminary Level or higher, plus an additional MER at the Preliminary Level or higher with no more than 20 Jumping Penalties at obstacles on the Cross-Country test.

PARTICIPATION FOR ALL LEVELS

- A. Riders must be members of the USEA (Junior, Full, Intercollegiate, or Life).
- B. Horses must be USEA registered: Limited (BN,N, & T) or Full (M,P).
- C. USEA Fees (Drug/Meds/Admin/Starter) shall be paid at the time of entry.

QUALIFYING TIME FRAME FOR BEGINNER NOVICE AND NOVICE LEVELS

- A. Qualifying competitions for all levels must be completed within a 24-month period of the first horse inspection of the selected classic event.
- B. A horse may be entered in a three-day event without having fulfilled the qualifications. An organizer, at their discretion, and as space allows, may allow entries to fulfill the necessary qualifications after the closing date.

QUALIFYING TIME FRAME FOR TRAINING, MODIFIED, AND PRELIMINARY LEVELS

EV106 Entries - 2. Entry Forms.

Entries must be received by the end of the day on the closing date. Qualifications must be fulfilled at least 10 days before the cross-country test of the competition for which it is needed if the MER has been achieved at a horse trial.

DRESSAGE SADDLERY: In accordance with the current *USEF Rules for Eventing*.

OFFICIALS

The ground jury, technical delegate, course designer, veterinary commission of a national three-day event, shall be appointed in accordance with Chapter Six of the *USEF Rules for Eventing*.

EV171 Ground Jury

1. COMPOSITION AND QUALIFICATIONS. At three-day events, the ground jury must consist of a president and one member. Either the president of the ground jury or the technical delegate must hold a Senior (S) or Registered (R) license. The president of the ground jury will be based at the control center (or elsewhere as decided by the president) to adjudicate any unforeseen eventualities. The other member, together with the veterinary delegate, will form the committee for the Horse Inspection during the ten-minute halt.
2. The ground jury will be responsible for determining protests against decisions by technical personnel, including fence judges and timekeepers, on the cross-country test; and may substitute their judgment for that of any judge or official, whether in favor of the competitor or not.

EV173 Technical Delegate

1. QUALIFICATIONS

Either the president of the ground jury or the technical delegate must hold a current, Registered (R) or Senior (S) license.

EV175 Course Designer

1. QUALIFICATIONS.

The course designer must be selected from the current roster of Eventing Course Designers of the Federation. A recorded (r) or higher course designer is required.

Veterinarians

At least two (2) veterinarians, the Veterinary Delegate (VD) and Associate Veterinarian (AV) must be appointed by the organizing committee.

The Veterinary Delegate (VD) shall be present during all jumping activities on show grounds. It is also recommended that the VD be a graduate veterinarian who has completed a training course for permitted treating veterinarians and/or official veterinarians with experience on the veterinary commission at a three-day event.

Note: The VD will assume the role of Veterinary Services Manager (VSM) and is responsible to ensure proper veterinary support be in place for the competition, including the examination on arrival and emergency protocols.

The Associate Veterinarian (AV) shall be present during all jumping activities on show grounds and be present at the first and third veterinary horse inspections. The AV shall be a graduate veterinarian who has experience in treating or riding horses in eventing competitions.

Note: The AV may also act as a Treating Veterinarian (TV).

The Treating Veterinarian(s) (TV) are responsible for assisting and closely working under the direction of the VD in overseeing the welfare of the horses. The TV provides emergency care and may be required to carry out the examination on arrival or after cross country. At least one on duty TV shall available 24 hours a day during the period of the competition.

Note: The number of TVs and additional qualified veterinary support present during the cross-country phase (including course veterinarians, veterinary technicians, and veterinary students) is on recommendation from and under the guidance of the VD.

DRESSAGE ARENAS:

1. Beginner Novice: Small arena. One or two judges.
2. Novice: Small or standard arena. One or two judges if small; two judges if standard.
3. Training: Standard arena. Two judges.
4. Modified: Standard arena. Two judges.
5. Preliminary: Standard arena. Two judges.

CLASSIFICATION. Individual Final Classification

The winning individual is the competitor with the lowest total of penalty points, after adding together, for each competitor, the penalty points incurred.

In the event of equality between two or more competitors, the classification is decided by:

The best cross-country obstacle score including faults at obstacles, time penalties, and any other penalty that he/she may have incurred on the cross-country test.

If there is still equality, the classification is decided in favor of the competitor whose cross-country time was closest to the optimum time.

If there is still equality, the competitor with the best jumping score including penalties at obstacles and time penalties.

If there is still equality, the classification will be decided in favor of the competitor with the best collective marks in the dressage test.

If there is still equality the tie will remain in the final classification.

INSPECTION & EXAMINATION OF HORSES Examination upon Arrival

This takes place on the arrival of horses at the stables of the event. It is performed by a qualified veterinarian, appointed by the organizing committee. The object is to establish first each horse's identity and second, each horse's state of health (but not its soundness). The organizing committee must fix the place and timetable for this examination in agreement with the veterinary delegate and inform in advance the Chefs d'Equipe and/or the individuals. Doubtful cases must be reported to the ground jury as soon as practicable and, in any case, before the First Horse Inspection.

First Horse Inspection

This takes place before the dressage test, normally the day before. It is conducted by the ground jury and the veterinary delegate acting together as a committee with the president of the ground jury in charge. The horses must be inspected in hand, at rest and in movement on a firm level, clean but not slippery surface. The committee has the right and the duty to eliminate from the competition any horse that they judge is unfit, whether on account of lameness, lack of condition or for any other reason. In a doubtful case the ground jury may direct that the horse be put in an officially supervised holding area for examination by the steward. He will report any findings to the ground jury and the veterinary delegate, prior to the horse being re-inspected by the committee, should the rider decide to represent the horse. Horses in the holding area will be under the supervision and control of the associate veterinarian. In the event of equality of votes within the committee, the president of the ground jury will have a second and casting vote, and the decision will be announced immediately.

Second Horse Inspection

This takes place after Phase C, during the Ten minute halt before the start of Phase D. It is conducted by a member of the ground jury and by the veterinary delegate. The inspection must be performed carefully but also as rapidly as possible in order to allow each horse as much time as possible for rest and recuperation. The committee has the right and the duty to eliminate from the competition any lame or exhausted horse. At least one member of this committee should have participated at the First Horse Inspection. In the event of equality of vote within the committee, the member of the ground jury will have the casting vote.

Examination after Cross-Country Obstacle Test

This takes place after the competitor has finished the cross-country. It is conducted by a qualified veterinarian appointed by the organizing committee in agreement with the veterinary delegate. In addition to carrying out any immediate treatment required by an injured or exhausted horse, this veterinarian will decide if each horse: is fit to return immediately on foot to its own stable, should remain for further treatment before returning to its stable, should be transported by vehicle (which must be available) either directly to its stable or to a veterinary hospital. This veterinarian has no authority to eliminate any horse from the competition, but must report any doubtful case to the ground jury and to the veterinary delegate.

Third Horse Inspection

This takes place before the jumping test. It is conducted by the same committee and under the same conditions as the First Horse Inspection.

Appeal

At the three inspections where a horse may be eliminated from the competition, there can be no appeal against the decision of the committee concerned. However, if requested, the president must give a reason for the committee's decision after the completion of the whole inspection. The veterinary delegate will be a member of the committee present at these three horse inspections.

During the Competition

At any other time during the competition, any individual member of the ground jury has the right and the duty to eliminate any horse, which in his opinion is lame or unfit to continue.

Public

The Horse Inspections shall be open to viewing by the public.

EXPLANATION OF INDEPENDENCE OF PHASES

Phases A, B, C & D are quite independent of each other as far as the timekeeping is concerned. Loss of time in one cannot be compensated for by gain of time in another.

The timetable will provide for the competitor to start Phase B, one minute after he is due to finish Phase A.

If the competitor is early or late finishing Phase A, the 1-minute break will be increased or decreased accordingly.

For example, if a competitor finishes Phase A 15 seconds early, his break will be 1 minute 15 seconds; if he finishes Phase A 20 seconds late, his break will be 40 seconds.

If a competitor is so late finishing Phase A that he cannot start Phase B on time, he will be started on Phase B as soon as possible (no allowance being made for adjustments to saddlery, etc.). The optimum time for Phase B will start from the actual time the starter instructs him to start.

The competitor who is late finishing Phase A need not attempt to regain the time lost, since the time is penalized on Phase A only.

The finishing time of Phase B is also the starting time of Phase C.

Gain of 30 seconds on Phase B does not give the competitor an additional 30 seconds to complete Phase. The optimum time of

Phase C is not affected by the gain or loss of time on Phase B.

The gaining of any time on Phase B and/or Phase C will result in additional resting time added to the Ten minute compulsory halt provided for the Second Horse Inspection before the start of Phase D.

The loss of any time on Phase B and/or Phase C will not reduce the Ten-minute compulsory halt except as provided below. The competitor's starting time for Phase D will have to be adjusted.

Note: The competition must be sensitive to other starters and assure that those starters times are not unduly affected by a "fill" in starter.

It is possible that a competitor might exceed the optimum time on one or more phases. Normally, the starting time of Phase D will be delayed by the sum of any time lost less the sum of any time gained. However, if this delay is small (i.e. the competitor was only a few seconds late finishing Phase C), the competitor may be started on Phase D at his scheduled time, in order not to interfere unduly with the timetable.

TIME

Time Limit – On Phases A and C, the time limit is one fifth more than the optimum time. On Phase B, the time limit is twice the optimum time.

Time Faults – On Phases A and C, exceeding the optimum time will be penalized at 1.0 penalty point per second. On Phase B, exceeding the optimum time will be penalized at the rate of 0.8 penalty point per second.

Speed Faults – On Phase B for Beginner Novice and Novice, each second under the speed fault time will be penalized at 0.4 penalty points per second.

PACE AND DISMOUNTING. Between the starts and finishes of Phases A and C, competitors are free to choose their own pace. They may dismount and proceed on foot beside their horse at any time, including while negotiating compulsory passages, except that they must be mounted to pass through the start and finish flags of both Phases. The rules for pace and dismounting on Phase B are the same as those for the cross-country test of a Horse Trial.

Note: Phases A&C – Error of course not rectified, EV138.3. Failure to pass through the Marked Gates and not corrected, will result in Elimination. Refer to Assistance - 17.B. Gate judges should be briefed that they are to advise a competitor that missed a gate to come back and go through the gate.

MARKING OF THE COURSE.

Compulsory Passages on Phases A, B and C, shall be marked with the relevant letter of the Phase and numbered consecutively from the start of the Phase.

Kilometer Markers – The routes of Phases A and C will be marked at intervals of 1000 meters by signs. The signs shall indicate the distance from the start of the Phase and shall include the letter of the Phase.

FAULTS. Faults on steeplechase shall be scored in accordance with EV141.1. 11, except speed faults. Speed Faults for Phase D will be assessed according to Appendix 8.

12. TIME FAULTS

A. Phases A & C:

On Phases A and C, exceeding the optimum time will be penalized at 1.0 penalty point per second.

B. Phase B:

Exceeding the optimum time will be penalized at the rate of 0.8 penalty point per second.

C. Phase D:

a. Exceeding the optimum time will be penalized at the rate of 0.4 penalty point per second.

b. Speed Faults - For each second under Speed Fault Time 0.4 penalty points.

D. Jumping:

1 penalty for each second or commenced fraction of a second.

JUMPING FAULTS.

A. Jumping Faults on steeplechase shall be scored in accordance with EV141.1.

B. Jumping Faults on Phase D shall be scored in accordance with EV141.1.

ASSISTANCE. At the start of Phase B and of Phase D, and at any other point determined and announced by the organizing committee, it is permitted to assist the competitor and to attend to his horse (groom, water, etc.).

	BEGINNER NOVICE THREE-DAY	NOVICE THREE-DAY
DRESSAGE USEF Eventing Tests	Novice A - Small	Novice 3D - Standard Training A - Small
PHASE A Distance	2200 – 3520m	2200 – 3520m
PHASE A Speed	220 mpm	220 mpm
PHASE A Time	10-16 minutes	10-16 minutes
PHASE B Distance	800 – 1200m	940 – 1410m
PHASE B Speed	400 mpm	470 mpm
PHASE B Speed Fault	470 mpm	540 mpm
PHASE B Time	2-3 minutes	2-3 minutes
PHASE B Jumping Efforts	0 – 6 (optional for this level; to be published in the event prize list). 3'0" maximum brush height; 6" minimum of brush. The height of the fixed part of steeplechase obstacle shall not exceed 2'7".	3 – 6 3'7" maximum brush height; 6" minimum of brush. The height of the fixed part of steeplechase obstacles shall not exceed 2'9".
PHASE C Distance	2400 – 4480m	2400 – 5500m
PHASE C Speed	160 or 220 mpm	160 or 220 mpm
PHASE C Time	15-28 minutes	15-35 minutes
PHASE D	XC heights & spreads - same as H.T. level. Refer to Appendix 2	XC heights & spreads - same as H.T. level. Refer to Appendix 2
Distance	1400 – 2000m	2200 – 2700 m
Speed	350 mpm	375 – 400 mpm
Speed Fault	420 mpm	450 mpm
Time		
Jumping Efforts	14 – 18 Not more than one effort per 100 meters commenced.	20 – 25 Not more than one effort per 100 meters commenced.
SHOW JUMPING		
Distance	600m	600m
Speed	300 mpm	320 mpm
Jumping Efforts	9 – 11	9 – 11
Height	.79m (2'7")	.90m (2'11")
Overall Spread of Oxers	1.00m (3'3")	1.10m (3'7")
Overall Spread of Triple Bars	1.20m (3'11")	1.30m (4'3")

	TRAINING THREE-DAY	MODIFIED THREE-DAY	PRELIMINARY THREE-DAY
DRESSAGE USEF Eventing Tests	Training 3D - Standard	Modified A - Small Modified B - Standard	Preliminary 3D - Standard FEI Two-Star - Standard
PHASE A Distance	2200 – 3520m	2640 – 3960m	3520 – 4400m
PHASE A Speed	220 mpm	220 mpm	220 mpm
PHASE A Time	10-16 minutes	12-18 minutes	16-20 minutes
PHASE B Distance	1250 – 1560m	1650 – 1925m	1710 – 2240m
PHASE B Speed	500 – 520 mpm	550 mpm	570 – 640 mpm
PHASE B Speed Fault	N/A	N/A	N/A
PHASE B Time	2.5 or 3 minutes	3 or 3.5 minutes	3 or 3.5 minutes
PHASE B Jumping Efforts	4 – 6 3'11" maximum brush height	5 – 7 4'1" maximum brush height	5 – 7 4'3" maximum brush height
PHASE C Distance	2400 – 5500m	2880 – 6160m	3200 – 6600m
PHASE C Speed	160 or 220 mpm	160 or 220 mpm	160 or 220 mpm
PHASE C Time	15-25 minutes	18-28 minutes	20-30 minutes
PHASE D	XC heights & spreads – same as H.T. level. Refer to Appendix 2	XC heights & spreads – same as H.T. level. Refer to Appendix 2	XC heights & spreads – same as H.T. level. Refer to Appendix 2
Distance	2250 – 3150m at 450mpm	2695 – 3675m	3120 – 4160m
Speed	2350 – 3290m at 470mpm	490 mpm	520 mpm
Speed Fault	520 mpm	N/A	N/A
Time	5-7 minutes	5.5-7.5 minutes	6-8 minutes
Jumping Efforts	20 – 28 No more than one effort per commenced 120m @ 470. No more than one effort per commenced 110m @ 450.	24 – 30 No more than one effort per commenced 130 meters.	24 – 32 No more than one effort per commenced 130 meters.
SHOW JUMPING			
Distance	600m	600m	600m
Speed	325 mpm	325 mpm	350 mpm
Jumping Efforts	10 – 12	10 – 13	11 – 13
Height	1.0m (3'3")	1.05m (3'5")	1.10m (3'7")
Overall Spread of Oxers	1.20m (3'11")	1.25m (4'1")	1.30m (4'3")
Overall Spread of Triple Bars	1.40m (4'7")	1.45m (4'9")	1.50m (4'11")

RIDING THE ROADS AND TRACKS

The Roads and Tracks phases are part of the four phases of the Speed and Endurance test of a Classic Three-Day Event.

The four phases are:

Phase A – Roads and Tracks

Phase B – Steeplechase

Phase C – Roads and Tracks

Phase D – Cross-Country

Phase C and D are separated by a compulsory 10 minute halt and veterinary check to ensure that the horse is fit and sound enough to continue on to the cross-country phase.

You will be given start and finish times, based on Optimum Times, for all phases. Competitors achieving optimum times receive no penalties. Competitors must pass through all red and white flags to avoid elimination. This includes the start and finish flags as well as course flags. **DON'T FORGET THE FINISH FLAGS OF A AND C!** It does happen.

You should use a cross-country stopwatch. Practice before the day is essential. Most experienced competitors write their times on a piece of card which they tape to their arm. This should be written in indelible pen in case it rains. Another trick is to put it in an extra armband holder to keep it dry.

The Roads and Tracks phases are marked with directional flags and kilometer markers, which competitors should use to check their time. The flags and kilometer markings are two separate things, so don't try and do your times to your flags, do it to your kilometer markers.

Phase A: The 'Optimum Time' is based on a speed of 220 meters per minute. It is advisable to ride each kilometer at a speed of 250 meters per minute (i.e. 4 minutes per kilometer). This allows for easy calculation and also enables you to have a little time 'in hand' before the start of Phase B, as you may wish to adjust stirrups, girth, etc. If a competitor rides Phase A correctly, they should finish a little inside the optimum time, with no penalty points.

Every minute is 250 meters (250 mpm) so, min 1 will be .25 K, min 2 will be ½ K, min 3 .75 K and min 4 will be 1K.....

There is a 1 minute compulsory rest period between Phases A and B. You may have more time if you finish A early. A starter will be there to tell you how long until you start. This is the time to restart your watch.

The finish flags of B (steeplechase) is also the start of C (second roads and tracks).

The easiest way to calculate your C times: Because the finish and start are the same, it is hard to restart your watch. So figure out your times, and add the time of your steeplechase onto that. So if the steeplechase is 2:30, 1K would be 6:30 not 4min. A good idea too is to give yourself a little extra time (1 minute) on your first K after the steeplechase so you can let your horse walk for a minute and catch their breath – so your 1K would be 7:30 and on from there.

ORGANIZERS HELPFUL HINTS & CHECKLIST

Early Preparations:

- Clear addition of the Classic Series Event with your Area Council
- Add dressage tests, speeds and distances for Phases A,B,C to your *Omnibus* listing

Hiring Officials:

- Decide if you will use more than one judge for the dressage. Many Classics do and both will officiate at the horse inspections.
- Consider hiring at least one official with Classic experience.
- Determine if your veterinarian has experience with a Classic format.
- Hire an additional veterinarian as associate vet delegate. They will assist with the arrival exams, the horse inspection and the vet box.
- Will your cross-country course designer design and layout Phases A, B & C?
- Determine if you will need an additional farrier(s) for endurance day. They should be located at the assistance area and the vet box

Education Component:

- Determine who will help conduct the clinics and education sessions
- Create a rough outline of the education schedule to fit with the competition schedule
- Communicate with your competitors on things such as what time to arrive for In-Barn (arrival) Exams; what paperwork will they need? Some events require the Coggins test to be presented in lieu of a passport as in the FEI events.
- Post or link to any educational sites available.

Arrival Exams (In-Barns):

- Locate an area close to the barns or determine if the vets will come to the stalls
- Provide a table & chairs for the vets
- If using a central place for these exams, provide shelter for inclement weather
- Determine if the vet will need a scribe
- Provide the vets with inspection sheets (page 11) with at least the horse's competition number, name and stall number. These sheets will follow the horse throughout the Horse Inspections and the vet box.

Horse Inspections:

- Locate a suitable place to hold the Horse Inspections. Ideally, it should:
 - Be a level, firm surface that will not get slippery. Limestone can be sprinkled on pavement to keep horses from slipping.
 - Be close to the stables
 - Be at least 20 meters long (no longer than 50 meters)
 - Lined with plants with a 'turnaround' marker at the end
 - Often, a small tent is provided for the officials with a table and chairs
- Provide an area removed from the crowd for the holding area where a horse may be examined for soundness.
- Provide a PA and announcer if possible.
- Determine Order of Go and provide to officials and competitors.
 - It is a courtesy to post this for competitors the night before if scheduled for early in the morning
- Determine if riders with more than one horse in the level will be allowed to present back-to-back.
- You will need to provide:
 - Volunteer Stewards: collecting in-gate and holding area, and Associate Veterinarian
 - Radios to all stewards as well as officials and announcer. Preferably on a separate channel from the rest of the event.

Dressage:

- Determine arena sizes needed
- If possible, provide a test ride if you are using multiple judges to judge a class
- If using multiple judges, ask if they want a radio between them during the class
- Copy the additional sets of tests if using multiple judges

- Set additional judges booth for extra judges
- Ensure your scorers know how to score using multiple judges (EV136.3)

Endurance Day:

- Be sure you understand the relationship of all the phases with regards to timing and scoring. (EV156.6 & EV156.7) (page 10)
- Provide a map of Phases A, B & C with flagged and numbered gates and kilometer markers
- Provide a time table, showing all the start and finish times for each phase, to each competitor, official, timer, starter and to anyone else who will need to know the entire schedule of the day. (pages 12-13).
- Locate an area for the assistance area.
 - Ideally it should be a ways beyond the finish of B to allow the horses an easy slow down.
 - Provide a large water trough with water
 - Possibly locate a farrier at the assistance area.
- Locate the vet box.
 - Confirm with your veterinarian delegate that all arrangements, timing plans and traffic patterns are good to go.
 - Ideally the vet box and the finish of D box should be close to each other for easy access to the cooling teams.
 - A reliable source of water is vital. Either a hose or a water truck. Know how long it takes to fill the truck and return.
 - The vet box should be shaded if possible in hot weather
 - Provide a central area with table, chairs and pop-up, if possible, for vets
 - Provide multiple large water troughs and ample water supply in both the 10-minute box and the Finish D Box
 - Decide if you can provide ice for free. If not, try to have ice on hand for competitors to buy.
 - Ice (provided by the event) should be put in the troughs, in their bags, to maximize cooling the water. Quantity depends on the weather and size of troughs. 100 – 150 gal. troughs cool more quickly than larger ones, but need filling more often.
 - Appoint someone who will be responsible for keep the troughs full and cold.
- No warm-up fences are needed at the Start of A, B, or D.

Show Jumping:

- When determining the start of the show jumping phase, allow enough time for all officials and competitors to complete the third Horse Inspection. The officials might need to approve the course. Competitors will need time to change into riding attire and tack up. Allow time enough for them to walk the course, if it was not open prior to the Horse Inspection.
- Inform competitors, officials, scorers, and show jumping crew if you plan to run in reverse order of go.
 - Often, this order of go can be prepared the night before and any horse that does not pass the jog can be removed.
 - It is a courtesy to post this tentative order of go for the competitors.

Awards:

- Determine if you will award Cours Complet ribbons or tokens.
 - Arrange for someone to hand these out as the riders leave the ring after their course.
- Determine what type of award ceremony you want.
 - Will all ribbons be put on outside the ring and the horses then called in?
 - Will all ribbons but the top 3 be put on outside the ring?
 - Who will present the awards?

Misc. Notes & Hints:

- Be sure to brief your scorers on the differences in scoring a Classic Series Event well in advance of the competition.
- You may need additional scorers to help with the Classic phases.
- You will need additional personnel for endurance day:
 - Start and finish timers for A
 - Start and finish timers for B
 - Finish timer for C
 - 5-6 timers for 10-minute box
 - 3-4 timers for finish of D box
 - Sufficient gate judges for Phases A and C
 - Jump judges for Phase B
 - You may need additional radios to sufficiently cover and manage the endurance day.

HORSE INSPECTIONS & EXAMINATIONS

Horse: _____	ID#: _____	Rider: _____	Nation: _____		
Age: _____	Color: _____	Sex: _____	Height: _____	Breed: _____	Stall#: _____
Identifying Characteristics: _____					
Passport#: _____	Complete <input type="checkbox"/>	Incomplete <input type="checkbox"/>	Examiner Initials: _____		
Comments: _____					

EXAMINATION UPON ARRIVAL

Pulse: _____	Respiration: _____	Temperature: _____	Examiner Initials: _____
Pass <input type="checkbox"/>	Hold <input type="checkbox"/>	Fail <input type="checkbox"/>	Reason: _____
Comments: _____			

FIRST INSPECTION

Date: _____	Time: _____	Temperature: _____	Humidity: _____
Pass <input type="checkbox"/>	Hold <input type="checkbox"/>	Fail <input type="checkbox"/>	Reason: _____
Comments: _____			

SECOND INSPECTION (10 MINUTE BOX)

Date: _____	Temperature: _____	Humidity: _____	
Time In: _____	Pulse: _____	Respiration: _____	Temperature: _____
Comments: _____			
Time In: _____	Pulse: _____	Respiration: _____	Temperature: _____
Comments: _____			

SECOND INSPECTION (AFTER PHASE D-XC)

Time In: _____	Pulse: _____	Respiration: _____	Temperature: _____
Time: _____	Pulse: _____	Respiration: _____	Temperature: _____
Time: _____	Pulse: _____	Respiration: _____	Temperature: _____
Time Out: _____	Pulse: _____	Respiration: _____	Temperature: _____
Comments: _____			

THIRD INSPECTION

Date: _____	Time: _____	Temperature: _____	Humidity: _____
Pass <input type="checkbox"/>	Hold <input type="checkbox"/>	Fail <input type="checkbox"/>	Reason: _____
Comments: _____			

MEDICATION CONTROL

Date: _____	Time: _____	Urine: _____	Blood: _____
Comments: _____			

ENDURANCE DAY TIME SCHEDULE EXAMPLE

Waredaca T3D and N3D October 2017

Saturday, October 21, 2017

T3D

Cross-Country Order of Go

No.	Horse	Rider	Nat'l	Start A	Finish A	Start B	Finish B	Finish C	Start D
							Start C		
1	Le Vent Noir	Connor Giesselman	USA	08:00:00	08:15:00	08:16:00	08:18:30	08:40:30	08:50:30
2	Tough and Groovy	Jamie Leuenberger	usa	08:03:00	08:18:00	08:19:00	08:21:30	08:43:30	08:53:30
3	My Two Kings	Christina Stamos Johns	USA	08:06:00	08:21:00	08:22:00	08:24:30	08:46:30	08:56:30
4	The Last Call	Liz Rotosen	usa	08:09:00	08:24:00	08:25:00	08:27:30	08:49:30	08:59:30
5	Black Label	Cali Johnson	USA	08:12:00	08:27:00	08:28:00	08:30:30	08:52:30	09:02:30
6	ABF Special Feature	Mikki Kuchta	USA	08:15:00	08:30:00	08:31:00	08:33:30	08:55:30	09:05:30
7	Doc's Windsor	Faith Potorski	USA	08:18:00	08:33:00	08:34:00	08:36:30	08:58:30	09:08:30
8	Yippee Ki Yay	Grace Fulton	USA	08:21:00	08:36:00	08:37:00	08:39:30	09:01:30	09:11:30
9	Greystreet	Katerina Garcia-Chope	USA	08:24:00	08:39:00	08:40:00	08:42:30	09:04:30	09:14:30
10	Calle	Sam Colt	usa	08:27:00	08:42:00	08:43:00	08:45:30	09:07:30	09:17:30
11	Believe It or Not	Anna Fitzhugh	USA	08:30:00	08:45:00	08:46:00	08:48:30	09:10:30	09:20:30
12	Badlands Billy	Jenny Lackey	USA	08:33:00	08:48:00	08:49:00	08:51:30	09:13:30	09:23:30
13	Merlin	Elizabeth Callahan	USA	08:36:00	08:51:00	08:52:00	08:54:30	09:16:30	09:26:30
14	Mighty Ambitious	Barbara Miller	USA	08:39:00	08:54:00	08:55:00	08:57:30	09:19:30	09:29:30
15	Stella Artois	Lydia Zabroske	USA	08:42:00	08:57:00	08:58:00	09:00:30	09:22:30	09:32:30
16	Diamond Jim	Whitney Pierpont	USA	08:45:00	09:00:00	09:01:00	09:03:30	09:25:30	09:35:30
17	Kipling	Katie Hasse	USA	08:48:00	09:03:00	09:04:00	09:06:30	09:28:30	09:38:30
18	Molinaro Bankline	Kelsey Ann Quinn	USA	08:51:00	09:06:00	09:07:00	09:09:30	09:31:30	09:41:30
19	Cooley Krafty	Deborah Olson	usa	08:54:00	09:09:00	09:10:00	09:12:30	09:34:30	09:44:30
20	Binn Waiting	Sarah Chapin	USA	08:57:00	09:12:00	09:13:00	09:15:30	09:37:30	09:47:30
21	Brazen Bomber	Carly Easton	usa	09:00:00	09:15:00	09:16:00	09:18:30	09:40:30	09:50:30
22	Nobleton	Mini Conway	USA	09:03:00	09:18:00	09:19:00	09:21:30	09:43:30	09:53:30
23	Quizz D'Orange	Elizabeth Gill	USA	09:06:00	09:21:00	09:22:00	09:24:30	09:46:30	09:56:30
24	Arikara	Margaret Myers	USA	09:09:00	09:24:00	09:25:00	09:27:30	09:49:30	09:59:30

Phase	Distance	Speed	Opt. Time	Limit
A	3300m	220	15:00	18:01
B	1300m	520	2:30	5:00
C	4400m	200	22:00	26:25
D	2900m	470	6:11	12:22

Waredaca T3D and N3D October 2017

Saturday, October 21, 2017

N3D

Cross-Country Order of Go

No.	Horse	Rider	Nat'l	Start A	Finish A	Start B	Finish B	Finish C	Start D
							Start C		
25	Logan	Kathleen Neuhoff DVM	USA	09:42:00	09:57:00	09:58:00	10:00:30	10:20:00	10:30:00
26	Mighty Mouse	Olivia Ziegler	usa	09:45:00	10:00:00	10:01:00	10:03:30	10:23:00	10:33:00
27	My Amelia	Anna Lawson	usa	09:48:00	10:03:00	10:04:00	10:06:30	10:26:00	10:36:00
28	La Jument Puissante	Sara Canter	USA	09:51:00	10:06:00	10:07:00	10:09:30	10:29:00	10:39:00
29	Upgrade	Jessica Eads	USA	09:54:00	10:09:00	10:10:00	10:12:30	10:32:00	10:42:00
30	Springhill Midas Touch	Dana Lortie	USA	09:57:00	10:12:00	10:13:00	10:15:30	10:35:00	10:45:00
31	Leader's Finale	Ingrid Johnston	USA	10:00:00	10:15:00	10:16:00	10:18:30	10:38:00	10:48:00
32	Road Not Taken	Ruth Siegfried	USA	10:03:00	10:18:00	10:19:00	10:21:30	10:41:00	10:51:00
33	Oldfield Frenchglen	Danielle Downing	usa	10:06:00	10:21:00	10:22:00	10:24:30	10:44:00	10:54:00
34	Well Done Son	Cierra Miller	usa	10:09:00	10:24:00	10:25:00	10:27:30	10:47:00	10:57:00
35	On A Mission	Caitlin O'Roark	usa	10:12:00	10:27:00	10:28:00	10:30:30	10:50:00	11:00:00
36	Jaunty Doll	Abby Gibbon	USA	10:15:00	10:30:00	10:31:00	10:33:30	10:53:00	11:03:00
37	Huckleberry	Eve Kaplan-Walbrecht	usa	10:18:00	10:33:00	10:34:00	10:36:30	10:56:00	11:06:00
38	Orion's Star	Christine Kydd	usa	10:21:00	10:36:00	10:37:00	10:39:30	10:59:00	11:09:00
39	Tribal Prospect	Kathleen Cannon	usa	10:24:00	10:39:00	10:40:00	10:42:30	11:02:00	11:12:00
40	Twain	Mary Bancroft	USA	10:27:00	10:42:00	10:43:00	10:45:30	11:05:00	11:15:00
41	Uncle Eddy	Hallie Kling	USA	10:30:00	10:45:00	10:46:00	10:48:30	11:08:00	11:18:00
42	Will Dance for Diamonds	Hanna Palanchian	USA	10:33:00	10:48:00	10:49:00	10:51:30	11:11:00	11:21:00
43	Castle Diamond	Julia Parker	usa	10:36:00	10:51:00	10:52:00	10:54:30	11:14:00	11:24:00
44	Veni Vidi Vici	Janet Sinclair	USA	10:39:00	10:54:00	10:55:00	10:57:30	11:17:00	11:27:00
45	Cognac Cougar	Kasandra Wohlschlegel	USA	10:42:00	10:57:00	10:58:00	11:00:30	11:20:00	11:30:00
46	An American Girl	George Waters	USA	10:45:00	11:00:00	11:01:00	11:03:30	11:23:00	11:33:00
47	Connect the Dots	Cassie Rutledge	USA	10:48:00	11:03:00	11:04:00	11:06:30	11:26:00	11:36:00
48	The Black Pearl	Jamie Leuenberger	usa	10:51:00	11:06:00	11:07:00	11:09:30	11:29:00	11:39:00
49	Paloleo	Liz Rotrosen	USA	10:54:00	11:09:00	11:10:00	11:12:30	11:32:00	11:42:00
50	Tri for the Rubies	Christina Stamos Johns	USA	10:57:00	11:12:00	11:13:00	11:15:30	11:35:00	11:45:00
51	Totally Truman	Gina Teresi	USA	11:00:00	11:15:00	11:16:00	11:18:30	11:38:00	11:48:00
52	Swiss Mystique	Kathleen Neuhoff DVM	USA	11:03:00	11:18:00	11:19:00	11:21:30	11:41:00	11:51:00

Phase	Distance	Speed	Opt. Time	Limit
A	3300m	220	15:00	18:01
B	1175m	470	2:30	5:00
C	3900m	200	19:30	23:25
D	2466m	400	6:10	12:20