



T.T.E.A Equifun Competition Rules

THE TTEA ADHERES TO FEI STANDARDS AND ADVISES THAT THE WELFARE OF THE HORSE IS PARAMOUNT

Effective 1 April 2025

1. GENERAL

- 1.1. All competitors must have a valid competition waiver form on record before entering the warm-up arena prior to the start of the first competition for the calendar year and must be a TTEA competitive member.
- 1.2 All competitions will be run in compliance of ANY Trinidad and Tobago pandemic restrictions and regulations. If restrictions make hosting the competition according to the bellow rules too onerous, the TTEA reserves the right to host each “leg” of the competition as a home show and judges via videotape. All other rules will be followed.

2. SHOW PROTOCOL

- 2.1. All entry fees must be paid to the hosting stable.
- 2.2. Warm-up arena protocol must be adhered to at all times. (See section 9– Warm-Up Arena)
- 2.3. The start time stated on the show invitation refers to the time the first rider of the competition enters the competition arena. The course will be open for walking up to thirty minutes prior to the start of the competition. The President of the Ground Jury will indicate that the course is open following inspection. Full competition riding attire must be worn during course walk.
- 2.4. No entry to the arena on foot is permitted once the competition has started, except for by competition officials.
- 2.5. No competitors or horses may be permitted to ride in the competition ring from the time that the course building commences.

3. ENTRIES

- 3.1. The entry fee should be set by the hosting stable and should cover the cost of two classes at one level.
- 3.2. All entries must be submitted to the host stable.
- 3.3. Competitors may compete on multiple horses during a show, both at the same level or at different levels.
- 3.4. A horse may be ridden by more than one rider in the same show.
- 3.5. The maximum number of rounds a horse is permitted to enter is six.

4. LEVELS

4.1. At each show, the following levels may be offered:

Level	Number of Individual Obstacles	Speed
Walk/Trot	6 - 12	250 m/m
Trot/Canter	6 - 12	275 m/m
Canter	6 - 12	325 m/m

4.2. To move up a level, a rider must:

4.2.1. Not have been eliminated in either of the previous two shows.

4.3. The entry level of a rider and horse entering competition after a protracted absence will be at the recommendation of his/her coach and at the discretion of the Show Jumping Committee. An official written request must be submitted via the Secretary General three weeks prior to the competition.

5. DIVISIONS

5.1. Each Division per level will be judged separately.

5.2. All levels will be divided into the following divisions:

5.2.1. Junior – 14 years and under

5.2.2. Senior – 15 years and over

5.3. The age of the competitor will be taken as that on the 1st of January of the year of the competition.

5.4 5.4 The host stable may have non-TTEA at the same show; however, they will be judged as a separate class.

6. CLASSES

6.1. At each competition, the following class types may be offered:

6.1.1. Individual: Each rider and horse competes as an individual.

6.1.2. Relay: Teams of 2 to 4 riders compete as a group against other teams.

7. THE COURSE

7.1. The arena is a minimum of 60m x 30m marked and enclosed by rope and/or fencing/wall.

7.2. The course is designed by the TTEA Show Jumping Committee.

7.3. The course is made up from 8 to 12 obstacles. Images of the possible obstacles can be found in Appendix 1.

7.4. The obstacles are numbered and may be flagged to indicate direction.

7.5. The materials that obstacles will be made from include, but are not limited to, the following:

7.5.1. Show Jumping Poles

7.5.2. Barrels

7.5.3. Plants

7.5.4. Flowerpots

7.5.5. Cones – with or without balls balancing

7.5.6. Logs

7.5.7. Cavalettis

7.5.8. Blocks (not concrete)

7.5.9. Jump Standards

7.5.10. Jump Wings

8. ORDER OF GO

8.1. A draw for both rounds in each level will take place to decide the starting order.

8.2. The draw is to be sent out to all competitors, coaches, Judges/bells officials etc.

at least 12 hours before the first class.

8.3. If a rider is riding more than one horse in a class, the rider and horse combinations will start in the same order as they did in the first round.

8.4. FOR WELFARE OF THE HORSES: If a horse is being ridden by more than one rider in a class it is strongly recommended that the order of go remains the same for both rounds.

8.5. For the Relay Class – Teams will be assigned unless otherwise stated on the invitation.

9. WARM-UP ARENA

9.1. Only competitors, coaches and competition officials are allowed within the Warm-Up Arena. No other persons are allowed to enter the Warm-Up arena unless invited by a competition official.

9.2. A maximum of six competitors and their horses will be permitted in the Warm Up Arena at any time.

9.3. Any jumps must be taken in the correct direction, as indicated by the flags.

10. HEADGEAR, DRESS CODE & SADDLERY

10.1. Protective Headgear: Protective Headgear must be worn by all Athletes (as well as any other person) at all times while mounted. Any athlete (as well as any other person) violating this provision must immediately be prohibited from further riding until the Protective Headgear is properly in place. (See Annex 4, Art. 1 for information on fitting helmets safely.)

10.2. Dress Code: (See Annex 4, Art 2)

10.2.1. Any -coloured breeches or jodhpurs and belt

10.2.2. Collared polo shirt or riding shirt with a collar of any colour

10.2.3. Tall boot or black gaiters / leather half-chaps with matching short boots

10.2.4. Spurs as allowed in Annex 1, Art. 256.1.11.

10.3. Saddlery: Annex 1, Art 257.

11. EQUIFUN ORGANISATION

11.1. Equi-fun is organised by the Organising Committee of the Hosting Stable.

11.2. Equi-fun competitions held at different venues will be considered separate and different competitions, and class prizes will be awarded accordingly.

11.3. The TTEA must be notified of the entries and placings of Equi-fun competitions within 7 days of the competition having taken place.

12. SCORING & PRIZES

12.1. For both classes, the scoring will be as described below:

12.1.1. The competitor is timed from the moment they cross the start line to the moment they cross the finish line.

12.1.2. Competitors must navigate through each obstacle in the specified order cleanly.

12.1.3. If any part of the obstacle is knocked over (including balls on top of cones), then 4 seconds are added to the competitor's time.

12.1.4. If a direction and/or a path is indicated on the course, then the competitor must attempt the obstacle as directed. Failure to do so will result in 4 seconds being added to the competitor's time.

12.1.5. Lasso – If the competitor drops the object, then 4 seconds will be added to the competitor's time.

12.1.6. If a competitor in the Walk/Trot level canters at any time during their round, 4 seconds will be added to their time for every 4 strides of canter.

12.1.7. Horse and rider will be eliminated if they are over the Time Limit or if there is a fall of horse or rider.

12.2. For the Relay Class:

12.2.1. If the next rider leaves the start box before the previous rider returns, 10 seconds will be added to their time.

12.2.2. If a horse and rider falls, the team is eliminated.

12.2.3. The team is eliminated if the team's total time exceeds the Time Limit X number of team members.

12.3. The winner is the competitor or team with the fastest end time.

12.4. The Time Limit is twice the Time Allowed. Time Allowed will be calculated using the Time Tables in Appendix 2.

12.5. Prizes will be awarded to riders in each Level and Division who places first through fourth.

12.5.1 Prizes for non-TTEA classes must be provided by the host stable

12.6. Points are awarded to athletes for each class that they compete in as follows:

1 st place	55 Points
2 nd place	50 points
3 rd place	45 points
4 th place	40 points
5 th place	35 points
6 th place	30 points
7 th place	25 points
8 th place	20 points
9 th place	15points
10 th place and lower	10 points
Elimination/retire due the round	5 points

12.7. No participation points will be awarded for withdrawals prior to the start of the round.

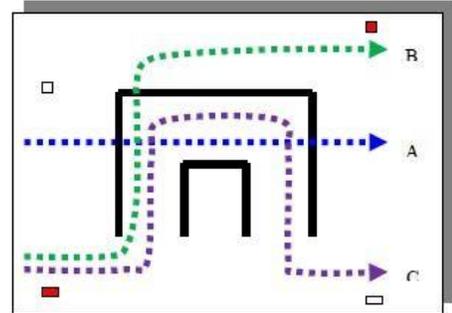
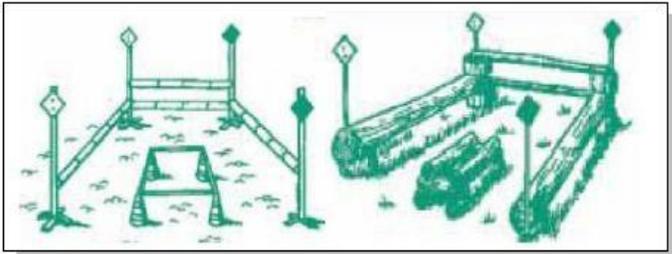
12.8. At the end of the year, Championship Awards will be given to first, second, third and fourth place athletes.

12.9 Championship Award placements will be decided in the following way:

12.9.1. The winner will be the athlete with the highest number of League, participation points and bonus points.

APPENDIX 1 – Descriptions of Obstacles

1. The Chicane



1.1. The different dotted lines indicate the different ways this obstacle may be ridden.

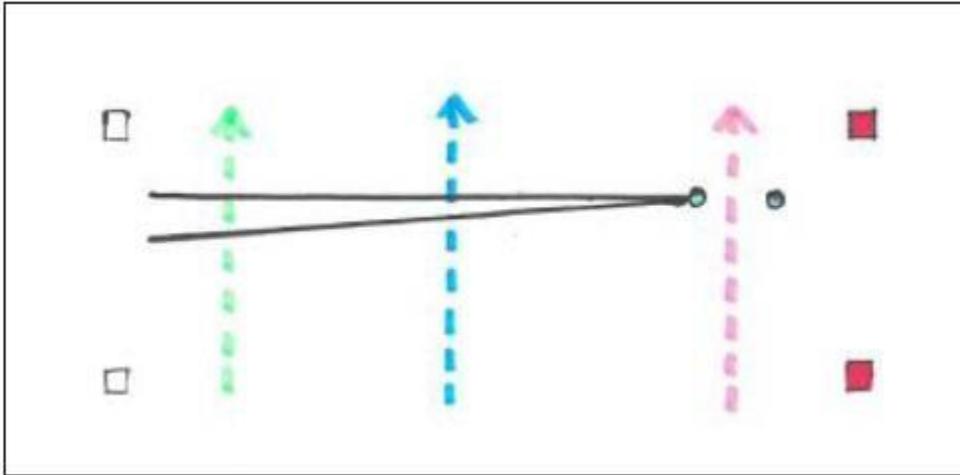
- a) Bounce jump
- b) Single jump (at greater height than option B)
- c) Waving between the jumps by riding along path C.

1.2. The obstacle should be positioned with respect to the previous and subsequent obstacles so that Option A is the fastest path and Option C is the slowest path.

1.3. The course designer will indicate on the course which path will be used for that class.

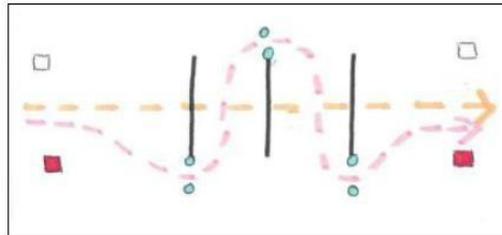
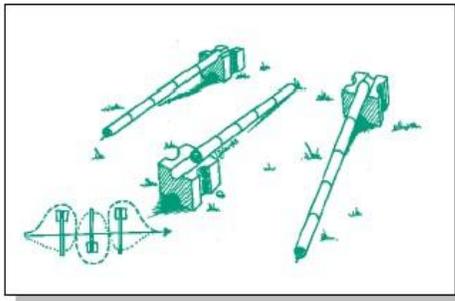
1.4. If the path is not indicated on the course, the rider may choose their own path.

2. The Locomotive



- 2.1. This obstacle can be made of either Show Jumping poles that can be knocked down, or solid jumps such as logs.
- 2.2. The jump should be set up in a fan, so that one side is wider than the other.
- 2.3. A narrow gate (using cones with tennis balls on top) should be set up at the narrow end.
- 2.4. Riders have the choice of whether to jump or not jump.
- 2.5. The fastest route around the course should utilise the widest part of the jump. The slowest route around the course should utilise the gate.

3. The Serpent / The Cavalettis



3.1. Each jump is separated by 1 stride.

3.2. The different dotted lines indicate different ways this obstacle can be ridden:

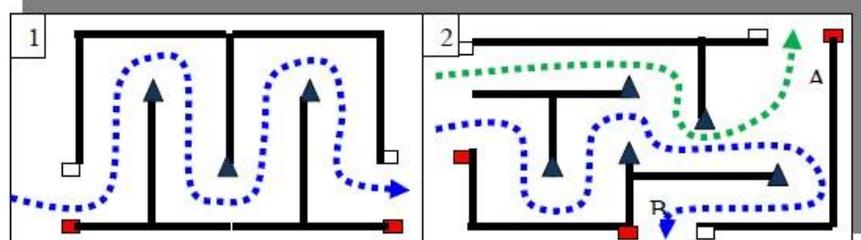
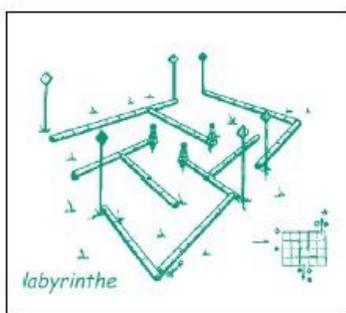
- a) The Cavalettis - A grid of jumps
- b) The Serpent - Weaving between the jumps by riding along path B.

3.3. The course designer may utilise gates at the end of each jump along path B.

3.4. The course designer will indicate on the course which path will be used for that class.

3.5. If the path is not indicated on the course, the rider may choose their own path.

4. The Labyrinth

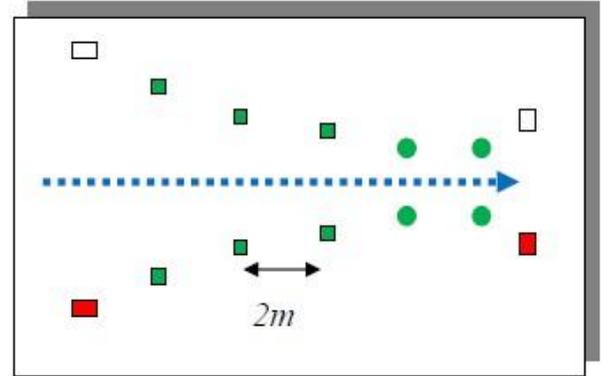
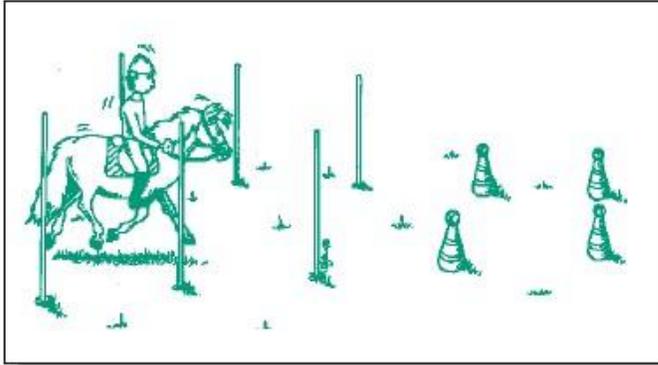


4.1. The bars that form the Labyrinth should be raised.

4.2. There should be between 1m to 1.5m between bars.

4.3. If there are multiple routes through the Labyrinth, the easier route should be longer or end away from the next obstacle.

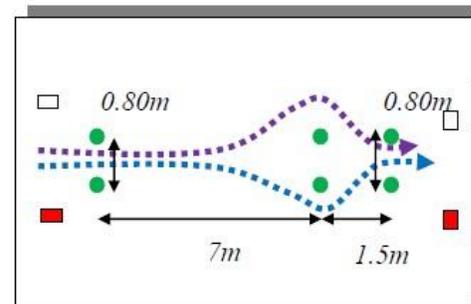
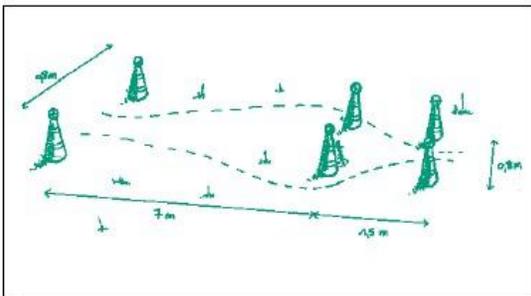
5. The Gates



5.1. A series of gates, where the first is 2m wide and each gets progressively narrower, until the last is 0.8m wide.

5.2. The last door(s) should have tennis balls on top which may be knocked off.

6. The Swing



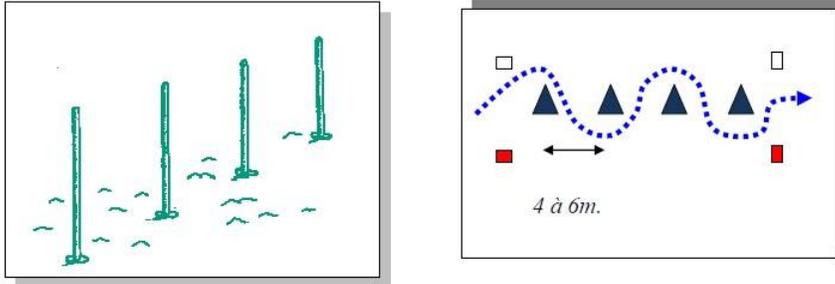
6.1. This obstacle requires weaving through cones without knocking off any balls.

6.2. Gates should be 0.8m wide. The second door should be 7m after the first.

6.3. The distance between the gates is at the discretion of the course designer – unequal distances are recommended.

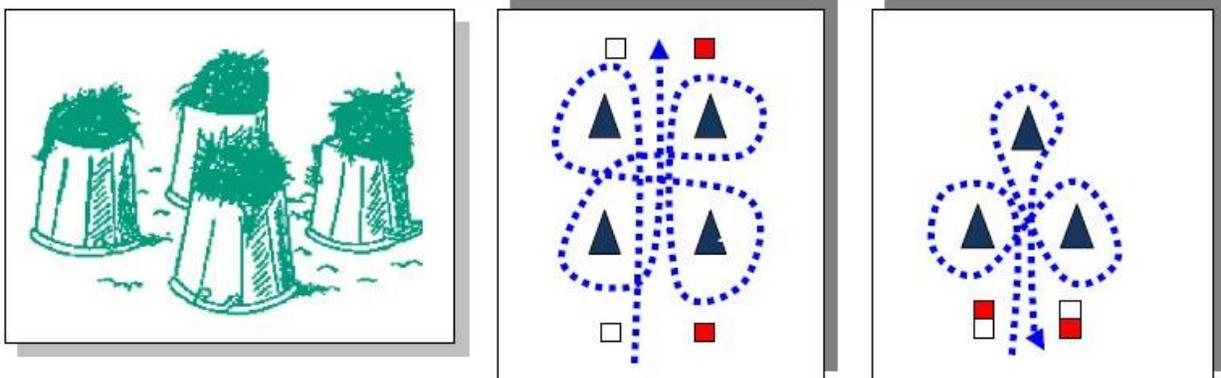
6.4. The rider may choose their own path.

7. The Weaving Poles / Capture the Flag



- 7.1. Navigate the obstacle by weaving between the upright poles/standards.
- 7.2. The entrance and exit gates are approximately 2m before and after the first and last upright pole/standard.
- 7.3. Intervals between poles should be about 4m-6m depending on the Level.
- 7.4. The course designer may add a flag to collect at the start and deposit at the end, to turn this into a “Capture the Flag” obstacle.
- 7.5. The course designer will indicate on the course which path will be used for the class.
- 7.6. If the path is not indicated on the course, the rider may choose their own path.

8. The Four Leaf Clover / Barrel Racer



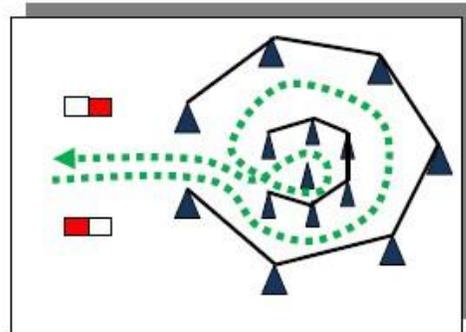
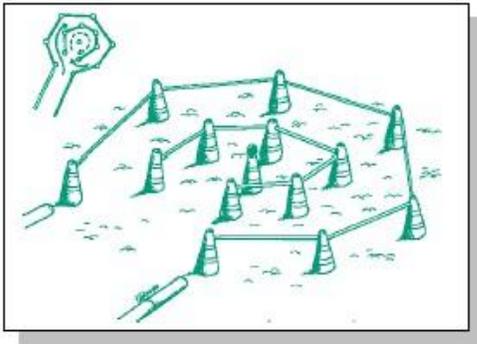
- 8.1. Weave through plants, pots or barrels in the path indicated on the course.

a) Four leaf clover – Left, Right, Right, Left

b) Barrel Racer/Three leaf clover – Left, Right, Right

8.2. Letters or numbers should be installed on each plant, pot or barrel to indicate the correct path.

9. The Cinnamon Roll



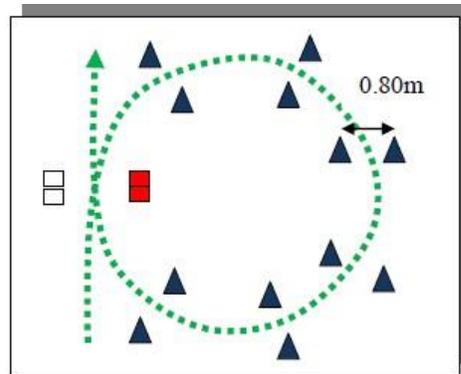
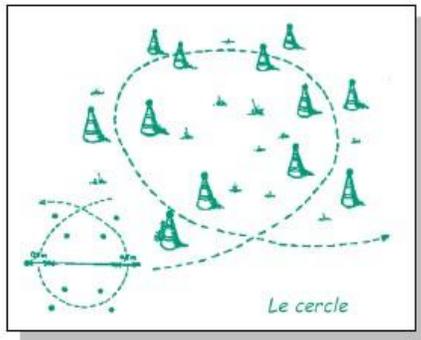
9.1. This obstacle is created using a larger circle with radius 4-4.5m around a smaller circle, with radius 2.5m-3m, with a central plant, pot or cone with ball.

9.2. It is recommended that the bars are raised.

9.3. The course designer may indicate whether the Carousel must be started clockwise or anti-clockwise.

9.4. If the path is not indicated on the course, the rider may choose their own path.

10. The Round About



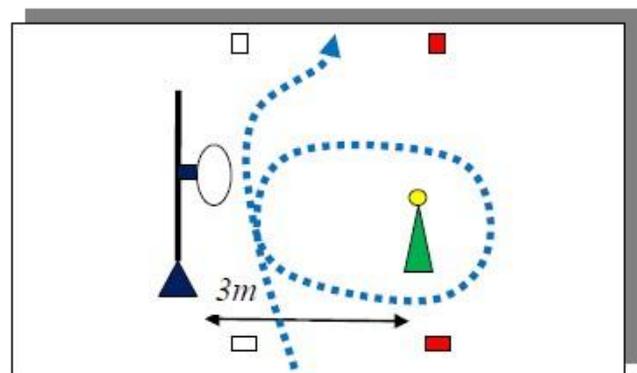
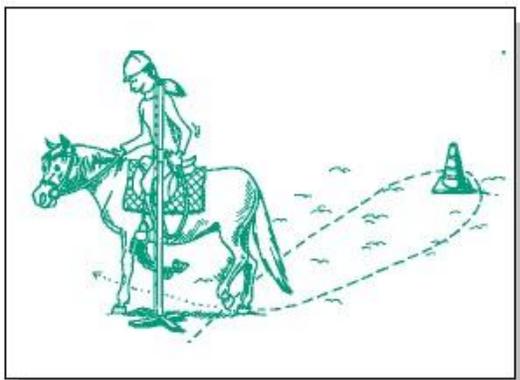
10.1. The obstacle consists of a series of gates arranged in a circle.

10.2. The gates should be 0.8m wide.

10.3. The size of the circle is at the discretion of the course designer. The minimum radius that can be used is 4m.

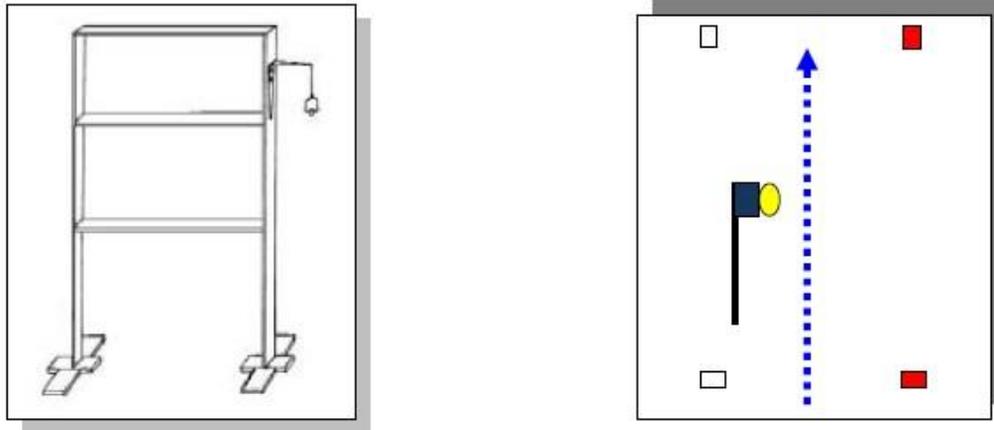
10.4. The course designer will indicate whether the Round About needs to be started clockwise or anti-clockwise.

11. The Hoola-Hoop



11.1. Pick up the object indicated and go around the cone before returning the object to its spot.

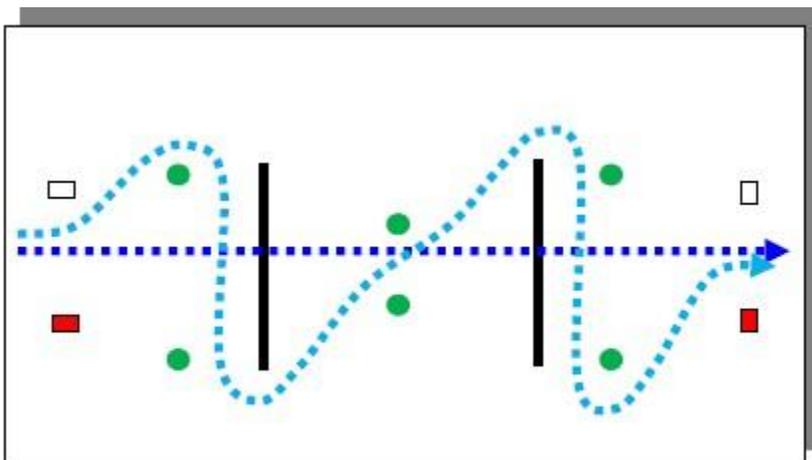
13. The Bell



13.1. The rider must stop at the bell and ring it before proceeding.

13.2. This can be combined with gates to make it more complicated.

14. The Z



14.1. Each jump is separated by a stride.

14.2. Upright poles or standards should be placed as indicated in the diagram above by the green dots.

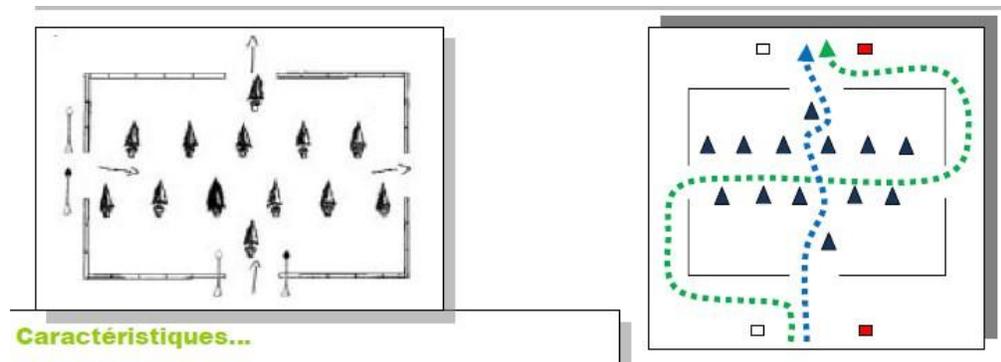
14.3. The distance between the upright poles or standards and the jumps should be 1m.

14.4. The distance between the two upright poles or standards in the center should be 1m.

14.5. The course designer will indicate on the course which path will be used for that class.

14.6. If the path is not indicated on the course, the rider may choose their own path.

15. The Garden



Caractéristiques...

15.1. The Garden is composed of a number of plants, boxed in by bars.

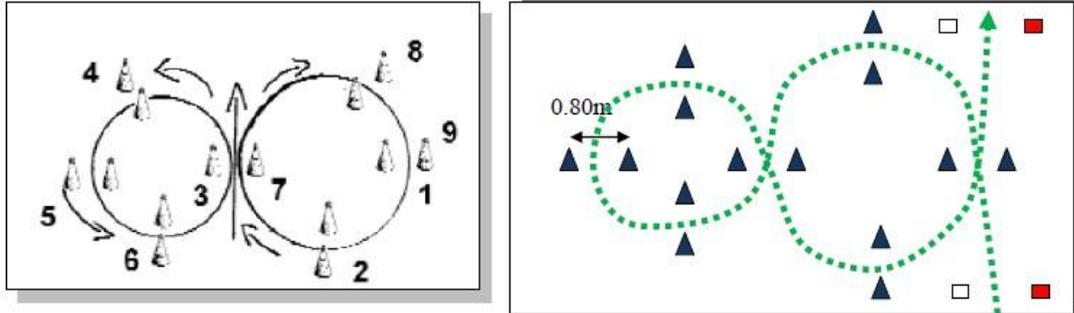
15.2. Instead of plants, the Garden can be made up of cones topped with balls.

15.3. The size of the garden and the space between plants is at the discretion of the course designer.

15.4. If there are multiple routes through the Garden, the easier route should be longer and end away from the next obstacle.

15.5. The rider may choose their own path.

16. The Figure of Eight



16.1. The obstacle consists of a series of gates arranged in a Figure of Eight.

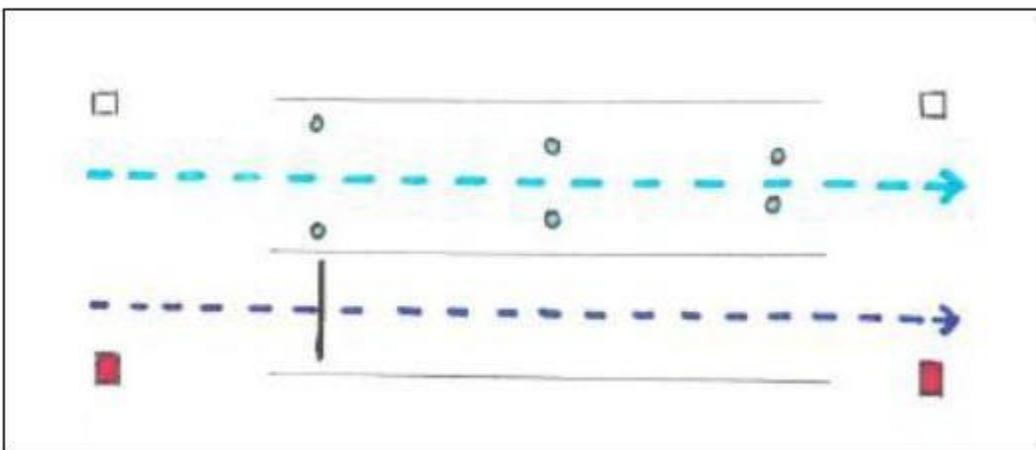
16.2. The gates should be 0.8m wide.

16.3. The size of the circle is at the discretion of the course designer. The minimum radius that can be used is 4m.

16.4. The course designer will indicate whether the Figure of Eight needs to be started clockwise or anti-clockwise.

16.5. If the path is not indicated on the course, the rider may choose their own path.

17. The Dilemma



17.1. The rider must choose whether to ride through:

- a) The Gates – Each gate must be 0.8-0.6m wide, with a spacing of 1 to 2m
- b) Narrow Jump – 1m to 2.5m wide, at the discretion of the course designer.

17.2. Both paths are equally as long.

APPENDIX 2 – Time Tables

1. Walk/Trot – 250m/m

m	0	10	20	30	40	50	60	70	80	90
100	24"	27"	29"	32"	34"	36"	39"	41"	44"	46"
200	48"	51"	53"	56"	58"	60"	63"	65"	68"	70"
300	72"	75"	77"	80"	82"	84"	87"	89"	92"	94"
400	96"	99"	101"	104"	106"	108"	111"	113"	116"	118"
500	120"	123"	125"	128"	130"	132"	135"	137"	140"	142"
600	144"	147"	149"	152"	154"	156"	159"	161"	164"	166"
700	168"	171"	173"	176"	178"	180"	183"	185"	188"	190"
800	192"	195"	197"	200"	202"	204"	207"	209"	212"	214"
900	216"	219"	221"	224"	226"	228"	231"	233"	236"	238"

2. Trot/Canter – 275m/m

m	0	10	20	30	40	50	60	70	80	90
100	22"	24"	27"	29"	31"	33"	35"	38"	40"	42"
200	44"	46"	48"	51"	53"	55"	57"	59"	62"	64"
300	66"	68"	70"	72"	75"	77"	79"	81"	83"	86"

400	88"	90"	92"	94"	96"	99"	101"	103"	105"	107"
500	110"	112"	114"	116"	118"	120"	123"	125"	127"	129"
600	131"	134"	136"	138"	140"	142"	144"	147"	149"	151"
700	153"	155"	158"	160"	162"	164"	166"	168"	171"	173"
800	175"	177"	179"	182"	184"	186"	188"	190"	192"	195"
900	197"	199"	201"	203"	206"	208"	210"	212"	214"	216"

3. Canter – 325m/m

m	0	10	20	30	40	50	60	70	80	90
100	19"	21"	23"	24"	26"	28"	30"	32"	34"	36"
200	37"	39"	41"	43"	45"	47"	48"	50"	52"	54"
300	56"	58"	60"	61"	63"	65"	67"	69"	71"	72"
400	74"	76"	78"	80"	82"	84"	85"	87"	89"	91"
500	93"	95"	96"	98"	100"	102"	104"	106"	108"	109"
600	111"	113"	115"	117"	119"	120"	122"	124"	126"	128"
700	130"	132"	133"	135"	137"	139"	141"	143"	144"	146"
800	148"	150"	152"	154"	156"	157"	159"	161"	163"	165"
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6.1. At each competition, the following class types may be offered:

6.1.1. Individual: Each rider and horse competes as an individual.

6.1.2. Relay: Teams of 2 to 4 riders compete as a group against other teams.