

Please ensure you have read the SANESA general Rules and Regulations Section 1 and 2

SECTION 3 WORKING EQUITATION

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ADDITIONAL DISCIPLINE LEAGUE: WORKING EQUITATION DISCIPLINE SPECIFIC DISPENSATIONS, RULES AND REGULATIONS

South African Working Equitation Association (ZAWE) is the National Association overseeing the Technical Discipline Rules for Working Equitation offered in SANESA.

Although SANESA will try to adhere to all ZAWE Technical Discipline Rules including special dispensations noted in this document, SANESA Show Rules and Regulations will be final.

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1. INTRODUCTION

Working Equitation was created with the objective of enhancing the equestrian techniques developed in countries whose riders use horses in different aspects of fieldwork. Working Equitation therefore provides an occasion for the simultaneous comparison of sporting and cultural considerations.

For Children and Juniors hard hats are compulsory. A riding boot with a heel is required by all riders.

Working Equitation broadens a horse's scope and teaches your horse to be a good partner in any equine sport you care to pursue. The obstacle course is not only fun, but it hones your aids. For instance, you learn the basics of bending, leg yields, transitions, side passing and in higher levels doing flying changes around the poles and giving your horse a visual reference for timing and purpose of change.

The rider must enjoy a challenge and be open to trying different things, the horse is trained to have a good mind and a willing attitude and become balanced. At higher levels, riders need the ability to lighten the forehand and achieve true collection.

A competent WE rider is always in balance with his horse, giving the impression of a harmonious cooperation, by maintaining a correct position, with a commanding but relaxed presence, the rider appears able to direct the horse with nearly invisible aids.

In WE you don't have to abandon everything you know and start at the bottom, you bring your horse (No specific breed required) and tack and training you already have and simply add another layer of your expertise.

The sport tests the horse and rider's partnership and ability to manoeuvre obstacles.

Lead rein and Introductory levels are not recognised as full Competition levels.

2. GENERAL RULES

- a. There may be no cross entry of horse-rider combination between levels at any one show.
- b. No horse or pony may be used by more than 1 rider per day, except ponies competing ONLY in Level 0 Lead Rein classes which may be used by 2 riders.
- c. It is the responsibility of the rider/parent/Chef d'Equipe to make sure the correct tests are prepared.
- d. If a rider wishes to receive recognition by the National Discipline Association (eg grading points), he/she will have to ride at the level in which he/she and his/her horse/pony are registered with the Discipline Association and indicate on the entry form that he/she wishes to be graded for that class.
- e. The onus is on the rider to ensure that he/she and his/her horse/pony are correctly registered and have entered in the correct classes to be considered for grading points.
- f. Horses and ponies may compete together in all classes.
- g. Riders with disabilities are welcome to enter.
- h. Tests to be ridden as per SANESA Schedule where tests can be downloaded directly.
- i. 1st PHASE - **DRESSAGE** (Tests may be called but this will incur a 5 point penalty).
2nd PHASE – **EASE OF HANDLING (MANEABILITY)** (Tests may be called but this will incur a 5 point penalty).
3rd PHASE -**SPEED PHASE or SECOND EASE OF HANDLING** (A shortened Ease of Handling test done for score in Introductory and Preparatory (SANESA levels 0 and 1) and done in Speed in Preliminary level and higher)
- j. All riders when mounted must wear approved protective headgear, secured by a three point harness.
- k. NO Triangular reins may be used.

- l. Special attention should be paid to reasons for elimination chart as contained in **APPENDIX II** of the ANWE rules. There are actions that can lead to elimination in each phase.
- m. Riders touching or stroking the horse/ponies' neck in front of the reins will incur penalties and a third contravention will lead to elimination.
- n. The rule on use of voice as in dressage also applies to the **ease of handling (maneability) phase**.

3. DRESS CODE:

No changes of tack or attire are allowed for the duration of the three compulsory phases. Approved rider attire is National Working Equitation, Provincial or Club attire. A rider must not mix and match attire. Same tack/attire must be worn in all compulsory phases, except jackets, spurs, whips, and horse boots.

a. ATTIRE:-

- Levels 0, 1, 3 Attire:
 - i. Long pants / Jeans / Jodphurs / Tights or Breeches of a solid colour
 - ii. School shirt, School sports shirt, SANESA shirt or long sleeve shirt (Button up, UV base layer not T shirt)
 - iii. Shoes with heels
 - iv. Traditional English (Dressage / Showing) Competition Attire
 - v. Traditional Western Attire
- Level 5 Attire:
 - i. Traditional English Competition Attire (showing / dressage)
 - ii. Traditional Western Competition Attire
- Traditional Western (see bits allowed)
 - i. Long Jeans, Pants, Trousers with a belt
 - ii. Long sleeve shirt with colour (band, standup, tuxedo, etc)
 - iii. Boots with heel
 - iv. Gloves optional
 - v. Chaps Optional

4. TACK OF THE HORSE

- a. Any style of bridle or saddle (with approved National or Club saddle cloth) is permitted. All tack must be well fitting so as not to cause pain or distress to the horse. Unless otherwise specified in the ZAWA Official Rule Book 2023, all tack and bits are as per Dressage South Africa Rules.
- b. Spurs are to be blunt competition spurs. Blunt rowels are acceptable.
- c. Whips - dressage as per DSA Rules Whips may be used in the normal way for all levels.
 - Permissible maximum length for whips is 1.2 metres and 1 metre for ponies. The tassel is included when measuring the whip.
 - The whip must not be secured to the horse or tack, it must be held by hand. Only one whip is permitted at all times when riding at the venue.
- d. Bits as per Dressage South Africa rules for dressage competitions
- e. Additional Bits:
 - Portuguese curb (shank less than 10cm), consistent with this picture and must meet the measurements on the diagram of a curb bit.
 - Kimblewick straight (with or without port) jointed or halfmoon.
 - English Pelham
 - straight (with or without port)

- jointed
 - halfmoon (shank less than 10cm).
 - The fitting of the curb and chain for the Portuguese, Kimblewick, English Pelham and the Bit & Bradoon is as follows:
 - The curb strap or chain should be done up so that when the reins activate the chain or strap, the shanks of the bit do not rotate beyond 45 degrees and the width of two fingers (3cm) exists between the horse's chin groove and the strap or chain to estimate the tightness of the chain when not activated.
 - Rubber guards are allowed.
- f. Additional Bridles
- Bitless bridle (must not self-tighten)
 - Micklem bridle with a bit and without clips. The noseband must fit with two fingers vertically under the chin. This allows the bridle to be correctly and functionally fitted.
 - Bosal – minimum diameter 5/8 of an inch, flexible non-metal core, well fitted so as not to cause any rubbing or irritation to the horse and meet the ZAWWE rules (refer Appendix III - Bosal Fitting Guideline).
 - Horse leg protector boots are allowed at all levels except Dressage phase. No bandages are permitted.
 - Hoof boots are permitted in all phases.
 - Nosebands if used MUST be fitted to allow two fingers standing vertically on the bridge of the nose (approximately 3cm).
 - Nose nets are permitted to be used in competitions and warmup on written approval by ZAWWE. Permission will be given on a case-by-case basis.
 - Applications with a supporting letter from a veterinarian specific to that horse are to be sent to the ZAWWE Secretary.
 - If approved, the rider of the horse with the nose net must send a copy of the ZAWWE approval letter with entries.
 - The nose net must be made of transparent material as per the example.
 - The nose net must not cover the mouth or bit.
 - Ear Bonnets are permitted to be worn under the following conditions:
 - The ear bonnet must not cover the horse's eyes.
 - The ear bonnet must be clearly made from a material which does not provide any sound reduction. No materials may be used to plug the horse's ears
 - Failure to present to the gear steward for ear bonnet inspection before and after each phase will incur elimination.
 - The Gear Steward will verify that no additional insulation from the manufactured state has been inserted and that ear plugs have not been inserted.
 - Monkey grips are permitted on saddles in all phases.
 - Fly masks are not permitted in the competition phases unless a clear directive from a veterinarian is provided for the use of the equipment. A fly mask may be allowed in the warmup arena.
- g. Tack not permitted - riding in any of the tack listed below on the competition grounds on the day of competition will result in immediate elimination.

- Running/standing martingales, running reins, chambon, de Gogue, tongue ties, blinkers, ear plugs (may be used for presentations) or ANY equipment that the Ground Jury for the relevant competition determines is against the intent and general principles of working equitation.

5. SANESA WORKING EQUITATION LEVELS AND CLASSES

Primary School	High School	Name of Level	Tack	Dressage Gaits	EOH Gaits	Number of Obstacles
POLRWEWE.All		Introductory Level - On Lead	Snaffle, Lead line attached to halter or cavesson noseband, no whip or spurs.	Walk and Trot	Trot with Walk Transitions. Obstacles mainly done at walk, though must have clear directives for walk and trot	8 to 10 Obstacles
POWEWE.All	H0WEWE.All	Introductory Level	Any legal Tack	Walk and Trot	Trot with Walk Transitions. Must have clear directives for walk and trot.	8 to 10 Obstacles
P1WEWE.All	H1WEWE.All	Preparatory Level	Any legal Tack	Walk, Trot and Canter	Obstacles mainly ridden in Trot, may offer canter between obstacles. Must have clear directives for canter or walk. Transitions up and down are progressive	10 to 12 Obstacles
P3WEWE.All	H3WEWE.All	Preliminary Level	Any Legal Tack	Walk, Trot and Canter	Obstacles mainly ridden in Trot and Canter, may offer canter between obstacles. Transitions up and down are progressive	10 to 12 Obstacles
P5WEWE.All	H5WEWE.All	Debutante (W&F)	Any legal Tack	Walk, trot (sitting unless stated otherwise) and canter. Debutante W Dressage tests.	Canter with flying changes and / or walk changes and walk transitions, any trot steps will be penalised. Good flying change will score higher than good walk change.	12 to 14 Obstacles

THE DRESSAGE PHASE

- Dressage is the first phase of the working equitation competition.
- Dressage encourages harmony between horse and rider through their understanding of the language of the aids. Humane and correct training of the horse is encouraged and promoted.
- Dressage promotes physical soundness and mental well-being through relaxation, lateral suppleness (bending), longitudinal suppleness (roundness) and progressive conditioning.
- ANWEL official dressage tests must be used at all ZAWE events, for relevant dressage tests please refer to www.anwe.org.au.

REQUIREMENTS

- The Dressage arena must be a 20 x 40 metre area clearly marked as the competition arena.
- It is not required to close the entrance to the dressage arena. If closed it must be closed for all riders in that class/test.
- Spectators must be at least 5 metres from the competition arena.
- The rider will enter the arena when signalled by either a bell, car horn or whistle.
- Riders are not required to start their Dressage test before their scheduled time.

- A caller is allowed with a five-point penalty.

ERRORS OF COURSE/TEST FOR DRESSAGE (refer also General Errors)

- An error or failure to perform an element of the Dressage test does not immediately eliminate the competitor.
- It is not always necessary to ring the bell for an EOC/test.
- The Chief Judge will decide whether to ring the bell.
- In deciding not to ring the bell the Chief Judge must be aware of the effect of one movement on the next and where mirrored movements occur and should be prompt in notifying the competitor.

The Chief Judge makes the final decision on how many errors occurred. If the Judge(s) have not noted an error, the competitor has the benefit of doubt.

First error of course	5-point deduction
Second error of course	5-point deduction
Total	10 points
Third error of course	Elimination

EASE OF HANDLING (EOH) PHASE

The objective of this phase is to demonstrate a rider's and horse's capacity to calmly, precisely, stylishly, and regularly deal with any obstacles designed to simulate difficulties which could be encountered by a working horse.

The attributes of the correct working horse include:

- I. rhythm, relaxation, regularity
- II. obedience and confidence
- III. acceptance of and response to the aids
- IV. suppleness of the bend and roundness
- V. impulsion
- VI. straightness
- VII. collection and balance

This phase also tests the attributes of a correct working rider. These attributes include:

- I. balance and relaxation
 - II. flexibility
 - III. core strength
 - IV. coordination
 - V. feel
- There are no minimum dimensions for the arena in this phase although the ideal, recommended dimensions are 70m x 30m.
 - It should be flat, level, and free from any stones or objects which could endanger competitors and their horses and consequently prejudice their evaluation by the Judge.
 - It is strongly recommended that a sandy surface be used.
 - Grass may be suitable provided it is not too hard or slippery.
 - All obstacles are numbered in order of completion.
 - The number is placed on the right-hand side of the entrance to the obstacle.
 - Markers may also indicate the start and finish of the obstacle zone as well as the direction with the red marker being on the rider's right, and white on the left.

- The course may require a horse and rider to perform an obstacle more than once, in the opposite direction.
- If any part of the obstacle is knocked down during the execution of that obstacle which needs to be executed again later in the course, then the combination will incur elimination.
- If one pair of start/finish markers is used then the finish is to be executed in the opposite direction to the start. If separate start and finish markers are used, they must be flagged red and white to show direction.
- A live obstacle is an obstacle that is not yet performed, executed, or ridden.
- Any obstacle already ridden is considered “dead” (unless it needs to be executed again later in the course) and may be ridden through in any direction without penalty, noting that the knocking down of any part of an obstacle (even a dead one) will be reflected in the marks. That is the:
 - knocking down any part of an obstacle during the execution of that obstacle will incur a low mark
 - knocking down any part of a dead obstacle will be reflected in the navigation and/or submission mark.

This only applies to obstacles relevant to the rider’s level (in case multiple courses are set up in the same arena).

- In multiple level courses obstacles must be clearly marked for each level e.g., different colours for each level on the number markers - pink for Preliminary, white for Debutante W etc.
- Course designers should have clear lines between obstacles for each level so as not to confuse riders. There should be at least 10 metres between consecutive obstacles.
- An obstacle is defined as all components, including entrance/exit markers, numbers, and transition markers.
- Callers are allowed in the Ease of Handling (EOH) phase with a 5-point deduction.

WALKING THE COURSE

- Competitors at all levels may walk the course.
- Competitors are only permitted to walk the course unmounted and in full competition attire, unless otherwise directed by the Organising Committee on the day, with consideration to weather conditions.
- Judges/Course Builders will walk the course with the competitors to answer any questions.
- Trainers/Chef d’Equipe may accompany riders on the walk through.

PRIOR TO RIDING THE COURSE

- It is the rider’s responsibility to check all equipment is in the correct positions to start the obstacle phases.

ERRORS

- Errors in the pattern or order of movements can be corrected.
- For instance, if an incorrect pattern is performed on the 3 barrels, the rider may go back and correct the pattern (and will incur a lower score).
- However, if the competitor commences the next obstacle before the correction is made, they will be eliminated.

OBSTACLES

Obstacles are encountered in the Ease of Handling (EOH).

- Where entry and/or exit transition markers are used on an obstacle to indicate a change of gait, they should be placed approximately 1 metre out from the obstacle.

- Exit transition markers for the bridge should be placed 3 metres from the obstacle. Where the bridge is used twice the entry and exit markers should be 3 metres from either end of the bridge.
- Where transition markers are used in the EOH phase, they are to be YELLOW in colour.
- The transition should occur as the nose of the horse is in line with the transition marker. Transitions are a reliable way for Judges to ascertain the correct training of a working equitation horse. Note, all transitions form part of the mark awarded by Judges for the obstacle. For example, if the horse performs a very good walk over the bridge, however the horse does not canter between obstacles and therefore does not show the required transition entering or departing the obstacle, a score no higher than 5 can be awarded.
- Disobedience between obstacles is marked as part of the collective marks under submission.
- All obstacles should be placed to encourage flow especially the stockpen entrance.

Recommended number of obstacles for the various levels.

- Level 0 - Introductory 8-10 obstacles
- Level 1 - Preparatory 10-12 obstacles
- Level 3 - Preliminary 10-12 obstacles
- Level 5 - Debutante 12-14 obstacles

SPEED PHASE

(Offered in Preliminary, Debutante)

The Speed phase of Working Equitation is to test the speed, agility, athleticism, and submission of the horse, and the balance, aids, and seat of the rider. No speed phase is offered for Introductory Level, Lead line Level and Preparatory Level. In Introductory Level and Preparatory Level a 2nd shortened Ease of Handling Phase will be offered and scored as such.

REQUIREMENTS

The obstacles used in the speed phase are the same obstacles that are allowed at each level of the Ease of Handling phase, except for

- the jug for all levels
- The double slalom and three barrels must not be used in speed for Debutante and below levels.
- The double slalom and three barrels may be used in speed for Debutante and above levels.
- A rope gate may be used in lieu of a solid gate.

A caller is allowed with a 10 second penalty.

1. The Judge will signal the rider to begin. (e.g. by the ringing of a bell, blowing a whistle or signalling by hand). The rider must salute the Judge at the beginning and immediately at end of their round.
2. The timer for the speed phase starts running as soon as the horse's nose crosses the starting line, and the timer is stopped as soon as the horse's nose crosses the finish line. When manually timed (and where practicable), two timers must be used. (One timer may be the Judge). The same two-timing devices and people must be used for each competitor in a class.
3. Timing devices and people can only be changed between classes. When timed with an electronic timer, a manual backup timer must be used.
4. Obstacles may have tennis balls on any part of the obstacles that when dislodged by the horse or rider hitting the obstacle will incur 5 seconds added on to their time for each occurrence.

5. Any obstacle already ridden is considered “dead” and may be ridden through in any direction without penalty, although be aware that knocking down an obstacle whilst executing it or a dead one will incur a 5 second penalty. Knocking down a live obstacle results in elimination.
6. If an obstacle is knocked over and is able to be replaced according to the EOH rules the clock keeps running.
7. The Bridge -transition markers must be removed. Debutante W (level 4) and below, any trot or canter steps will result in elimination in speed phase. Debutante F (level 5) and above may walk, trot or canter over the bridge.
8. There must be entrance and exit markers within the boundary of the arena. Timekeepers (including automatic timers) are located at the entrance and exit markers.
9. For all levels riders should be allowed to walk the course, if appreciably different to the Ease of handling (EOH) course. The same rules apply for walking the course as in the Ease of Handling (EOH) phase
10. A caller is allowed with a 10 second penalty.

PENALTIES: 5 SECONDS PER FAULT

1. Knocking down any part of an obstacle either whilst executing that obstacle or a dead obstacle
2. Touching the horse in front of the reins – penalty each time seen by the Judge (three times incurs elimination however this is not cumulative.
3. Use of voice – penalty each time seen/heard by the Judge (three times elimination however this is not cumulative.

BONUS POINTS

- Bonus points are accrued by securing the ring or knocking the ball (with the tip of garrocha only) - 10 sec deduction per obstacle off final time.
- The garrocha and the ring/rings must be securely deposited in the barrel to accrue the 10 sec deduction.

SECOND ROUND EOH FOR LEADLINE, (Offered in Introductory and Preparatory)

The competitor will ride a second Ease of Handling round over a shortened course which will be prescribed by the course designer. No time will be taken, the course will be judged like an EOH course and scored accordingly.

WHEN WILL THE SPEED / 2nd EOH PHASE BE HELD

The show management will have the option to run the Speed phase / 2nd EOH Phase:

- After all the competitors have completed their Ease of Handling Phase
- After each Ease of Handling class has been completed

After the competitor has completed their Ease of Handling the competitors will leave the arena and re enter the arena to do their speed / 2nd phase

6. GENERAL ELIMINATIONS IN EACH PHASE

- a. A horse not ridden by its nominated rider on the competition grounds.
- b. Failure to report for gear check for every phase.
- c. Failure to report to the gear steward for ear bonnet inspection before and after each phase.

- d. A rider competing in illegal tack or ill-fitting tack that causes the horse discomfort or distress.
- e. Any rider under the age of 18 without an approved helmet, securely fastened whilst mounted.
- f. Evidence of lameness or traces of fresh blood anywhere.
- g. Excessive use of force or inhumane treatment of the horse, including but not limited to excessive use of whip or spurs.
- h. Entering the dressage arena or passing through the start pegs in Ease of Handling before signalled.
- i. Failure to salute the Chief Judge at the beginning and completion of each phase
- j. Taking more than 60 seconds to begin the phase after being signalled by the Chief Judge.
- k. A rider receiving any outside assistance during any phase of the competition with the exception in Level 0.
- l. Use of voice, three or more times in total.
- m. Stroking, patting and / or touching the horse on the neck in front of the reins, three or more times in total.
- n. The horse leaving the arena with all four feet.
- o. More than three complete strides of canter in Introductory Level.
- p. Fall of horse or rider.
- q. If the Judge or Ground Jury has a reason to feel that a horse/rider combination may be a danger to themselves or others.

ELIMINATIONS FOR DRESSAGE (refer also General Eliminations)

- Resistance of more than 10 seconds.
- Three errors of course (EOC).

ELIMINATIONS FOR EASE OF HANDLING (EOH) PHASE (refer also General Eliminations)

- Not completing an obstacle.
- Failure to start and finish at the designated start and finish lines. If the start/finish line is through one set of markers, competitors MUST only cross the line once to start and once to finish. If the start and finish lines are separate, then the competitor must only cross each line once.
- Failure to complete the obstacles in the assigned order.
- Failure to move forward for a period of 15 seconds.
- Showing or facing up to a live obstacle, prior to or during the test.
- Crossing an obstacle that has not yet been performed (live obstacle).
- Three refusals on any one obstacle (a horse may have two refusals on all obstacles on course). Starting an obstacle out of order.
- Knocking down a live obstacle or any part of a live obstacle.
- If any part of the obstacle is knocked down during the execution of that obstacle which needs to be executed again later in the course, then the combination will incur elimination.
- Uncorrected obstacle pattern.
- When riding the course, the rider MUST use the same hand to perform all obstacles. Changing hands is not permitted.
- Passing through the start pegs before being signalled.
- Not replacing the garrocha and ring in the drum if it bounces out. If it bounces out the rider must dismount and correct (refer rule 15.7).
- Not replacing the cup on the post if the post is knocked over. The rider must dismount and stand the post up to complete the obstacle. If any other post is knocked over the rider must dismount and stand the post/s up to complete the obstacle.

- Not clearly attempting the ring or ball.

REFUSING AN OBSTACLE

For example, the horse stops and takes a backwards step, or circles before entering the obstacle.

- The rider may have a second attempt. The third refusal on that obstacle will result in elimination.
- Although a horse MAY theoretically refuse every obstacle on the course twice – the obstacle MUST be completed, that is, a competitor CANNOT refuse twice and go on to the next obstacle. This will incur elimination.
- A 15 second resistance will incur elimination.

ELIMINATIONS IN THE SPEED PHASE (refer also General and Ease of Handling (EOH) Eliminations)

- Not securing the gate
- At Debutante and below anything other than clear walk steps on the Bridge.
- Not attempting the ball or ring
- Passing the rope over the rider's head.

7. GAITS REQUIRED

Unless otherwise specified in an obstacle's sub-paragraph, the following applies to all obstacles for the EOH phase.

SANESA LEVEL	NAME	GAITS
Level 0	Introductory	<ul style="list-style-type: none"> • Walk and trot only. • More than 3 consecutive canter strides is elimination
Level 1	Preparatory	<ul style="list-style-type: none"> • Unless specified by course directives, the rider may choose Canter, Trot or Walk with progressive transitions. • It is expected some canter will be shown between obstacles
Level 3	Preliminary	<ul style="list-style-type: none"> • Canter with walk or trot changes. • Progressive transitions are allowed.
Level 5	Debutante	<ul style="list-style-type: none"> • Canter with walk / flying changes

* Level 5: Canter-walk/walk-canter transitions only. Any trot steps will incur an insufficient mark (4) for that obstacle.

All levels: Where an obstacle is executed in a gait lower than specified above, a score no higher than reasonable (5) can be awarded unless a lower gait is specified on the course directives by the Organising Committee.