

WORKING EQUITATION BELGIUM 2024 - SUMMARY OBSTACLES PER LEVEL

	OBSTACLES	WE0	WE1	WE2	WE3	WE4	SPEED PENALTY	
1	2 DRUMS	min 4m-trot	min 4m - canter simple change	min 4m- canter flying changes	3m - canter flying changes		Knocking over the drum + 5 s	
2	BRIDGE	4m*1,5m WAVE (WEB at least 2m*1,2m) - walk, transition before and after beacons						Knocking over uprights + 5 s
3	PARALLEL SLALOM	min 7m - trot	min 7m - canter simple changes	min 7m - canter flying changes	6m canter - flying changes		Knocking over a post + 3 s	
4	JUMP	Cross max 50cm	Max 60cm		Max 80cm		Touching + 5 s Knocking over + 5 s	
5	PEN	twice at walk or trot	twice at walk or canter				Knocking donw part of obst + 5 s	
6	SIMPLE SLALOM	min 8m- trot	min 8m- canter simple changes	min 8m- canter flying changes	6m canter - flying changes		Knocking over a post + 3 s	
7	3 DRUMS	min 4m-trot	min 4m canter simple changes	min 4m canter flying changes	3m flying changes		Knocking over the drum + 5 s	
8	DOOR	Forward - Open or Closed (closed more points)	Forward or/and backward				Dropping the door + 30 s Knocking over uprights + 10 s	
9	BELL AT THE END OF CORRIDOR	Straight - at walk - forward or backwards (more points)	Straight - at walk or canter - backwards out	Straight or L/at walk or canter/backwards out			Knocking over each crossbar + 5 s	
10	JUG	Progressive tranistion	Transition canter-walk-halt		Transition canter-halt			
11	BACKWARD SLALOM	distances : between posts on 1 line 2,5m à 3m * 1,5m wide (1,2m wide if switch left-right) i						Knocking over a post + 5 s
		At walk/cup left to right/ forward or backwards (more points)	At walk or canter/cup left to right/ backwards	At walk or canter/ cup from front to back	At walk or canter, cup front to back via slalom			
12	SIDE-PASS	At walk (placing the horse in the middle allowed)	Walk or canter		Walk or canter		One member steps to the other side of the log + 5 s Knocking over +7 s	
13	PICK UP GARROCHA	At walk or trot	Canter				Knocking over the drum + 5s	
14	SKEWERING THE RING	At walk or trot	Canter				Taking the ring bonus - 5 s Knocking over uprights + 10 s	
15	DEPOSIT GARROCHA	At walk or trot	Canter				Knocking over the drum after placing garrocha + 5 s	
16	WATER-FILLED DITCH	Walk	Walk					
17	BANK	At walk or trot	Walk or canter					
18	CHAPPI -CUP	2m posts with 1,2m between posts - halt and switch cup - forward in appropriate gate						Knocking over a post + 5 s