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

SECTION 3 - SADDLE SEAT

Last Updated 3 November 2026

3 ADDITIONAL DISCIPLINE LEAGUE: SADDLE SEAT DISCIPLINE SPECIFIC

Saddle Seat South Africa is the National Association overseeing the Technical Discipline Rules for Saddle Seat Equitation offered in SANESA.

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

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Introduction to Saddle Seat

Saddle Seat is a refined art of maintaining precise body poise and a balanced seat while in unison with the horse's animated horizontal movement, cadence and conformation. Horsemanship and the ability to effectively and subtly apply the necessary aids while controlling the horse form part of the complete performance.

The following pages have been compiled to convey the rules of Saddle Seat in South Africa. Although the basic position of the seat and movement of the horse is very briefly described this is not meant to be a teaching manual for equitation instruction or notes on judging.

The purpose of Saddle Seat is to prove the aptitude of a rider to get the best possible performance from a horse through perfect form and control. Emphasis is on the overall picture and 'ring generalship' or the ability of a rider to beone with the horse while taking charge of their complete performance. More specifically, equitation may refer to a rider's position while mounted and encompasses a rider's ability to ride correctly and with effective aids. All gaits should be pure and true. This is a direct reflection on the ability of a rider.

The judging criteria for the rider includes:

- correct form and poise,
- rider performance,
- control of the horse,
- effective use of necessary, appropriate riding aids,
- tack and turnout of the horse,
- and equipment.

  The performance of the horse is not judged per se, but a poorly performing horse is considered to reflect the ability of the rider. A good equitation rider is:
- always in balance with the horse,
- maintains a correct position in every gait and movement,
- possesses a commanding, but relaxed, presence,
- is able to direct the horse with nearly invisible aids.

  To evaluate, assess and determine rider aptitude and proficiency, Saddle Seat Equitation is judged through a combination of two components, including:

  A. Rail work
     full rail work or
     mini rail work, as determined by the Committee
  B. Individual Test Patterns (Selected and compiled by the Committee)

3.1 TURN OUT

Cleanliness and neatness are the foremost requirements regarding the turn-out of a horse. It is imperative that all horses competing are in good physical condition, of good general health and soundness.
The following guidelines can be followed:

3.1.1 HEAD

Ears: Clean & Shaven. The wiring or fastening of a horse's ears in any way is prohibited and will result in a disqualification by the Judge(s) or Ringmaster.
Lower jaw: Excessive long hair removed/shaved

3.1.2 LEGS

May be shaved with excessive hair from the coronet, fetlock and rest of the leg removed.
Feathers are allowed, but must be clean and well groomed

3.1.3 MANE & TAIL

Mane & tails should be clean, neat and tidy at all times.
Mane – acceptable options include:

- A trimmed roached mane, in the Three-Gaited Division, is optional;
- A full (ribboned) mane with a trimmed bridle path at the poll (forelock optional), preferable in the Five-Gaited Division;
- Natural mane & forelock (allowed) with natural tail;
- Ribbons on the forelock or attached to the bridle are optional;
- Show Hack division horses shall be shown with a natural mane and hunter style braiding of the mane is optional, no ribbons shall be permitted; and
- Western division horses shall be shown with a natural mane, no ribbons shall be permitted.

Tails - acceptable options include:

- Natural Tail (combined with "natural mane");
- Switches / extensions;
- Show Hack division horses shall be shown with a natural tail and hunter style braiding of the tail shall be optional, no ribbons permitted; and
- Western division horses shall be shown with a natural tail, no ribbons shall be permitted.

Not permitted, not acceptable options include:

× Humane braces / top tail;
× Short / long braces;
× Humane tails; d) Top Tails

3.1.4 HOOVES, SHOES & PADS

Length of hooves, padding included, shall not exceed 12.5cm, measured from the coronet line, including the pads but excluding the shoe.
Leather pads and wedges are allowed.
Horses will not be penalized for the way in which they are shod, as long as it is within the parameters set.
Any protrusions, additions or modifications to a shoe extending beyond the generally accepted norms of farriery (broadly described as reasonable extension of a properly balanced hoof) providing sufficient support to the hoof and limb and not placing undue stress and strain on the individual's conformation, will be considered undesirable and detrimental to the image of the Saddle Seat SANESA and disallowed. Limiting the potential of injuries to the horse as a result of poor farriery is considered to be of utmost importance.
Shoeing of hind hooves are optional, but BOTH hind hooves must be shod or BOTH must be unshod. Any evidence of cruelty or visually displeasing additions will lead to disqualification by the majority of judges or ringmaster or committee.

3.2 DRESS CODE:

3.2.1 LEVEL 0 – 5:

- Suitable riding shoes OR ankle length boots, with heel, riding slacks or jodhpurs (preferably Kentucky jodhpurs) and long sleeve shirt with waistcoat or school pull-over and tie.
- For the Show Hack division suitable riding shoes OR ankle length boots, breeches or jodhpurs, English style ridding shirt, coat or blazer of any tweed, check or solid colours.
- For the Western division Suitable western boots OR ankle length boots, riders shall wear long sleeved shirt and/or western jacket with a collar and a necktie, kerchief or bolo tie, bow tie, peddle-tie, rosette-tie, or pin used as a tie; Kentucky style Jodhpur in solid colour are required. Chaps, shotgun chaps or chinks are optional. A vest, coat or sweater is optional.
- All competitors will wear a 3-point hard hat as protection.

3.2.2 LEVEL 7 :

- Suitable riding shoes OR ankle length boots, with heel, 3-piece Kentucky riding suit, OR riding slacks or jodhpurs with school shirt, any tie and school blazer.
- All competitors will wear a 3-point hard hat as protection.

3.3 TACK OF THE HORSE

Refer to the relevant event for the appropriate and/or compulsory tack requirements.

3.3.1 BRIDLES Please note:

- The lead is to be attached to the noseband for all lead line classes and may not be attached to the bit under any circumstances;
- In Hand Utility Horses must be shown in a snaffle bridle with reins attached;
- Show Hack Level 5 requires a full double bridle, double bridle with one mouthpiece, single snaffle bridle, single bridle with Pelham bit, all with cavesson noseband. Martingales of any type are prohibited.
- Western Level 5 requires any standard type Western bridle without a noseband and any standard Western bit will be allowed, a single rein with a romal is required and must be held in one hand, without romal, riders may use both hands. Standard snaffle bridles are permitted for horses younger than 4 years. A standard snaffle bit is defined as a center jointed single, mouthpiece. When using a Snaffle Bridle, riders may use both hands.
- Double Bridles are optional in Level 5 and compulsory in Level 7 only.

  3.3.1.1 Full Double Bridle

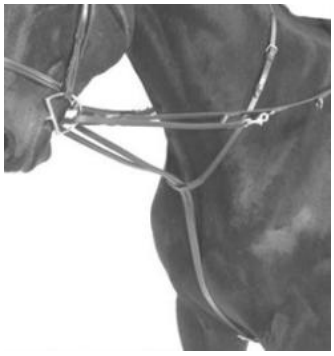
  Full Weymouth Double bridle in dark brown or black leather, consisting of the following:
  - Curb and snaffle headstalls
  - Browband (solid colour with only moderate embellishment, pattern or texture)
  - Nose caveson (either matching the browband or plain leather)
  - Throat latch
  - Two sets of reins (the snaffle rein may be laced)
  - Two independently functioning bit pieces identified individually as a snaffle bit and a curb bit (see mouthpieces for specifications)
  - The curb bit to be supported by curb chain hooks, curb chain and optional chin strap
  - The snaffle headstall may be attached to the snaffle rein running through the rein ring to form a “Gag” snaffle.
  - The use of a combination bit; whether solid or jointed, with two rein rings attached onto each shank is allowed.
  - Gag curb bits are prohibited.

  3.3.1.2 Double bridle with one mouthpiece In dark brown or black leather, consisting of:
  - Curb headstall
  - Browband (solid colour with only moderate embellishment, pattern or texture)
  - Nose caveson (either matching the browband or plain leather)

- Throat latch
- Pelham bit, whether solid or jointed, with two rein rings on each shank
- Curb chain
- Two sets of reins attached onto each shank

3.3.1.3 Single Snaffle Bridle

- In dark brown or black leather, consisting of:
- Snaffle headstall
- Browband (solid colour with only moderate embellishment, pattern or texture)
- Nose caveson (either matching the browband or plain leather)
- Throat latch
- Single snaffle rein (may be laced)
- German or running martingale





3.3.1.4 Double Rein Snaffle Bridle In dark brown or black leather, consisting of:

- Snaffle headstall
- Browband (solid colour with only moderate embellishment, pattern or texture)
- Nose caveson (either matching the browband or plain leather)
- Throat latch
- Single snaffle rein (may be laced) utilized as a direct/straight rein
- A Second snaffle rein (may be laced) with a running martingale

3.3.1.5 Single bridle with Pelham bit in dark brown or black leather, consisting of:

- Curb headstall
- Browband (solid colour with only moderate embellishment, pattern or texture)
- Nose caveson (either matching the browband or plain leather)
- Throat latch
- Pelham (combination) bit, whether solid or jointed, with two rein rings on each shank curb chain
- With rein connector and single rein, running martingale optional.

× Use of inappropriate bridles such as hackamores is prohibited.

× Use of nerve cords is prohibited.

3.3.2 SADDLES:

Any suitable saddle (preferably a cutback saddle). The length and the seat of the saddle may vary, from deep to very flat.

The saddle should be well-fitted, taking the horse, as well as rider into consideration regarding the length of the horse's back, as well as the length of the rider's legs.



- Saddle pads in the same colour as the saddle and not exceeding the saddle size may be used to enhance the fit of the saddle appropriately or to protect the saddle from sweat and/or dirt.
- Riser pad, cutback gel pad, foam wedge cushion, foam flat cushion and foam reverse wedge pads are allowed but may not exceed the size of the saddle.
- School numnah's is allowed

Any saddle within the above description shall be permissible for the Show Hack division, no martingale is permitted.

The Western division requires any standard type Western saddle is required but silver equipment will not count over a good working outfit, a saddle blanket is required and a breast collar is optional.

The following saddles and related equipment are prohibited:

× Saddle top cushions;
× Western side saddles;
× Australian Stock saddles;

3.3.2.1 Girth

Any suitable girth is allowed.

3.3.3 FINE HARNESS:

3.3.3.1 Harness

A light harness (dark or patent leather) with a stainless steel, half spoon check, jointed-mouth driving snaffle and over check bit is required. A harness must be complete with blinkers, martingale, checkrein, traces and tail crupper. Traces may not be wound around shafts. Handholds (loops) on reins are mandatory. Minimal accent colour in good taste is allowed.

3.3.3.2 Show Buggy

An appropriate, light, two- or four-wheel Show Buggy with two seats and bicycle-type wheels and no top is used. The Buggy must allow for the assistant to be seated to the left of the driver. The Buggy must be safe and should be clean and polished.

3.3.3.3 Driving Whip

Driving Whip is optional. Maximum length of a Driving Whip allowed is 217 cm. The lash part of the Driving Whip may not be longer than 17 cm. To be kept in holder or in hand.

Lash and Long-Line Whips are not allowed.

3.3.4 QUARTER BOOTS:

- Matching quarter or bell boots must be worn in the five-gaited, and harness division.
- Rubber grab boots, high or low scalpers, hinged, trotting, pacing and bell boots are allowed.
- Taping of hooves as a quarter boot replacement is prohibited.

3.3.5 ARTIFICIAL AIDS

- Showing cane/riding crops/whips is allowed.
- Unrowelled, blunt spurs (offset or side) is allowed for level 7 ONLY.

3.4 THE SADDLE SEAT RIDER

3.4.1 BASIC RIDER POSITION

To attain lofty front motion the weight of the rider is distributed to the rear by means of a flat, English type, cut-back saddle designed for this purpose. The basic position or seat in the saddle depends on each individual rider and the particular saddle used. Some of these saddles have a flatter or deeper seat and are a matter of choice. With the correct English type, cut-back saddle that is the appropriate size for the rider an acceptable seat should be found.





To assume the correct position and find the center of gravity the rider should sit comfortably, with buttocks well back into the depth of the saddle and without stirrups.

- while bending the knee slightly place the stirrup irons under the ball of the foot and adjust stirrup leathers;
- ensure even pressure on the ball of the foot and on the center of the shoe iron could be maintained;
- hold the feet in a natural and useful position (neither extremely in nor out) with the heel lower than the toe;
- control lower legs and feet at all times;
- Make sure the knee is always on the stirrup leather and pointing towards the ground as the result of steady contact with the inside thigh.

Once a rider finds a comfortable and correct position of seat, hands are the most important feature. Hands are held above the withers of a horse at a height determined by the horses' head carriage and length of neck. Hands are at a slight angle with rounded wrists. Hands should be useful, showing control and sympathy, adapting to any situation. Any necessary movement of hands is done subtly without obvious or snatching movements. Reins must appear neat.

Equitation riders do not sit perfectly still in the saddle. Rhythm with the horse is necessary but must never be exaggerated. There is a slight motion with the horse at the walk, this is not bouncing but moving with the horse. Posting at the trot is controlled and co-ordinated. A close seat in rhythm with the canter is expected. A rider should have a steady seat at the slow-gait without twisting to the rhythm. Hands should always be placed suitably to the needs of the horse and used accordingly.

3.4.2 RESPONSIBLE USE OF RIDER AIDS

3.4.2.1 Leg Aids

A riders' outside leg moves behind the girth and bends the horse's hindquarters around the curve. This balances the horse. A rider's inside leg is close to the girth and the horse bends around this leg. The inside leg also keeps the horse moving forward and stops him from falling into the curve.

3.4.2.2 Hands and Reins

Outside rein

- The outside rein is the indirect or balancing rein.
- This rein must be held against the horse's neck to balance the front end of the horse around a curve.

Inside rein

- The inside rein is the direct rein, used for direct steering around the curve.
- The inside hand must take and give on the rein as the horse bends around the curve.

3.4.2.3 Seat and weight

The rider's weight will shift to the inside seat bone as the horse bends. This is only possible if the rider is sitting around the horse and not stiff and exaggerated in the saddle. With the rider's weight to the inside it

becomes easier for the horse to follow the curve, and the rider is able to bend and track correctly.

3.4.2.4 Head and posture

A rider must look up around a turn, at least ¼ of the pattern ahead. This will ensure the rider's weight is distributed correctly to aid the horse around the turn. With this slight turn of the rider's head their upper body, seat and shoulders will follow the correct curve. This will also enable the rider to plan and perform the perfect pattern.

3.4.3 RESPONSIBLE USE OF ARTIFICIAL AIDS

The misuse or cruel use of any of the following are prohibited and will result in disqualification:

× Cruel & inappropriate use of bits
× Cruel & inappropriate use of whips;
× Cruel & inappropriate use of spurs

Training appliances such as chains, stretchers and draw reins are prohibited in the collecting ring and show arena.

3.5 MOTION OF THE SADDLE SEAT HORSE

In the general movement all gaits should be pure and true. This is a direct reflection on the ability of a rider.

3.5.1 GAITS

3.5.1.1 Walk

- An alert, flat-footed walk with 4 beats is required.
- A bouncy, show walk is a discrimination with the exception of Level 3 Fine Harness Driving Classes where such a walk is permitted.

3.5.1.2 Trot

A neat, two beat trot, with a horse driving forward off a well-placed hock is required. Riders must use the correct diagonal unless otherwise specified in an individual test pattern.

Diagonal is the word used to refer to a rider posting with either the horse's right or left leg at the trot to maintain correct balance. A rider is said to be riding the right diagonal when they are posting in unison with the right front leg or the left diagonal when they are posting with the horse's left front leg.

- Riding the correct diagonal, unless otherwise requested by a Judge or specified in an individual test pattern, is a basic requirement in the Equitation division.
- The correct diagonal, when proceeding in a counterclockwise direction in the arena would be the right diagonal; when proceeding in a clockwise direction it would be the left diagonal.

3.5.1.3 Canter

Slow, three beat and rhythmical with correct leads, front and back, according to the direction unless otherwise specified in an individual test pattern.

3.5.1.4 Slow-gait

The slow-gait is not just a slow rack but a slow and showy four beat (with broken cadence) gait with hocks well under body of horse. While lateral legs move they do not move in unison so there is no tendency to pace.

3.5.1.5 Rack

In equitation, precision at the rack rather than speed is more important. A rack must be a true and smooth four beat gait.

- Pacing is the lateral movement of horse's legs in perfect unison where both hooves on one side on the horse are on the ground at the same time. This movement creates a bumpy and uneven ride for the rider as opposed to the smooth ride when a horse is racking true. Many horses have the tendency to pace and it is up to a skilled rider to correct this situation.
- Uncorrected pacing will be discriminated against. The tendency to pace indicates poor ability of the rider to make a horse perform at a true rack.

3.5.1.6 Park Trot

In the fine harness division the park trot is a two beat gate performed with balance, rhythm, collection and style. It is characterized by the horses' ability to drive forward of a well placed hock with impulsion but without unnecessary speed. Any loss of form, interfering, going wide behind, dragging hocks or mixing gaits will be discriminated against.

3.5.1.7 Jog

A two-beat gait, straight and regular. The trot should be mannerly, cadenced and balanced. A jog-trot is very smooth, relaxed, and slightly faster than a walk. The jog is useful for following herds of cattle. Riders sit a jog-trot and do not post. When the horse cannot sustain a jog-trot and falls into a shuffling, four beat gait described as "trotting in front and walking behind", it is to be penalized in the show ring.

3.5.1.8 Collected Canter

A three-beat gait, even, smooth, unhurried, correct and straight on both leads. Also described as a relaxed canter.

3.5.2 MANOUVRES

3.5.2.1 Back

Horses are required to back on request. This is usually incorporated into an individual workout and should be done with a horse's neck flexed and chin in.

If riders are asked to back from the line-up, horses must:

- take one step forward to insure that the horse is standing square on all four feet
- back the required number of steps (for example 3), followed by 1 step forward – in one flowing movement.

3.5.2.2 Stop and Halt

- The correct method to stop a horse should insure that the horse's neck is flexed and chin in with hindquarters under the body.
- Riders should sit heavily in the saddle when stopping a horse, taking back on the reins and immediately giving rein back to the horse.

× Horses taking the bit and thrusting their heads forward when asked to stop are indicating the poor hands of the rider or incorrect use of aids.

× Horses may not stand stretched (parked).

3.5.2.3 Circles

Riders may have to circle horses to better place themselves on the rail or as segment(s) in an individual test pattern.

- A circle should be executed correctly and carefully and with emphasis on bending the horse using hands, leg- and seat as aids.
- Riders should turn their own head and body in the direction they intend the horse to go to display rider flexibility.
- A horse is only able to bend correctly around the curve of a circle with the aid of the rider using seat, weight, legs and hands.

3.5.2.4 Turn

Horses should preferably be turned towards the rail when asked to proceed in the opposite direction, but this is however optional.

Some riders may cut across the arena to better place themselves.

- A turn should be done using hand, seat and leg aids.

3.5.2.5 Position on the rail

Riders must constantly be aware of their position on the rail and will position themselves safely and effectively. Cutting across the arena, circling, adjusting the speed of a gait and cutting corners, etc. are all methods that may be used to better position themselves.

- Constant and unnecessary change of position spoils the over-all performance · Any change of position should be done judiciously and with a clear purpose
- Abuse of these positioning methods may be considered dangerous behavior and result in discrimination or even disqualification

3.6 ROUTINE OF FULL RAILWORK

All participants will be judged in the arena simultaneously on relevant gaits according to the description, after which they will be placed accordingly. Participants have two minutes to enter the arena from the time the gate has been declared open. Participants are judged from the moment they enter the arena, regardless of the gate still being open.

Each gait will be announced on command of the call judge.

An unruly horse will be defined by the following behavioral patterns:

- × Horses that continuously disrupt the flow of the class;
- × Horses acting in an uncontrolled manner;
- × Horses that continuously quit;
- × Horses that run into the center of the arena;
- × Horses that buck or rear;
- × Horses that kick due to ill manners;
- × Horses continually refusing a gait(s).

3.6.1 WALK AND TROT

- Enter the arena at a trot, counter clockwise through the gate
- On command, walk (flat footed)
- Turn around and walk
- Pick up a trot
- Walk
- An additional trot may be asked at the judge's discretion
- The call judge will ask for a line-up on completion and riders will line up facing the main pavilion, as indicated by the ringmaster, parallel to the length of the rail and await final inspection.
- Once the judges have completed their placing cards, riders will be relaxed or excused.

3.6.1.1 Handlers

- Handlers are allowed to attend exhibitors in the line-up in the Walk and Trot division up to Level 3 and are mandatory for Level 1
- Handlers must be dressed neatly and appropriately, including a formal dress shirt, having no visible branding of any sort, with tie or a loose-fitting formal blouse with sleeves, neat pants and closed shoes. No overalls, informal pants (including denims) or tights are allowed.

3.6.1.2 Splitting of classes at Nationals

If classes have more than 12 riders in them the class will be split into two qualifying pools at Nationals with a final to be held the following day composed of the top 6 riders (percentages).

3.6.2 THREE GAITED

- Riders enter the arena at a trot in a counter clockwise direction;
- walk;
- canter (excluded for level 4);
- walk;
- TURN AROUND & REPEAT all of the above gaits in the clockwise direction
- An additional trot can be asked for at the judge's discretion;
- The call judge will ask for a line-up on completion and riders will line up facing the main pavilion, as indicated by the ringmaster, parallel to the length of the rail and await final inspection.
- Once the judges have completed their placing cards, riders will be relaxed or excused
- At level 4 riders will then complete individual mini- rail with a canter included.

3.6.3 FIVE GAITED

- Riders enter the arena at a trot in a counter clockwise direction;
- walk;
- canter (excluded for level 4);
- walk;
- slow-gait;
- rack;
- walk;
- TURN AROUND & REPEAT all of the above gaits in the clockwise direction
- An additional gait can be asked for at the judge's discretion.
- The call judge will ask for a line-up on completion and riders will line up facing the main pavilion, as indicated by the ringmaster, parallel to the length of the rail and await final inspection.
- Once the judges have completed their placing cards, riders will be relaxed or excused.

- At level 4 riders will then complete individual mini-rail tests with a canter included.

3.6.4 SHOW HACK

3.6.4.1 Level 3

- Riders enter the arena at a trot in a counter clockwise direction;
- walk;
- halt;
- walk;
- TURN AROUND & REPEAT all of the above gaits in the clockwise direction
- An additional gait can be asked for at the judge's discretion.
- The call judge will ask for a line-up on completion and riders will line up facing the main pavilion, as indicated by the ringmaster, parallel to the length of the rail and await final inspection.
- Once the judges have completed their placing cards, riders will be relaxed or excused.

3.6.4.2 Level 5

- Riders enter the arena at a trot in a counter clockwise direction on the right-hand direction through the gate.
- walk;
- canter;
- walk;
- TURN AROUND & REPEAT all of the above gaits in the clockwise direction
- An additional gait can be asked for at the judge's discretion.
- The call judge will ask for a line-up on completion and riders will line up facing the main pavilion, as indicated by the ringmaster, parallel to the length of the rail and await final inspection.
- Riders will individually perform a back during the line- up on the instruction of the ringmaster.
- Once the judges have completed their placing cards, riders will be relaxed or excused.

3.6.5 WESTERN

3.6.5.1 Level3

- Riders enter the arena at a jog in a counter clockwise direction;
- walk;
- halt;
- TURN AROUND & REPEAT all of the above gaits in the clockwise direction.
- An additional gait can be asked for at the judge's discretion.
- The call judge will ask for a line-up on completion and riders will line up facing the main pavilion, as indicated by the ringmaster, parallel to the length of the rail and await final inspection.
- Once the judges have completed their placing cards, riders will be relaxed or excused.

3.6.5.2 Level 5

- Riders enter the arena at a jog in a counter clockwise direction;
- walk;
- collect canter;
- walk;
- halt;
- TURN AROUND & REPEAT all of the above gaits in the clockwise direction.
- An additional gait can be asked for at the judge's discretion.
- The call judge will ask for a line-up on completion and riders will line up facing the main pavilion, as indicated by the ringmaster, parallel to the length of the rail and await final inspection.
- Riders will individually perform a back during the line- up on the instruction of the ringmaster.
- Once the judges have completed their placing cards, riders will be relaxed or excused.

3.6.6 FINE HARNESS DRIVING

- Riders enter the arena at a park trot in a counter clockwise direction;
- Walk (Level 3 must do an Animated Walk, Level 5 must do a Flat Footed Walk, Level 7 must do anAnimated Walk followed by a Flat Footed Walk);

- TURN AROUND;
- park trot in the clockwise direction;
- Walk (Level 3 must do an Animated Walk, Level 5 must do a Flat Footed Walk, Level 7 must do an Animated Walk followed by a Flat Footed Walk);
- An additional trot can be asked for at the judge's discretion;
- The call judge will ask for a line-up on completion and riders will line up facing the main pavilion, as indicated by the ringmaster, parallel to the length of the rail and await final inspection.
- Once the judges have completed their placing cards, riders will be relaxed or excused.

3.6.7 MISCELLANEOUS

3.6.7.1 Last Pass

After the call for a line-up, exhibitors may continue to the line-up in a gait of choice so as to enter the line-up from the back, facing the pavilion, thereby giving a "last pass". Any "last pass" that an exhibitor wishes to make at the end of a class before the line-up, must be made in the direction the horses are moving when the line-up is called.

× Any exhibitor who changes direction will be disqualified. This is an important safety measure to prevent collisions as the horses proceed to the line-up.

Exhibitors will remain standing until requested to retire and await results.

3.6.7.2 Re-ride

If the judges had problems judging all gaits in the first direction (before turning around), a re-ride may be requested by putting up his/her hand. Should there be more than one judge, the majority must indicate that they support the request by also putting up their hands. The riders will be informed that a re-ride will be asked so as to ride the horse in such a way that it will have enough stamina for the re-ride.

Possible causes for a re-ride request:

- The judge couldn't see all the horses and a final judgement could not be made;
- The class is too big.

After the line-up, the rider numbers qualifying for the re-ride will be called out and the rest of the participants will be excused. When the re-ride starts, all prior judgements are scratched and the class is judged from the start.

3.6.7.3 Work-Out

While individual testing is the norm in Equitation Classes the Judge may ask for a work-out between two or three riders. This may be done on any or all of the gaits, one or both ways of the arena and need not necessarily include the first placed rider.

3.6.7.4 End of Railwork

The railwork is deemed to be finished when the exhibitors are asked to relax after the Judges have completed their judging in the Line-up.

Once the judges have completed their placing cards, the ringmaster will indicate that riders may relax. The announcer will inform the participants whether to remain in the line-up or the arena or will be excused to the collecting arena awaiting completion of their individual test patterns or may retire.

3.7 GENERAL PROCEDURES

3.7.1 COLLECTING ARENA

Horses and riders are to report to the collecting arena official for inspection. Collecting arena officials may inspect all or any horse/s in the collecting arena. Participants experiencing breakage through an accident or other unforeseen circumstances will be given the benefit of exercising the five-minute time-out rule while the gate remains closed. Horses losing a shoe in the collecting arena will be given the benefit of exercising the five-minute time-out rule while the gate remains closed. Participants may not leave the collecting arena or designated area after their inspection or the time between the rail work and individual test pattern.

3.7.2 COMPETITION ARENA

Horses losing a shoe while executing the test will be excuse to the collecting arena where they will be allowed to exercise the five-minute time-out rule to re-nail the shoe. The rider will re-execute their test last in their group.

3.7.3 FALLS/DISMOUNT

Fall or the dismount of a rider or horse is not necessarily a disqualification. The Judge/s and/or Ringmaster will use their discretion concerning the disqualification of a participant.
Extenuating Circumstances: Falls caused by slippery conditions, collision caused by another exhibitor, savaging or kicking by another horse, or outside interference will not result in disqualification.
Falls, Resulting in Disqualification: Falls caused by poor riding, a bad-mannered horse, poor training or faulty performance of the rider will result in disqualification. To be decided by the majority of judges.

3.7.4 OUTSIDE CONTACT

No direct contact from outside is allowed without the permission of the ringmaster, even during times when the participants are relaxed and not being judged. Coaching from outside the arena will be allowed for safety reasons only, and excessive loud coaching may result in rider being penalized.
No coaching during tests whatsoever.
A rider may drop a whip, if necessary, but there may be NO contact from any person outside the arena.

3.7.5 ADJUSTMENTS

Tack adjustments are not allowed.
The only exception is when a fall is imminent due to a loose girth. Should the ringmaster notice a loose girth, the participant may be called in for fastening or re-adjusting of the girth.

3.7.6 REBUCKLING OF QUARTERBOOTS

Quarter boots in the five-gaited and fine harness divisions may be re-buckled if they should come loose. Rebuckling may only be done with the permission of the Ringmaster. A time-out will only be permitted twice for rebuckling, after which the other participants will not be called to relax, and the exhibitor will use his/her own time.
Quarter boots may be removed or replaced in the event of continuous unbuckling or dislodging.

3.7.7 BREAKAGES OF EQUIPMENT

When a breakage occurs through accident or other unforeseen circumstances, the participant will be given the benefit of exercising the five-minute time-out rule to repair once, while the other participants will be relaxed and not be judged. The rider must get the permission of the Ringmaster to repair any breakage.
Should the participant experience another breakage, they will be allowed to repair in their own time, the other riders will continue under judge's orders.

3.7.8 BLOOD

Any evidence of blood on a horse during a class will result in the participant being asked to pull in and move to the Ringmaster. The class will be relaxed and the participant in question will be allowed one (1) minute to stop the bleeding with the help of one person from outside. No aids, excluding a towel, will be allowed to help stop the bleeding. Once the bleeding has stopped, the rider will re-join the rest of the participants and continue. Should blood be found for a second time, the rider is eliminated.

3.7.9 AWARDS

Receiving awards should be done by the rider approaching the Steward safely in the direction designated by the Ringmaster or Steward. The rider should come to a full stop, preferable next to the rail (this helps the horse to stand when being approached by the Steward). The riders' full attention should be given to this exercise in the interest of the safety and display particularly good manners towards the Sponsors. Horses and riders in all age divisions should be schooled to stop and stand for whatever length of time it may take to accept a prize. Handlers must assist the level 0 to level 1 riders to collect their prizes.
At *SANESA SADDLE SEAT National Championships* and *SANESA RISING STARS CHALLENGE CHAMPIONSHIPS* riders shall receive a display award for purposes of completing the victory round. Such awards shall not be regarded as the official result. The award shall be returned to the steward at the gate when exiting the arena. Official awards will be handed out to the riders following completion of the verification process at the official SANESA Award Ceremony.

3.7.10 VICTORY ROUND

The victory round will be in the clockwise direction. Winners will wait in the arena leaving enough space so that they may go out in the correct order. It is not good form for a lower placed horse to challenge a winner. If a problem occurs with a horse exiting the arena the others are to pass by politely. In the walk/trot division, the victory round will be counterclockwise.

3.8 SANESA SADDLESEAT LEVELS AND CLASSES

3.8.1 PLEASURE HORSE PERFORMANCE

The Horse selected for the Performance Division should have quality, style and presence
The horse should be comfortable and suitable for riding in the show ring. An easy, round covering action is required, and emphasis is placed on good manners at all times.

Horses are judged on:

- Manners
- Performance
- Presence
- Quality
- Conformation

Horses may be shod with pads and/or wedges according to their needs. Shoeing of hind hooves will be optional, BOTH hind hooves must be shod or BOTH must be unshod.

3.8.1.1 SADDLE SEAT PLEASURE HORSE PERFORMANCE RULES

There may be no cross entry of horse-rider combination between levels at any one show with the exception of fine harness driving, Western Pleasure and Show Hack classes.
Level 0 riders may not cross enter with any other level at any one show.
All SANESA classes are open to all horse breeds.
Horses and ponies compete in separate classes.
A horse or pony may compete in different levels at the same show should the competition structure allow it.
Ponies/horses will only be allowed to compete in four ridden classes per day. If a Pony/Horse participates in Lead rein classes only it can be entered into up to 6 classes a day.
Special Needs class will go from Level 0 to level 1 and it is for riders with a disability, which is attributable to an intellectual, psychiatric, cognitive, neurological, sensory or physical impairment or a combination of those impairments.

PRIMARY SCHOOLS SADDLE SEAT PLEASURE HORSE PERFORMANCE
Rising Stars Challenge Classes

Name	Class Description	Level
P0LRSSPSS(SN)WAll	Saddle Seat Performance Special Needs (Walk Only)	Level 0 Lead Rein
P0LRSSPSSWAll	Lead Rein Saddle Seat Performance (Walk Only)	Level 0 Lead Rein
P0LRSSPSSWTAll	Lead Rein Saddle Seat Performance (Walk and Trot)	Level 0 Lead Rein
P0SSPSSWAll	Saddle Seat Performance (Walk Only)	Level 0

Normal League Classes:

Name	Class Description	Level
P1SSPSS(SN)WTAll	Saddle Seat Performance Special Needs (Walk and Trot) May be on load with assistance	Level 1
P1SSPSSWTHr	Saddle Seat Performance (Walk and Trot) Horse Rider	Level 1
P1SSPSSWTPn	Saddle Seat Performance (Walk and Trot) Pony Rider	Level 1

P3SSPSSSHAll	Saddle Seat Show Hack Level 3 This class will be judged on a flat-footed walk and a trot and a halt	Level 3
P3SSPSSWPAll	Saddle Seat Western Performance Level 3 This class will be judged on a flat-footed walk, a jog and a halt	Level 3
P3SSPSSWTHHr	Saddle Seat Performance (walk, trot and halt) Horse Rider	Level 3
P3SSPSSWTHPn	Saddle Seat Performance (walk, trot and halt) Pony Rider	Level 3
P5SSPSS3GHr	Saddle Seat Performance 3 Gaited Horse Rider	Level 5
P5SSPSS3GPn	Saddle Seat Performance 3 Gaited Pony Rider	Level 5
P5SSPSS5GHr	Saddle Seat Performance 5 Gaited Horse Rider	Level 5
P5SSPSS5GPn	Saddle Seat Performance 5 Gaited Pony Rider	Level 5
P5SSPSSSHAll	Saddle Seat Show Hack This class will be judged on a flat-footed walk, a trot and a canter, and the rider must have the ability to do a back in the line-up.	Level 5
P5SSPSSWPAll	Saddle Seat Western Performance Level 5 This class will be judged on a flat-footed walk, a jog, a lope, a halt and the rider must have the ability to do a back in the line-up.	Level 5
P7SSPSS3GHr	Saddle Seat Performance - 3 Gaited Horse Rider	Level 7
P7SSPSS3GPn	Saddle Seat Performance - 3 Gaited Pony Rider	Level 7
P7SSPSS5GHr	Saddle Seat Performance - 5 Gaited Horse Rider	Level 7
P7SSPSS5GPn	Saddle Seat Performance - 5 Gaited Pony Rider	Level 7

HIGH SCHOOLS SADDLE SEAT PLEASURE HORSE PERFORMANCE
Rising Stars Challenge Classes

Name	Class Description	Level
H0LRSSPSS(SN)WAll	Saddle Seat Performance Special Needs (Walk Only) On Lead with assistance.	Level 0 Lead Rein
H0SSPSSWAll	Saddle Seat Performance (Walk Only)	Level 0

Normal League Classes:

Name	Class Description	Level
H1SSPSS(SN)WTAll	Saddle Seat Performance Special Needs (Walk and Trot)	Level 1
H1SSPSSWTHr	Saddle Seat Performance (Walk and Trot) Horse Rider	Level 1
H1SSPSSWTPn	Saddle Seat Performance (Walk and Trot) Pony Rider	Level 1
H3SSPSSSHAll	Saddle Seat Show Hack Level 3 This class will be judged on a flat-footed walk and a trot and a halt	Level 3
H3SSPSSWPAll	Saddle Seat Western Performance Level 3 This class will be judged on a flat-footed walk, a jog and a halt	Level 3
H3SSPSSWTHHr	Saddle Seat Performance (walk, trot and halt) Horse Rider	Level 3
H3SSPSSWTHPn	Saddle Seat Performance (walk, trot and halt) Pony Rider	Level 3
H5SSPSS3GHr	Saddle Seat Performance - 3 Gaited Horse Rider	Level 5
H5SSPSS3GPn	Saddle Seat Performance - 3 Gaited Pony Rider	Level 5
H5SSPSS5GHr	Saddle Seat Performance - 5 Gaited Horse Rider	Level 5
H5SSPSS5GPn	Saddle Seat Performance - 5 Gaited Pony Rider	Level 5

H5SSPSSSHAll	Saddle Seat Show Hack Level 5 This class will be judged on a flat-footed walk, a trot and a canter, and the rider must have the ability to do a back in the line-up.	Level 5
H5SSPSSWPAll	Saddle Seat Western Performance Level 5 This class will be judged on a flat-footed walk, a jog, a lope, a halt and the rider must have the ability to do a back in the line-up	Level 5
H7SSPSS3GHr	Saddle Seat Performance 3 Gaited Horse Rider	Level 7
H7SSPSS3GPn	Saddle Seat Performance 3 Gaited Pony Rider	Level 7
H7SSPSS5GHr	Saddle Seat 5-gaited Performance Horse Rider	Level 7
H7SSPSS5GPn	Saddle Seat 5-gaited Performance Pony Rider	Level 7

3.8.2 SANESA SADDLE SEAT EQUITATION

3.8.2.1 SANESA SADDLE SEAT EQUITATION RULES

Saddle Seat Equitation Rules as per SSSA National Technical Discipline committee rules including/excluding the following:

- There may be no cross entry of horse-rider combination between levels at any one show.
- Level 0 riders may not cross enter with any other level at any one show.
- All SANESA classes are open to all horse breeds.
- Horses and ponies compete in separate classes.
- A horse or pony may compete in different levels at the same show should the competition structure allow it.
- Ponies/horses will only be allowed to compete in four classes per day. If a Pony/Horse participates in Lead rein classes only it can be entered into up to 6 classes a day.
- Special Needs class will go from Level 0 to level 1 and it is for riders with a disability, which is attributable to an intellectual, psychiatric, cognitive, neurological, sensory or physical impairment or a combination of those impairments.

PRIMARY SCHOOLS SADDLE SEAT EQUITATION
Rising Stars Challenge Classes

Name	Class Description	Level
P0LRSSESS(SN)WAll	Saddle Seat Equitation Special Needs (Walk Only) No test will be ridden	Level 0 Lead Rein
P0LRSSESSWAll	Lead Rein Saddle Seat Equitation (Walk Only) No test will be ridden	Level 0 Lead Rein
P0LRSSESSWTAll	Lead Rein Saddle Seat Equitation (Walk and Trot) No test will be ridden	Level 0 Lead Rein
P0SSESSWAll	Saddle Seat Equitation (Walk Only) No test will be ridden	Level 0

Normal League Classes:

Name	Class Description	Level
P1SSESS(SN)WTAll	Saddle Seat Equitation Special Needs (Walk and Trot) No test will be ridden May be On Lead with Assistance	Level 1
P1SSESSWTHr	Saddle Seat Equitation (Walk and Trot) No test will be ridden Horse Rider	Level 1
P1SSESSWTPn	Saddle Seat Equitation (Walk and Trot) No test will be ridden Pony Rider	Level 1

P3SSESSWTHHr	Saddle Seat Equitation (Walk, Trot & Halt) With a test Horse Rider	Level 3
P3SSESSWTHPn	Saddle Seat Equitation (Walk, Trot & Halt) With a test Pony Rider	Level 3
P5SSESS3GHr	Saddle Seat Equitation - 3 Gaited Development test Horse Rider	Level 5
P5SSESS3GPn	Saddle Seat Equitation - 3 Gaited Development test Pony Rider	Level 5
P5SSESS5GHr	Saddle Seat Equitation - 5 Gaited Development test Horse Rider	Level 5
P5SSESS5GPn	Saddle Seat Equitation - 5 Gaited Development test Pony Rider	Level 5
P7SSESS3GHr	Saddle Seat Equitation - 3 Gaited With a test Horse Rider	Level 7
P7SSESS3GPn	Saddle Seat Equitation - 3 Gaited With a test Pony Rider	Level 7
P7SSESS5GHr	Saddle Seat Equitation - 5 Gaited With a teat Horse Rider	Level 7
P7SSESS5GPn	Saddle Seat Equitation - 5 Gaited With a teat Pony Rider	Level 7

Level 7 tests are on SSSA provincial standard.

HIGH SCHOOL SADDLE SEAT EQUITATION
Rising Stars Challenge Classes

Name	Class Description	Level
H0LRSSESS(SN)WAll	Saddle Seat Equitation Special Needs (Walk Only) No test will be ridden On Lead with assistance.	Level 0 Lead Rein
H0SSESSWAll	Saddle Seat Equitation (Walk Only) No test will be ridden	Level 0

Normal League Classes:

Name	Class Description	Level
H1SSESS(SN)WTAll	Saddle Seat Equitation Special Needs (Walk & Trot) No test will be ridden May be on lead with assistance.	Level 1
H1SSESSWTHr	Saddle Seat Equitation (Walk and Trot) No test will be ridden Horse Rider	Level 1
H1SSESSWTPn	Saddle Seat Equitation (Walk and Trot) No test will be ridden Pony Rider	Level 1
H3SSESSWTHHr	Saddle Seat Equitation (Walk, Trot and Halt) A test will be ridden Horse Rider	Level 3
H3SSESSWTHPn	Saddle Seat Equitation (Walk, Trot and Halt) A test will be ridden Pony Rider	Level 3
H5SSESS3GHr	Saddle Seat Equitation - 3 Gaited Development Test Horse Rider	Level 5
H5SSESS3GPn	Saddle Seat Equitation - 3 Gaited Development test Pony Rider	Level 5
H5SSESS5GHr	Saddle Seat Equitation - 5 Gaited Development test Horse Rider	Level 5

H5SSESS5GPn	Saddle Seat Equitation - 5 Gaited Development test Pony Rider	Level 5
H7SSESS3GHr	Saddle Seat Equitation - 3 Gaited With a test Horse Rider	Level 7
H7SSESS3GPn	Saddle Seat Equitation - 3 Gaited With a test Pony Rider	Level 7
H7SSESS5GHr	Saddle Seat Equitation - 5 Gaited With a test Horse Rider	Level 7
H7SSESS5GPn	Saddle Seat Equitation - 5 Gaited With a test Pony Rider	Level 7

Level 7 tests are on SSSA provincial standard.

3.8.3 SADDLE SEAT IN-HAND UTILITY

3.8.3.1 SADDLE SEAT IN-HAND UTILITY DIVISION RULES

- In-hand Utility class will not be seen as part of the 4 classes per day rule for horses and ponies.
- These classes are suitable for levels 1 and 2.
- Competitors will be required to do a utility type test in hand. They will lead their horses/ponies through, round and over a series of obstacles.
- The test for these classes will be provided beforehand.
- Classes will be judged on style, manners and horsemanship.
- All competitors will wear a 3-point hard hat as protection.
- Dress code: Will be either a plain long-sleeved shirt with a collar & tie and waistcoat. All competitors will wear plain long trousers or jodhpurs. Jeans are not permitted. All competitors will wear closed shoes or boots.
- Ponies/ horses are to be correctly turned out and only a snaffle bridle with reins is permitted.
- A Horse/Rider combination may only be selected for the In Hand class for Nationals if it is combined with a ridden/driven class with the same horse/rider combination.
- Horses and ponies may compete together in In-Hand Utility classes.

PRIMARY SCHOOLS SADDLE SEAT IN-HAND UTILITY
Normal League Classes

Name	Class Description	Level
P1SSInUSSWAll	Saddle Seat Performance In-Hand Utility Course with obstacles, walk only	Level 1
P2SSInUSSWTAll	Saddle Seat Performance In-Hand Utility Course with obstacles, walk & trot	Level 2

HIGH SCHOOL SADDLE SEAT IN-HAND UTILITY
Normal League Classes:

Name	Class Description	Level
H1SSInUSSWAll	Saddle Seat Performance In-Hand Utility Course with obstacles, walk.	Level 1
H2SSInUSSWTAll	Saddle Seat Performance In-Hand Utility Course with obstacles, walk & trot.	Level 2

3.8.3.2 SADDLE SEAT FINE HARNESS DRIVING

- There may be no cross entry of horse-rider combination between levels at any one show with the exception of Fine Harness Driving, Western Pleasure and Show Hack classes.
- All SANESA classes are open to all horse breeds.

- Horses and ponies may compete together in Fine Harness Driving classes.
- A horse or pony may compete in different levels at the same show should the competition structure allow it.
- Ponies/horses will only be allowed to compete in four classes per day.
- Primary School riders must have an assistant, and an assistant is highly advised for but not compulsory for High School Riders. The driver should be controlling the horse on a direct rein and the assistant can hold the excess of reins for safety. The assistant must be seated to the left of the driver and may not at any time leave the buggy. To do so without the permission of the ring master is an immediate disqualification.

PRIMARY SCHOOL FINE HARNESS DRIVING
Normal League Classes:

Name	Class Description	Level
P3SSHSSFHAll	Saddle Seat Harness Driving This class shall be judged at a trot and a walk (animated walk acceptable). Assistant and header mandatory.	Level 3
P5SSHSSFHAll	Saddle Seat Harness Driving This class shall be judged at a tort and a flat-footed walk. Assistant Mandatory, header optional.	Level 5
P7SSHSSFHAll	Saddle Seat Harness Driving This class shall be judged at a trot animated walk and a flat-footed walk. Assistant mandatory, header optional.	Level 7

HIGH SCHOOL FINE HARNESS DRIVING.
Normal League Classes:

Name	Class Description	Level
H3SSHSSFHAll	Saddle Seat Harness Driving This class shall be judged at a trot and a walk (animated walk acceptable). Assistant and header mandatory.	Level 3
H5SSHSSFHAll	Saddle Seat Harness Driving This class shall be judged at a tort and a flat-footed walk. Assistant optional (but recommended), header optional.	Level 5
H7SSHSSFHAll	Saddle Seat Harness Driving This class shall be judged at a trot animated walk and a flat-footed walk. Assistant optional (but recommended), header optional.	Level 7

3.9 QUALIFICATION FOR LEVEL 7

Riders may only enter Level 7 of the Three Gaited or Five Gaited Riding Division provided that they have either:

- Competed in Level 5 of the Three Gaited or Five Gaited Riding Division and received an average score at Nationals of 65% (sixty five percent); or
- Already been awarded provincial colours in either the 3 Gaited or 5 Gaited Riding Division at SANESA level 5 or level 7; or
- Already been a member of a South African National Team.

To be clear this rule does not apply to the horse and rider combination, the rider's achievement only is relevant. A rider may enter Level 7 Three Gaited or Five Gaited Riding Division on any horse of their choosing as long as they have at some point before this entry satisfied one of the above three requirements on any horse.

3.10 NATIONAL TEAM TRIALS

The highest scoring rider in each level 7 Saddle Seat Equitation Division at SANESA Saddle Seat National Championships shall be eligible to participate in Saddle Seat South Africa National Team Tryouts, provided such rider scores a minimum of 75% at SANESA Saddle Seat Nationals in the applicable level 7 division. A rider that

meets this qualification criteria and electing to participate at Saddle Seat South Africa National Team Tryouts shall do so at own expense.

3.11 CLOSE OF PREPARATION

3.11.1 TRAINING

No trainer, groom or rider other than the competing rider may ride or jog a SANESA participating horse from the day preceding the day on which the horse and rider combination will compete in their scheduled SANESA event in accordance with the following timeline:

- From one hour and thirty minutes following the final changes to the arena on the day preceding the first day of competition; and
- From one hour and thirty minutes after the last class on any day of competition.

A notice of the start of the start and close of the one hour and thirty-minute period shall be broadcast on the SANESA Saddle Seat communication channels.

3.11.2 LUNGING

A trainer, groom or rider may longline or lunge a SANESA participating horse at any time.

3.11.3 SANCTION

Violation of the rules contained in this section 3 shall result in the immediate and automatic elimination of the horse/rider combination from the SANESA event, any abuse of a SANESA official attempting to enforce the rules contained in Section 3 shall result in the same sanction.