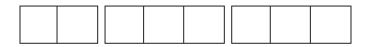




Western Australian Certificate of Education Examination, 2014



PHYSICAL EDUCATION STUDIES

Practical (performance) examination Equestrian – Eventing

Time allowed

Warm-up: 30 minutes Skills and Drills: up to four hours

Materials required

To be provided at the venue

Non-personal equipment required for Equestrian – Eventing

To be provided by the candidate

Riding helmet, riding boots, safety vest, horse

Structure of the examination

The WACE Physical Education Studies examination consists of a written component worth 70 per cent of the total examination score and a practical (performance) component worth 30 per cent of the total examination score.

Structure of this practical (performance) examination

Sections and criteria	Marks available	Percentage of total exam
Individual skills • Dressage skills x 3 • Jumping skills x 3 • Cross country x 3	30 30 30	15
Conditioned performance • Dressage (N2·1 Test) • Jumping skill (skills and penalties) • Cross country (time and penalties)	20 20 20	15
	Total	30

Instructions to candidates

- 1. You are required to wear clothing and personal playing and safety equipment that is approved for competition by the sport's governing body.
- 2. Clothing must not identify you, your school, club or achievements, and it is requested that you wear black, navy or white shirts for the examination.
- 3. You are required to report to a supervisor to register for the practical examination 30 minutes before your scheduled examination time.
- 4. Once your attendance has been recorded you will be given a coloured, numbered bib to wear for the examination and directed to a supervised warm up area.
- 5. Just prior to the scheduled examination time you will be escorted from the warm up area to the examination area.

SECTION ONE - Skills Performance

Dressage

Skill 2	Skill 9	Skill 11
Circles 15 m diameter in working trot (sitting) and canter	Show some moderately lengthened strides in trot (sitting or rising) including transitions on straight lines	½ Turns on the forehand from halt and proceed in walk

Jumping

Skill 16	Skill 17	Skill 18
2 and 3 point forward seat over a	Single fence	Combination of fences 1 non
grid of minimum 3 jumping efforts	(upright/vertical or spread) with	jumping stride with canter
at trot approach	canter approach	approach

Cross country

Skill 25	Skill 26	Skill 29
Single fence uphill with canter approach	Single fence downhill with canter approach (Alternate skill 27/28 – weather dependent)	Related fences with canter approach up to 10 strides apart on straight or curved lines

Alternate skill - weather dependent *

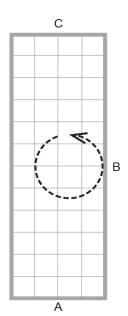
Skill 25	Skill 27	Skill 28
Single fence uphill with canter approach	Combination of fences with 1 non jumping stride with canter approach	Combination of fences with 2 non jumping strides with canter approach

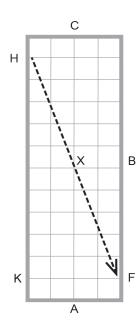
^{*}All candidates must perform the same skills.

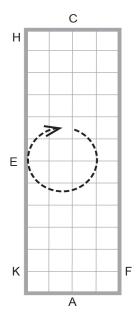
4

Skill section dressage: Drill #1 (for skills 1 and 2):

Circles 15 m diameter in working trot (sitting) and canter with change of rein on diagonal showing some moderately lengthened strides in trot (sitting or rising).







Key: ----→ = direction of travel

= 60 m x 20 m dressage area

Drill description

Commence on left rein in working trot (sitting)

1. B Circle left 15 m diameter

2. BH Working trot

3. HXF Change rein showing some moderately lengthened strides (sitting or rising)

4. FA Working trot (sitting)

5. A Working canter right

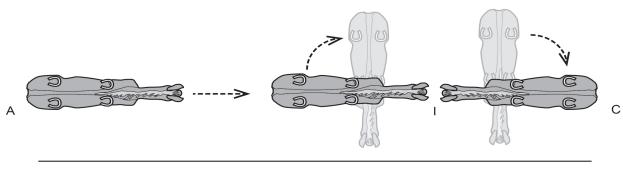
6. E Circle right 15 m diameter

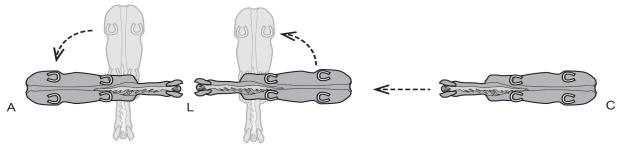
7. EH Working trot (sitting or rising)

8. H Walk

Skill section dressage: Drill #2 (for skill 3):

Half turns on the forehand from halt and proceed in walk.



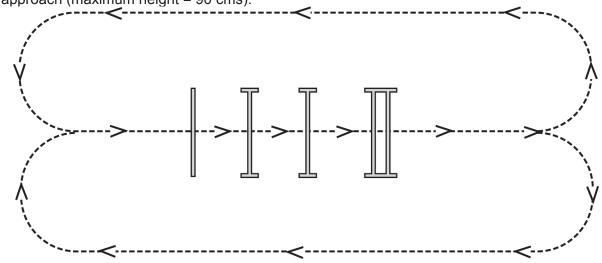


Key: ----→ = direction of travel = horse

- 1. Medium walk
- A turn onto centre line of arena
- 3. I Halt and ½ turn on forehand (right)
- 4. Proceed medium walk
- 5. L Halt and ½ turn on forehand (left)
- 6. Proceed medium walk

Skill section jumping: Drill #1 (for skill 1):

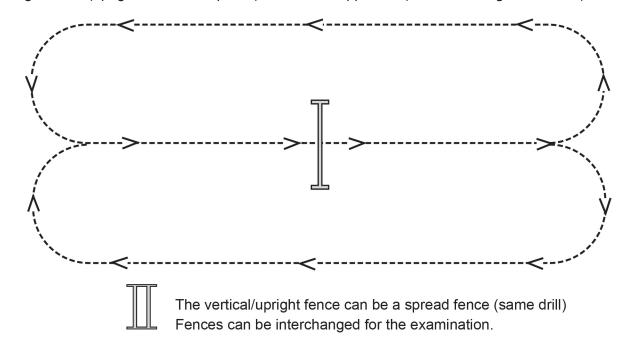
Jumping grid 2 and 3 point forward seat over a grid with minimum 3 jumping efforts with trot approach (maximum height = 90 cms).

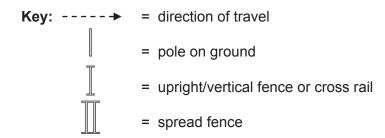


- 1. Commence with trot approach left or right rein
- 2. Turn onto line of approach to the grid in trot
- 3. Jump the grid
- 4. After the grid (recovery) ride straight, turn right or left onto right rein in canter as directed
- 5. Transition to trot
- 6. Turn onto line of approach to the grid in trot
- 7. Jump the grid
- 8. After the grid (recovery) ride straight, turn left onto left rein in canter as directed
- 9. Transition to trot and walk

Skill section jumping: Drill #2 (for skill 2):

Single fence (upright/vertical or spread) with canter approach (maximum height = 90 cms)

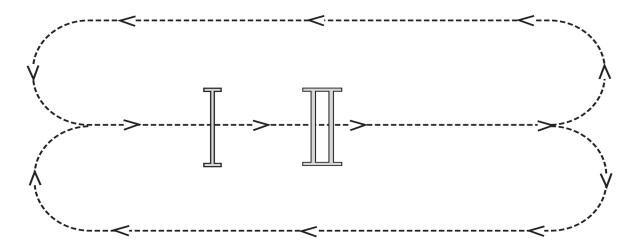




- 1. Commence on left or right rein in canter
- 2. Turn onto line of approach to the fence in canter
- 3. Jump the fence
- 4. After the fence (recovery) ride straight, then right or left in canter as directed
- 5. Turn onto line of approach to the fence in canter
- 6. Jump the fence
- 7. After the fence (recovery) ride straight, then turn right or left in canter as directed
- 8. Transition to trot and walk

Skill section jumping: Drill #3 (for skill 3):

Combination of fences one non jumping stride with canter approach (maximum height = 90 cms).



Fences are one non-jumping stride apart.
Fences may be interchanged for the examination.
eg. spread followed by vertical

- 1. Commence on right or left rein in canter
- 2. Turn onto line of approach to the combination in canter
- 3. Jump the combination
- 4. After the combination ride straight, then turn left or right in canter as directed
- 5. Turn onto line of approach to the combination in canter
- 6. Jump the combination
- 7. After the combination (recovery) ride straight, then turn left or right in canter as directed
- 8. Transition to trot and walk

Skill section cross country: Drill #1 (for skills 1 and 2):

Single fences uphill and downhill with canter approach (maximum height = 80 cms).



Key: ----→ = direction of travel

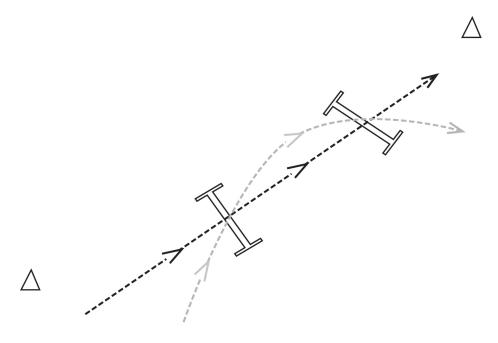
= cross country fence (vertical or spread)

 \triangle = cone markers for start and finish of drill

- 1. Working trot and transition to cross country canter in light balanced seat or 2 point position.
- 2. Establish line of travel toward uphill fence.
- 3. Maintain horse's balance and rhythm on the approach.
- 4. Jump the uphill fence in balance.
- 5. Land and depart in canter and continue travelling over the hill.
- 6. Prepare the horse for downhill fence in canter, maintaining the activity, balance and rhythm with slightly more upright position.
- 7. Approach and jump the downhill fence in canter.
- 8. Land and depart from the downhill fence in canter, taking up a light seat or 2 point position.
- 9. Transition the horse to trot and into walk.

Skill section cross country: Drill #2 (for skill 3):

Related fences with canter approach up to 10 strides apart on straight or curved lines. (maximum height = 80 cms).



- 1. Working trot and transition to cross country canter in light balanced seat or 2 point position.
- 2. Establish a line of travel and approach first related fence in canter.
- 3. On landing canter between the two fences and ride a specific number of predetermined strides.
- 4. Jump the second related fence also in canter.
- 5. Land and depart related fences in canter.
- 6. Transition the horse through trot and into the walk.

SECTION TWO – Conditioned Performance (20 marks for each phase)

DRESSAGE PHASE

SCENARIO: Ride the EA dressage test novice 2:1 as published by Equestrian Australia.

JUMPING PHASE

SCENARIO: Complete a Jumping course of at least 8–10 fences including 1 combination. Maximum height of jumps 90 cm, at optimum speed of 350 m per min.

CROSS COUNTRY PHASE

SCENARIO: A shortened cross country course with minimum 8 fences. Maximum height of fences 80 cm at optimum speed of 450 m per min.

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