
Farrier competition rules

Revision 2018.1

Document Revisions

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2013.1	2013-03-20	Aksel Vibe	
2013.2	2013-08-03	Peter Magnusson	Spelling, minor reorganization and tie-break solving.
2013.3	2013-09-23	Peter Magnusson	Reinstated the measurement element on sample shoes.
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1) Introduction

Intention of these rules

These rules are intended to be used by the farrier associations to make all competitions as fair as possible for the competitors, to protect the horses and implement safety. Where these rules do not apply, decisions will be made based on fairness and sportsmanship. The intention of this set of rules is not to regulate every last detail when arranging a competition. Some decisions will be made by the committee concerning general conditions of the competition.

Every competitor must be familiar with the competition rules and agree them as entered.

Safety

See the guideline as attached.

2) Definitions

The **competition** is the event from when the competition office opens at the competition arena, until deadline of last possible protest.

The **competition area** is the total geographic area on which the competition takes place. This includes parking and stables.

The **competition arena** is a limited area that should be clearly defined, in which the competitors compete.

A **class** is the task or set of tasks decided by the judges and/or the organisers that competitors must complete.

The **task** can be making a shoe, a pair of tongs, shoeing a foot. Usually two tasks make one class (example: one specimen shoe and shoeing a foot).

A **heat** is the group of competitors that start at the same time. A class usually consists of several heats.

A **team** is two or more competitors competing against other teams. Each team has a team leader as stated in the entry form. The team leader is the team's spokesperson to the organising committee.

A **workstation/anvil** is the place each competitor is competing. The committee will provide a workstation with anvil, forge and water bucket unless stated otherwise in the schedule.

A **striker** is the person helping the competitor running the fire/forge, brushing the work piece and using a two-handed sledge.

A **bottom tool** is a block or piece used in the hardy hole or on the face of the anvil. It has a shape or profile to work the work piece into it with a hammer/sledge.

A **flatter** is a shafted tool/hammer used between the work piece and the sledge or hammer.

Hammer finish means no rasping, filing or sanding. Brushing is allowed.

3) General guidelines

The competitors are expected to know the regulations.

The competitors are expected bring and wear appropriate safety equipment as recommended in the EFFA guidelines.

The competitor has to be qualified to do the tasks given.

The competitor is representing the trade and sport, and must behave appropriately.

Unless otherwise stated, the committee provides steel and gas or coke.

Unless otherwise stated, pre-heating the work piece is allowed for the gas forging classes, but not for coke forging classes.

At the end of the heat, shoes must be quenched and presented to the designated official near the anvil.

No brushing/cleaning, measuring or testing of nail fit is allowed when the heat is over.

Only competitors (in action), judges, Chief of Competition, Chief Technician, Chief Steward and stewards can access the arena during classes.

Steel or any other items to be handed over to the competitor during the class must be done by an official.

If a competitor needs more time or a new work piece, they must report as soon as possible to the chief steward. The Chief steward, and Chief of Competition (if necessary), will decide further action.

Unless otherwise stated, all forging tools are allowed.

Unless otherwise stated, mechanical and electrical tools are not allowed.

Safety when working with horses is the competitor's responsibility.

Lame horses after shoeing classes can lead to disqualification.

Trimming to the point of sensitive tissue (bleeding) can lead to disqualification.

Hitting, kicking, pulling the halter, rope or bridle is forbidden before, during and after classes and can also lead to disqualification.

4) Competition

Divisions

Division 1

Open to all

Division 2

Restricted

Open to all competitors that during the previous 5 years..

- Have not been placed no.1 in division 2,
- Have not been placed no.1-3 in division 1.

Division 3

Apprentice

Open to competitors that during the previous 5 years..

- Have not been placed no.1 in division 3
- Have not been placed no.1-3 in division 2
- Have not been placed no.1-3 in division 1

A competitor that has not competed in the last 5 years can start a division lower.

Organisers and Offices

For each event the host should establish the following:

- Chief of Competition (chief organiser of the whole event)
- Competition Office
- Chief judge and judges (if there are more than 1)
- Chief steward and stewards
- Chief technician
- Veterinary office
- First aid area

See 5 for description of each persons role.

Schedule

The schedule is the invitation and description of the event including current guidelines and classes. This is sent to potential competitors and EFFA member organisations.

The schedule and other competition information must be concise and easily understood; containing all information the competitor needs to know about the event. Rules and

guidelines from these FARRIER COMPETITION RULES do not need to be unnecessarily repeated.

The hosts are able to make the schedule and the event as they want. When making the schedule, include:

- Address for entering, deadline, entry fee and bank account.
- If entering after deadline is accepted, new entry fee and new deadline.
- Internet address where starting lists and schedule can be found.
- Criteria for when entry is closed (limited number of competitors, etc.)
- When competition office opens at the event. When the competition starts.
- Information about tool transport.
- Lodging.
- Contact information.
- Information of competition arena and workstation. Indoor, outdoors, ground surface, type of forges, anvils, etc.
- Judges names and details.

Entry form, registration

Entry must be written/email, one per contestant. Information of the competitor's qualifications (certified, 1. or 2. year apprentice, self-taught).

Entering binds the competitor to pay entry fee whether or not he/she is able to compete. Entry fee can only be returned if written notice is given prior to entry deadline.

Entering after deadline is allowed unless otherwise stated in the entry form/schedule. The host can still turn down entries if the start list is full. Entering after deadline is possible up until last class if allowed by the host. Unless otherwise stated entering after deadline is twice the entry fee.

Changing places in the start list is possible at the discretion of the organisers.

The start list is made after entry deadline, and places the competitors in random order. When possible, a minimum one heat stagger is set between starts.

A minimum of 10 minutes is allowed for competitors to set up their workstation before the class.

The start list in the finals is set according to points. Competitors with highest score will compete last.

Start

Information is announced on posters accessible for both competitors and audience. The information announced is to include:

- Task description/specimen shoes, start of competition
- Time schedule and start lists, start of competition
- Results, as soon as possible
- Total score list, as soon as possible
- Contact information, chiefs of committees

A realistic time schedule is followed as best as possible. A class start cannot be changed to earlier than in the time schedule.

A judge's meeting is held for each division. This is announced in the time schedule.

Results

A report of the competition is made shortly after the end of the event and published where start lists were published. This must contain list of total results of all divisions.

Placing and prices

The prize ceremony is held by the event speaker and Chief of Competition or chief steward.

Competitors should be available to receive prizes at the awards ceremony. The chief of committee may withhold awards if the competitor is not available and has not elected a representative in their absence.

5) Judges and Chiefs responsibilities.

Chief of Committees

One person can have several responsibilities where this is practical. Information on the chiefs of committees, including their phone numbers where necessary, will be announced when other information is announced.

The roles are defined as follows:

Chief of Competition (Chief Organiser)

This is the overall person who is in charge of the “Whole Event” and is the person to whom all other Chiefs report. The Chief of competition makes the final decision where a competitor appeals about a sanction by the chief steward and is the only person who can disqualify a competitor from the whole event.

Chief Steward of the competition

Is the main authority in the competition arena.
Is responsible for Health and Safety in the competition arena
Is responsible for allowing more time or work pieces during classes
Is responsible for disqualifying competitors from a class.
Is responsible for the other stewards and horse holders, collecting finished work pieces, tidying up, food, etc.

Chief technician

Is responsible for setting up the competition arena: horses, steel, gas/coke. And maintaining Health and Safety of all equipment provided by the Hosts of Competition ie Gas forges and Gas bottles.

Competition office

Is responsible for entry lists , judging forms, and result lists.

Judges

The judge(s) will primarily judge the competition, but are also responsible for seeing that points are correctly written.

The Judge(s) must approve the complete list of results.

In the case of miss-conduct or rule breaking by a competitor seen by the Judge, the Judge should bring this to the Attention of the Chief Steward who has the authority to disqualify the competitor from the class.

If there is more than one judge, then the host should appoint a Chief Judge

6) Sanctions, disciplinary actions and protests

General guidelines

Where disciplinary actions or protests are made, or rules are broken, a committee of 1. Chief of Competition 2. Head judge 3. Chief steward must conclude what has happened. The committee must decide according to the competition rules and what is best for the sport and trade. Decisions and sanctions are made by the Chief of Competition.

Processing incidents where rules are broken (Complaints)

Such incidents, where action must be taken, must be reported immediately to either the Chief Steward or to the Competition Office. The Chief Steward and Chief Judge must as soon as possible agree what has happened, including a statement from the accused. Where disqualification is the conclusion, this is immediate and is issued by the Chief Steward.

Disqualifications and sanctions

- A verbal warning is issued where rules of less importance are broken.
- A written warning from Chief Steward or Chief of Competition can be issued where rules are repeatedly or severely broken. Written warnings must be signed by the accused and will follow the competitor throughout the event. Refusing to sign will mean automatic disqualification.
- Disqualification from a class is by the Chief Steward.
- Disqualification from the whole event for severe and/or repeated breaking of rules by the Chief Organiser.

Appeals against a decision or sanction

Appeals are made in writing within a maximum 60 minutes after the result or Chief Steward's decision or sanction is given.

Appeals can only be made by the competitor who received the sanction, the team leader or the master (where an apprentice is involved).

A fee of 50 euros is appended the written appeal. This is refunded only if the appeal is upheld.

Protests of calculation error are made within three days after results are published.

Evidence must be proven by the accusing competitor.

The judge's scoring cannot be protested.

7) Judging, marks

Division

The over-all winner is decided by adding the points from all classes together. Points from different divisions cannot be added together.

A division tie (two or more competitors with the same total points) is solved by comparing the sum of class placements for the competitors.

If competitor A was placed 1 and 3 he will have a sum of 4. If competitor B has 2 and 4 he will get 6 and A is the winner.

If that does not solve the situation then start counting the number of class wins, seconds, thirds and so forth. The winning competitor is the one who has the highest number of class placement in any rank.

In the unlikely event that the tie was not solved by applying these methods the Chief Organiser decides.

Class

A class can then be up to two tasks. The judging points given on each task are added together, ex: shoeing a foot and a specimen or two specimen shoes, to decide a winner of the class.

Class ties (two or more competitors have the same point sum for both tasks in the class) are solved using the following.

If both tasks are the same type

Then the marks from both tasks primary element are added together and compared between those scores involved. If this does not solve the situation then the next element in order are used to do the same comparison. The scores will still be the same but the winning part will have the better placement.

If only one of the tasks are shoeing.

If this is the case then the total weighted score of the shoeing will decide first. If the tie is still not resolved then it will be resolved as if the both tasks were the same i.e. the marks from "Forging/Measurement" for the specimen will be added together with "Shoe fit" from shoeing. If that score is equal then it will move ahead to the next element in order and do the same comparison.

In the unlikely event that the tie was not solved by applying these methods the chief organiser decides.

Task

Each task is marked with a score per element of the task. The set of elements are different for the different types of tasks (specimen or shoeing).

The marks will be given with a decimal number between 0 and 10 (a coefficient will be applied by the Competition office) and will have the following significations:

Score	Signification
10	Perfect
9	Very good
8	Good
7	Good enough
6	Acceptable
5	Just sufficient
4	Inadequate
3	Poor or big mistake.
2	Unusable
1	Unfinished and unusable
0	Not done.

Decimals can be given, ex 6.5.

Specimen shoes marking elements

Max points on specimen are 50p.

Element	Score/Coefficient	Tie-break priority
Forging	15 p	1
Measurement	10 p	3
Nail placing/Nail fit	15 p	2
Flat/finish	10 p	4

Eagle Eye elements

Max points on a shoe are 50p.

Element	Score/ Coefficient	Tie-break priority
Shoe fit	25 p	1
Shoe	25 p	3

Shoeing marking elements

Max points on a foot are 100p

Then shoeing will always count for double compare to specimen.

Element	Score/ Coefficient	Tie-break priority
Shoe fit	25 p	1
Trimming balance	25 p	2
Shoe	25 p	3
Nailing and finish	25 p	4

Type of fit is decided by the judge or host according to the horses.

Shoe is judged prior to nailing but exception can be made for team shoeing. This is decided by the judge and will be informed at the judge's meeting before the class starts.