🏅 Disciplines

Eventing:

Eventing Disciplines can be entered Separately, or as a Tournament.

Dressage:

Rhythm Game for Different Gaits

Penalty: Wrong Gait
Win Condition: Good Form & Rhythm

Showjumping:

Navigation & Jumping *(Press-and-Release)*

Penalty: Knocked Fence, Refusal
Win Condition: Time & Penalties

Cross-Country:

Navigation & Jumping *(Single push at right timing)*

Penalty: Injury
Win Condition: Time & Penalties

Racing:

Flat Racing:

Button Mashing

Win Condition: Speed

Harness Racing:

Button Mashing in Rhythm

Time Penalty: Mashing too Fast, Mashing Out of Rhythm
Win Condition: Speed

Steeplechase:

Button Mashing & Jumping *(Single push at right timing)*

Time Penalty: Refusal, Bad Jump
Win Condition: Speed

Barrel Racing:

Button Mashing & Navigation

Time Penalty: Toppled Barrels
Win Condition: Time

Other:

Orientation:

Navigation through Complicated Terrain as quickly as possible with minimal injuries.

Reach Specific *Landmarks* in a certain order using only a simple *Map* for help.

Penalty: Missing Landmark, Jumbled Order, Injury
Win Condition: Time

Working Equitation:

Navigation through Complex Obstacle Course while performing certain *Timed Actions.*

Penalty: Wrong Obstacle, Wrong Action, Failing Action.
Win Condition: Time

Mounted Games:

Simple Navigation & More Complex *Timed Actions* & *Precision Minigames.*

Penalty: Failing Action, Failing Minigame
Win Condition: Time & Minigame Accuracy

Mounted Archery:

Navigation, *Precision & Timing.*

Penalty: Missing Target
Win Condition: Target Accuracy

Tourneys:

Charge & Dismount opponent, Precision Lancing.

Penalty: Getting Dismounted
Win Condition: Dismounting Opponent