



ISES-W.O.W. Working on

10 Ethical guidelines and tools

1 Safety First, 2 About horses, 3 Moods & States, 4 Coping & Calming, 5 Brains & Behaviour,

Adapted from the First Principles of Horse Training as stated by the International Society

1	Safety First	Daydreams 1-1	Be Prepared 1-2	Pain Zones 1-3	Danger Zones 1-4	Match or Mismatch 1-5
ISES 1		If you dream of riding horses... you should know everything about them. WOW explains what horses want, need and how they think.	Look for a coach with basic knowledge of Equitation Science and get dressed for the occasion.	It's easy to hurt a horse by accident. Check equipment and pain zones daily. Make sure you can fit two fingers under the noseband along the horse's face. A saddle should fit both horse and rider.	Horses can be dangerous if you lack understanding. Keep a safe distance. Once bitten, twice shy.	Which horse is yours to ride? Ask your coach for a physical and mental win-win match.
2	About Horses	Social needs 2-1	Food & Drinks 2-2	Current Condition 2-3	Shelter and Sunshine 2-4	To Rug or not to Rug 2-5
ISES 2		Hear something straight from the horse's mouth? A single horse is a lonely horse.	The horse's digestive tract is not made to cope with 3 meals a day. Gastric fluids and bile are produced continuously and need to be balanced by chewing roughage.	The amount (or absence) of fat on the horse is not an indication of how much weight it can carry. It does give information of the past feeding management.	Horses like to be able to choose between being out of the sun and/or in the rain. They need to have a dry clean soft spot to take a nap.	Some rugs can create temperatures far beyond comfortable for a horse. A horse's thermoneutral zone is between ± 0 and ± 20 degrees.
3	Moods & States	Your Feelings 3-1	Flight, Fight, Freeze 3-2	Do NOT Provoke 3-3	Focus 3-4	Test your Brakes... 3-5
ISES 4		When you are angry, sad, aroused, scared, or lonely, will you pay attention when your trainer speaks to the group?	Horses too can be angry, hurt, confused, scared and can be reminded of less pleasant experiences. These horses will then not pay attention to their rider.	A cornered horse is an unpredictable horse. A playful stallion is dangerous to play with.	When horses are suddenly surprised or distracted they are not paying attention to their rider. A distracted horse is in fact dangerous to handle and/or ride...	... thus make sure your horse always stops if you ask her to do so.
4	Coping & Calming	Getting used to 4-1	Too Much 4-2	No Fuss? 4-3	Clear & Consistent 4-4	Gradual Approach 4-5
ISES 5		Horses can get used to 'moving monsters', like passing trains, through repeated unarmful repetitions.	Avoid an overload of new scary stimuli.	Do not reward kicking the doors with food or attention. Ignore this behaviour like a stablecat can... Reward a moment of silence!	Keep levels of agitation or confusion as low as possible by being clear and consistent.	Reward the approach of novel objects.
5	Brains & Behaviour	Clean start 5-1	Horses can't... 5-2	Mirror, mirror on the wall... 5-3	Horse \neq Human 5-4	Lack of interest? 5-5


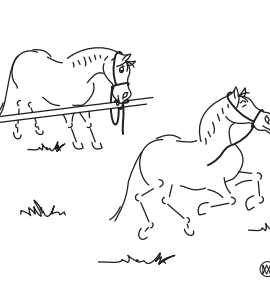
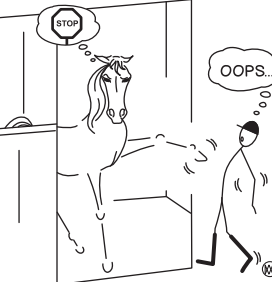
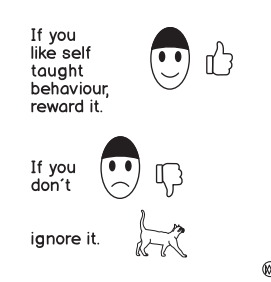
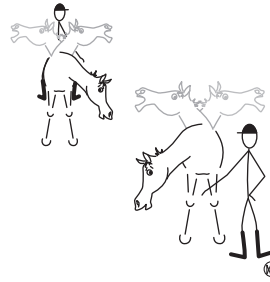


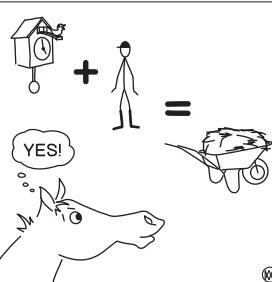
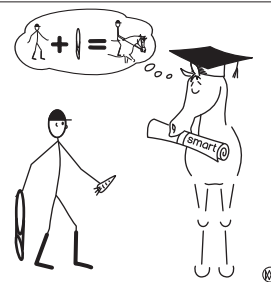


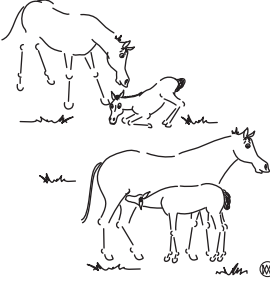

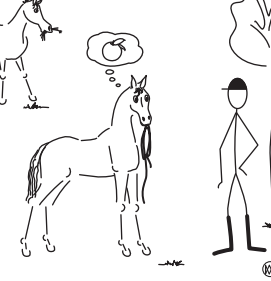
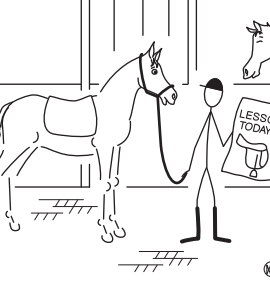
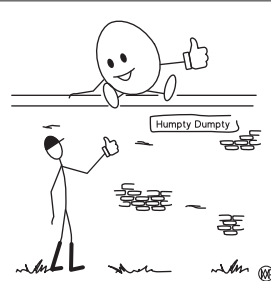

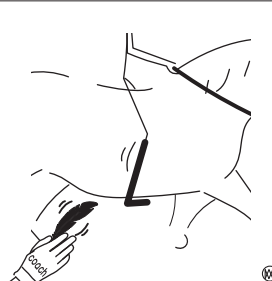
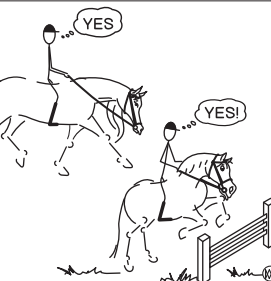
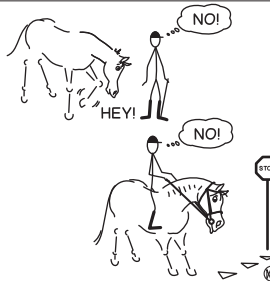
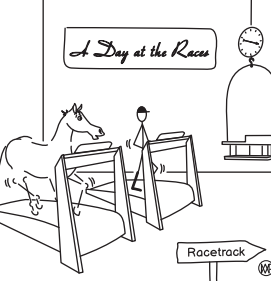
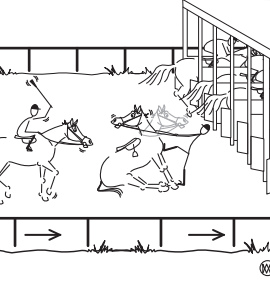
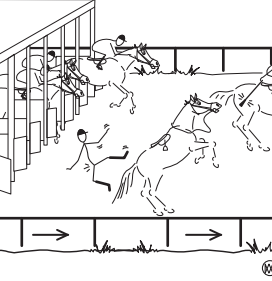
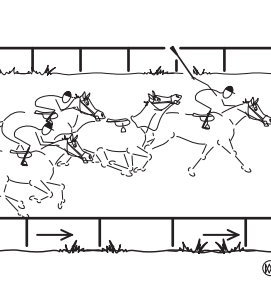
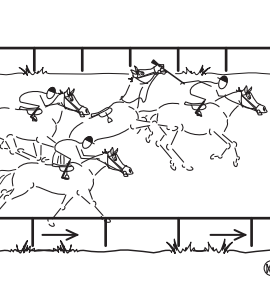
Optimal equine Welfare


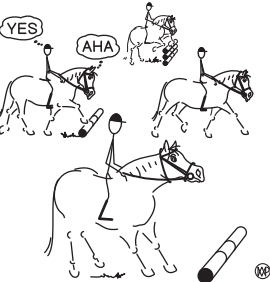
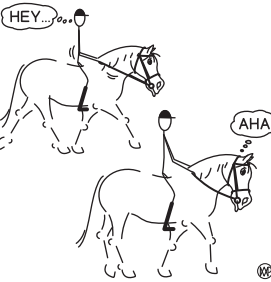
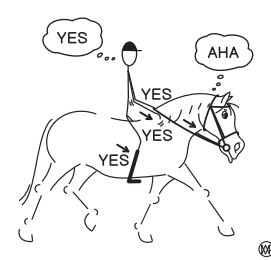

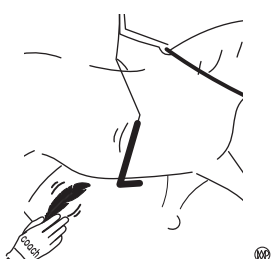
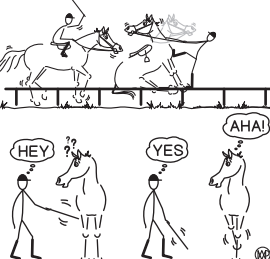


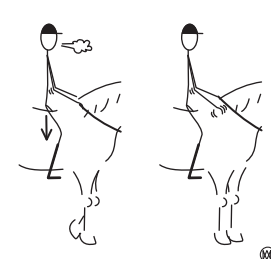
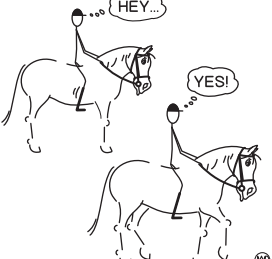
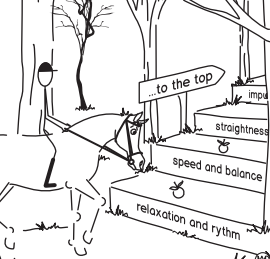
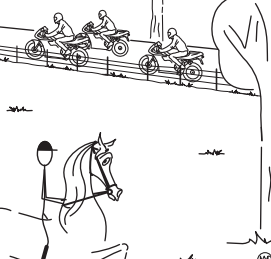

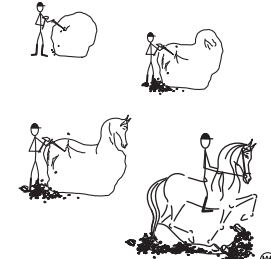


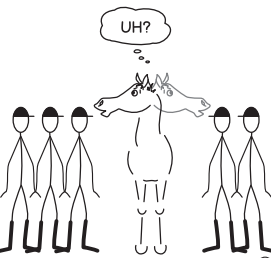
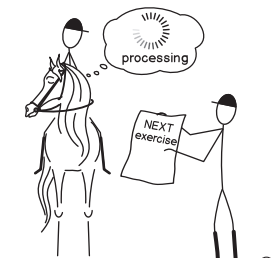

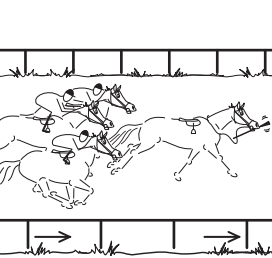
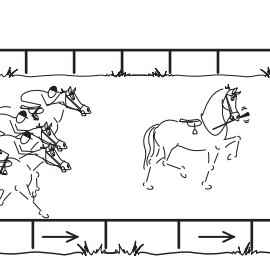
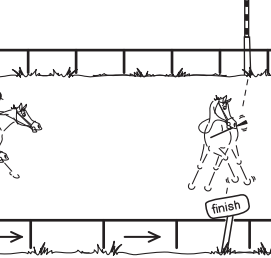
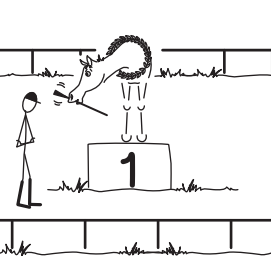

for Practice and Performance

6 Coincidental Learning, 7 Associative Learning, 8 Step by Step, 9 Quality Cues, 10 Keep Going.
for Equitation Science. ISES poster Award Winning Edition in the ISES poster Competition.



Potential Flight Risks 1-6 Do not shout, do not wave your arms...	Horse talk 1-7 Try to find easy short words, whose sounds clearly differ from each other when interacting with horses. The words in this poster are often used in The Netherlands	Walk your Talk 1-8 Make the horse think you're fun to be with, look for body language, act calm.	Always reward contact 1-9 Reward the fact that the horse allows contact by some friendly scratching and/or grooming.	Rules & Roles 1-10 First learn to lead from the ground, walk, halt, backwards...for safety reasons make sure your horse steps back whenever you ask him to do so.
Signs of pain 2-6 Horses do show signs of pain, use EPWA, downloaded from your appstore.	Signs of conflict and/or stress 2-7 Horses do show signs of conflict and stress. Knowing a horse better can be helpful to recognise changes.	Warning Whiskers 2-8 Horses, like cats, can't see what's right beneath their nose. Whiskers are needed for exploring and decision making. Ear hair protects against insects, dirt and noise. So don't trim those functional hairs.	Ranking 2-9 There is no scientific proof available for ranking the species. Using dominance and force is not part of a fair play agreement.	Get levelled 2-10 Get levelled! Reward desired behaviour. If a horse thinks it's more safe or fun, he will follow your lead.
Nervousness 3-6 Act calm, stay consistent and use a calming voice. Use scratching, don't give in/up until the horse gets more relaxed.	Avoid all arousal and force 3-7 Try to keep levels of arousal as low as possible. A horse that experiences stress, fear or a conflict is not able to memorize any desired behaviour.	Suffering 3-8 Do not underestimate a horse's capacity to suffer.	Absence of friendliness 3-9 The absence of friendliness or always taking all things serious can have an impact on the wellbeing of the riding-horse.	Positive Moods 3-10 Encourage positive moods by: releasing pressure, wither scratching, use voice rewards if it works for the horse. Give the horse a chance to relax in between exercises.
Vet & Farrier Proof 4-6 First teach the horse (by rewarding) to touch a target. When a vet or farrier visits: reward the horse when he remains focussed on you with help of the 'target game'.	Monster Management 4-7 Make the horse think he's pushing a scary object away: by letting the horse "chase" them when they begin to move away.	Reward Curiosity 4-8 Train environmental aspects one after another. Obstacles and scary stuff should not be avoided, teach the horse it's fun to be curious by rewarding curiosity.	Challenging Stimuli 4-9 Reward the horse for staying calm and curious while introducing novel objects, new environments and/or scary people.	Calm Down 4-10 Encourage the horse to adopt a relaxing posture as part of the training, in hand and under the saddle in all gaits.
Character or current State? 5-6 Mine's got ants in his pants	Training overload 5-7 I think he has gotten the point.	All rewarded behaviour 5-8 28, 29, 30	Normal behaviour... 5-9 28, 29, 30	Desired behaviour... 5-10 28, 29, 30

ISES 3	<p>'How to behave as a 'riding horse' has to be learned over several years. These refined skills are not readily available from birth.</p>	<p>... pick up phones, keep agendas or plan for future. They also can't be naughty, take revenge nor will hurt you on purpose.</p>	<p>... look, my horse sees ALMOST all! The horse has a panoramic vision!</p>	<p>Do agree to differ: Horses do not go to bed on time, eat almost all day and night and often do not understand the reason for punishment.</p>	<p>Teach the horse it can be fun to work with you, try to find the right environment and the right type of reward that is motivating this horse.</p>
Coincidental Learning	<p>6</p> <p>All rewardable species... 6-1</p>  <p>... can be trained</p>	<p>Horses learn... 6-2</p>  <p>... with or without us!</p>	<p>Horses do... 6-3</p>  <p>... train humans too. If he can send you away or make you pay attention: if he can make you do or stop doing something: he is training you!</p>	<p>Reward or Ignore 6-4</p>  <p>If possible ask something else... as soon as the horse follows your lead, reward!</p>	<p>Train behaviour? 6-5</p>  <p>Ask for behaviour... Keep asking while you wait for the horse to find the right answer ... then REWARD!</p>
Associative Learning	<p>7</p> <p>No Maths 7-1</p>  <p>Horses have no mathematical brain space.</p>	<p>No Multiple Choice 7-2</p>  <p>Horses do not understand multiple choice questions. So present just one exclusive cue for each and every task.</p>	<p>Associative learning 7-3</p>  <p>Horses easily discover consistent associations: when a simple sound is always followed by another event: the sound predicts something is going to happen. The sound becomes the "cue".</p>	<p>So he knows 7-4</p>  <p>Do not underestimate a horse's understanding, sensitivity and observational skills.</p>	<p>HEY?... YES, thank you! 7-5</p>  <p>Horses learn from rewards, not from the cue which was given just before. HEY = pressure = a cue or an aid. A release = marks the desired answer = YES, that's it!</p>
Step by Step	<p>8</p> <p>Shaping the gemstone 8-1</p>  <p>A safe environment, low noise, no interference, a familiar horse in sight. When starting, a (young) horse only add one step or change one detail each training.</p>	<p>Babysteps 8-2</p>  <p>Making baby steps means making each step obvious and rewards very easy to achieve.</p>	<p>From Kindergarten 8-3</p>  <p>Teach the basic rules of play 'in hand' first: walk, halt, stay, come, go and keep a respectful distance. What is allowed will always be allowed. What is not allowed will never be allowed.</p>	<p>The smallest initiative 8-4</p>  <p>All steps in the right direction should always be rewarded.</p>	<p>Horse school 8-5</p>  <p>When starting a (young) horse only add one novelty, or change one detail, at a time.</p>
Quality Cues	<p>9</p> <p>One cue, one meaning 9-1</p>  <p>A cue means whatever two or more individuals together decide that it means.</p>	<p>THE Quiet Seat 9-2</p>  <p>The rider is either with or, in all other options, against the movement. Educate yourself in the do's and don'ts of an independent (not-disturbing) seat.</p>	<p>Systematic Cue Copying 9-3</p>  <p>Every unique cue is always a clear copy of its original. When needed use this cue with increasing pressure, do not change the cue.</p>	<p>YES always means... 9-4</p>  <p>...YES, thanks! But also... continue... just KEEP going! WOW!</p>	<p>NO always means... 9-5</p>  <p>...NQ STOP this action, WHOA or slow down! When all are safe, it can be followed by YES, and a reward will follow!</p>
Keep Going	<p>10</p> <p>Daily basics 10-1</p>  <p>Warming-up means systematically repeating known exercises and responses to confirm and relax the horse mentally and physically.</p>	<p>Absence of force... 10-2</p>  <p>...if force is used, the outcome of this story becomes unpredictable! Please see next picture...</p>	<p>Selfcarriage... 10-3</p>  <p>...selfcarriage means the horse has learned to fulfill a task without the rider repetitively repeating the initial cues...</p>	<p>Keeping the rhythm... 10-4</p>  <p>...the horse is able to maintain stride length without the rider repeating the initial cue...</p>	<p>Absence of repetitive cues... 10-5</p>  <p>...the horse shows he is able to maintain gait without the repetitive or ongoing use of artificial aids (whips, spurs and/ or leadropes)...</p>

Do not overestimate a horse's understanding. Chronic overload of inescapable events or happenings can also be a reason for acting oversensitive.	Normally three improved or good repetitions per exercise will do...	Behaviour will be repeated when it is rewarding from the horse's point of view. Behaviour will extinct when there is no profit to gain.	... from the horses point of view is not always desired by humans.	... from a human point of view is not always desired by horses.
'Smart' phone? 6-6	New challenges... 6-7	Coincidental Understanding 6-8	Doubling the outcome... 6-9	Riding on Reward... 6-10
				
That's not fair, reward all desired behaviour at the moment it occurs.	A new exercise perhaps looks like a small step for the rider, but it might seem a giant challenge for the horse.	Rein pressure means slow down! Use clear cues when (re-) training a (young) horse. Refine cues with predictable conditioning - always start with a light cue.	Combine all possible rewards (voice, clicker, scratch, release) and/or expand the amount and/or the duration of rewards.	... means patiently explaining right from wrong to the horse by excellent timing of releasing pressure cues.
Gradually turn up the Volume 7-6	Make fair use of the whip! 7-7	Less pressure? 7-8	UH? Oops! Rewarded! 7-9	Predictable Conditioning 7-10
				
Even when riding an experienced horse, ALL cues should always start with the lightest or smallest cues possible. 1 'Please' = light cue. 2 'Do it' = increased cue, 3 'That's it, thank you' = release.	The whip is for pointing and tapping (not hurting).	Gradually increasing pressure, 1... 2... 3... gives the horse an opportunity to make an impact on the amount of pressure used.	Every behaviour you (accidentally) reward you will see more often.	For example, use seat before reins. If B always follows A, A will become the cue.
1,2,3... Thanks 8-6	Nano-steps... 8-7	Reward focus 8-8	The next step... 8-9	Repetitions, repetitions... 8-10
				
Use the timeframe 1, 2, 3... or end with a smaller or the same amount of footfalls. Make sure locomotory signals are applied in timing with the beginning of limb movements.	The smaller and more obvious the steps, the easier for the horse to answer correctly. The more often the rider can reward the right answer, the steeper the learning curve.	Reward the horse when he stays or becomes focused on you.	...only after previous steps are confirmed.	...go 'slow' leads to the fastest progression! Patience polishes small details into great art...
HEY = is a cue = a question... 9-6	Be Clear! 9-7	Teambuilding 9-8	Wait a moment! 9-9	More complex exercises 9-10
				
... not a habit. Horses easily habituate to a lot of meaningless events such as repetitive 'cues', umbrellas and/or restless human limbs.	If you were your own horse, would you figure out the meaning of all your cues? Talk less, mean more. If you use voice cues, accentuate vowel sounds so your cue stands out from normal chatter.	Particularly horses ridden by two or more riders can get confused when differing cues for tasks are used.	A reward (a release) is overthrown when a new cue is presented too soon.	It's like playing the piano, one key fluently follows the other.
Absence of repetitive stimuli... 10-6	Absence of prolonged cues... 10-7	No need to remind the horse... 10-8	A Winner is Working on... 10-9	... Optimal equine Welfare 10-10
				
...the horse is able to maintain speed without being reminded by its rider...	...the horse is able to maintain a posture. Postures should not compromise mental or physical horse needs...	...the horse shows he is able to maintain an exercise without being reminded by its rider repetitively	... equine wellbeing and is able to maintain a relaxed attitude and posture and is initiating positive moods during all training and competitions!	Find more tools or print this poster on www.equitationsscience.com www.horsewelfare.com