## PC100 EVENTING CHAMPIONSHIP TEST 2013 (20m x 60m Arena)



The	Test		Max. Marks	Directives
1.	A	Enter in working trot and proceed down the centre line without halting.	10	Straightness of entry. Regularity of trot and suppleness on turn.
	C CS	Turn left. Working trot.		
2.	S SE	Circle left 15 metres diameter. Working trot.	10	Balance, rhythm and suppleness. Size and shape of circle.
3.	E B BP	Turn left. Turn right. Working trot.	10	Balance, rhythm and suppleness through turns.
4.	P PAV	Circle right 15 metres diameter. Working trot.	10	Balance, rhythm and suppleness. Size and shape of circle.
5.	VXR RC	Change the rein and show some medium trot steps. Working trot.	10	Rhythm and straightness maintained when lengthening strides. Fluent, balanced transitions.
6.	Btwn C&H HS	Working canter left. Working canter.	10	Activity and balance in transition. Regularity of canter.
7.	S	Circle left 20 metres diameter.	10	Balance, rhythm and suppleness. Size and shape of circle.
8.	SV VAF	Show some medium canter strides. Working canter.	10	Rhythm and straightness maintained when lengthening strides. Fluent, balanced transitions.
9.	FLE Btwn L&E ES	Change the rein on the diagonal. Transition to working trot. Working trot.	10	Rhythm and straightness on diagonal. Balance maintained through transition.
10.	Btwn S&H	Transition to walk 2-5 steps then return to working trot.	10	Balance, activity and obedience in the transitions. Rhythm maintained throughout.
11.	Btwn C&M MR	Working canter right. Working canter.	10	Activity and balance in transition. Regularity of canter.
12.	R	Circle right 20 metres diameter.	10	Balance, rhythm and suppleness. Size and shape of circle.
13.	RP PAK	Show some medium canter strides. Working canter.	10	Rhythm and straightness maintained when lengthening strides. Fluent, balanced transitions.
14.	KLB Btwn L&B BM	Change the rein on the diagonal.  Transition to working trot.  Working trot.	10	Rhythm and straightness on diagonal. Balance maintained through transition.
15.	M	Medium walk.	10	Balance in the transition. Regularity and activity of walk.
16.	HP	Change the rein free walk on a long rein.	10 x 2	Regularity and activity of the walk steps. Freedom given so that the neck can stretch and lower with lengthening of the steps. Relaxation.
17.	P F	Medium walk. Working trot.	10	No resistance in transition to medium walk. Activity and regularity in walk. Balance and activity in the transition.
18.	A X	Turn down the centre line. Halt. Immobility. Salute.	10	Suppleness on turn. Balance in transition. Straightness and immobility in halt.
Leav	e the arena a	at free walk on a long rein at A		
19.		Paces	10	Freedom and regularity.
20.		Impulsion	10 x 2	Desire to move forward, elasticity of the steps, suppleness of the back and engagement of the hindquarters.
21.		Submission	10 x 2	Attention and confidence, harmony, lightness and ease of the movements, acceptance of the bridle and lightness of the forehand.
22.		Rider position and seat	10 x 2	Correctness and effect of the aids.
	,		260	

## **CONDITIONS**

The test will be conducted and judged in accordance with The Pony Club Dressage Rules.

To be ridden in a snaffle (for definition see 'Dressage Rules') and with both hands except where otherwise stated. All transitions from one pace to another may be progressive, except where otherwise stated.

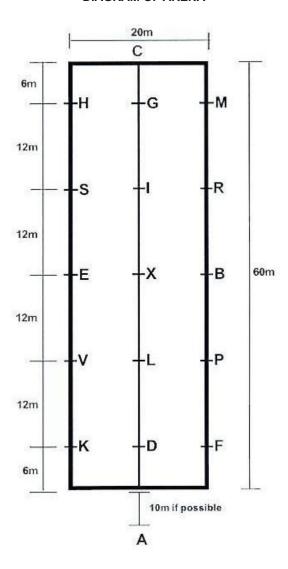
The test may not be commanded at Area Competitions or at the Championships.

Penalties for error	s over the course
1st Error	2 marks
2nd Error	4 marks
3rd Error	8 marks
4th Error	Elimination

The use of the voice is prohibited and will be penalised by the loss of two marks from those that would have been awarded for the movement in which this occurred.

A competitor whose hat comes off or chinstrap comes undone whilst riding in the competition must, on penalty of elimination replace it or do it up before continuing. He may dismount without penalty to recover the hat or have it passed up from the ground, or he may stop without penalty to do up the chinstrap.

## **DIAGRAM OF ARENA**



The A, F, P, B, R, M, C, H, S, E, V and K Letter Markers should be placed about 50cms outside the Arena.

The G, I, X, L and D Letters are not marked on the Arena.