

Open Freestyle Dressage to Music 2023



No. _____ Rider _____
Horse _____ Branch/Centre _____
Date _____ Venue _____

Technical Marks		Possible Marks	Judges Mark	Comments
1	Medium walk (minimum of 20 metres)	10		
2	Show extended walk	10		
3	Working trot right	10		
4	Working trot left	10		
5	10m circle right in trot	10		
6	10m circle left in trot	10		
7	Leg yield left in trot	10		
8	Leg yield right in trot	10		
9	Medium trot	10		
10	Working canter right	10		
11	Working canter left	10		
12	15m circle right in canter	10		
13	15m circle left in canter	10		
14	Medium canter	10		
15	Simple change right to left	10		
16	Simple change left to right	10		
17	Halt at the beginning and end of the test	10		
18	Fluency of transitions	10		
Total for Technical		180		<i>Optional: In canter allow the horse to stretch only on one rein (rider's choice)</i>

PTO

Artistic Marks

20	Rhythm, energy and elasticity of horse	10 x 2		
21	Harmony between rider and horse	10 x 2		
22	Pattern and content of program. Inventive use of arena	10 x 2		
23	Suitability and interpretation of music	10 x 2		
Total for Artistic		80	Please note: Boxes 20, 21, 22 & 23 may be in decimals but only to 0.5. In the event of a tie the competitor with the higher artistic marks shall take the higher placing	
Final Total		260		

Judge's Signature _____

Objects

The object of the Competition is to provide an Entertaining Spectacle for both Competitors and Spectators.

Rules

To be run in accordance with current Pony Club Dressage Rules

1. Open to all current Members of The Pony Club. See competition schedule for specific rules for Open eligibility.
2. There shall be no height limit.
3. To be ridden in a snaffle or double bridle (for definition see 'Dressage Rules').
4. To be ridden in a 20 x 60m Arena.
5. The test may be performed in any sequence, but must show medium & free walk, working trot and working canter on both reins, as shown on the test sheet. There must be a halt at the beginning and end of the test on the centre line facing the Judge.
6. The test may not contain movements above the standard of the current Pony Club Open Dressage Championship Test. If included marks may be deducted.
7. The test should be a **minimum of 4 ½ minutes and of no more than 5 minutes** duration. The time is taken from the exact moment when the pony/horse moves forward from halt at the beginning. The test finishes with a halt and salute anywhere on the centre line.
8. The music may start either before the entry at 'A' or after the first halt and shall be provided by competitors on their own CDs or tapes containing only the music for this particular competition. It is recommended that a second CD or tape is kept by the competitor to act as a back-up. Competitors need to be aware that some CDRW discs cannot be read by all CD machines, so it is advisable to use CDR discs.
9. Failure to complete the test in the allotted time will not incur time faults but may be taken into consideration when marking the 'Artistic Marks'.
10. There are no errors of course and the bell must not be rung should a rider make an obvious mistake, but points may be deducted under 'Artistic Marks'.
11. In the case of a technical failure that interferes with the competition, the judge at C will ring the bell. In the case of the rider's music failing, skipping or jumping during a test, the rider may make one request to restart, or the judge can suggest that they restart. When possible, the restart should be immediate but if not, the rider should return to complete or restart their test during a scheduled break or at the end of the competition. During extreme weather conditions or other extreme situations, the judge at C may ring the bell for interruption of the test. The rider should return to complete their test when conditions permit. It is up to the rider whether to restart the test from the beginning or to commence from the point the music failed. In either case, the marks already given to the point at which the music failed will not be changed.
12. The test should be interesting and pleasing to watch.