

# Pony Club *Handbook and Rules for*

Where it all begins



## *Dressage Competition – 2015*



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**USPC**  
*Handbook and Rules for*

**Dressage  
Competition**  
**2015**

## USPC CORE VALUES

**H**orsemanship with respect to healthcare, nutrition, stable management, handling and riding a mount safely, correctly and with confidence.

**O**rganized teamwork including cooperation, communication, responsibility, leadership, mentoring, teaching and fostering a supportive yet competitive environment.

**R**espect for the horse and self through horsemanship; for land through land conservation; and for others through service and teamwork.

**S**ervice by providing an opportunity for members, parents, and others to support the Pony Club program locally, regionally and nationally through volunteerism.

**E**ducation at an individual pace to achieve personal goals and expand knowledge through teaching others.

## VISION STATEMENT

The USPC Program is available to and accessible by an inter-generational community of equine enthusiasts with a focus on youth through multiple means of delivery

- An instructional program supported by mounted and unmounted lessons at all levels
- Multiple forms of membership
- Fully enabled by technology
- Marketed to multiple audiences
- Recognized and recognizable nationwide as the leader in Horse Management education
- Trained and capable volunteers

## USPC MISSION STATEMENT

The United States Pony Clubs, Inc. develops character, leadership, confidence, and a sense of community in youth through a program that teaches the care of horses and ponies, riding and mounted sports.

## THE USPC PLEDGE

*As a Member of the United States Pony Club,  
I stand for the best in sportsmanship as well as  
in horsemanship.*

*I shall compete for the enjoyment of the game  
well played and take winning or losing in stride,  
remembering that without good manners and  
good temper, sport loses its cause for being.  
I shall endeavor to maintain the best tradition of  
the ancient and noble skill of horsemanship,  
always treating my horse with consideration  
due a partner.*

**Reminder:** This is a new Rulebook for 2015. Additions, deletions and changes have been made since the last Rulebook was issued. Be sure to read the *entire* publication carefully so you will be aware of all the rules for the upcoming Rally season.

*This Rulebook should be kept in a 3-ring binder to allow for addition of revisions and new instructional sections. Do not remove pages from your Rulebook; be sure to make copies of all forms and charts before writing on them.*

These rules are based on copyrighted Rules of the U.S. Equestrian Federation and are printed with the permission of the USEF, which neither sponsors nor is responsible for their publication or implementation at any United States Pony Club event.

Uniform Officiation Rules can be found in the current USPC Horse Management Handbook.

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The United States Pony Clubs, Inc. acknowledges, with thanks, the permission of USEF and USDF to use, where appropriate for USPC Dressage Rallies, the direct language of various rules and to use various illustrations. By using these sources, these Rules and Definitions for USPC Dressage Rallies are brought more closely into harmony with those rules and regulations that juries and competitors will encounter in higher level and in USEF sanctioned competitions. This use of common regulation is implemented to minimize confusion and to reduce the potential for error.

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# USPC Policies and Guidelines

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## Governing Rules

This Rulebook is NOT a general guideline, but is a precise specification of rules that must be followed. Rallies are to be governed by these specific rules as well as the following:

- *USPC Horse Management Handbook and Rules for Rallies* (current edition)
- Official Amendments & Clarifications from USPC.
- USEF Rulebook (current edition). However, since USPC does not always follow USEF rules, where there is a disparity between Rulebooks, this Rulebook will be followed.
- USPC Annual Newsletter.
- USDF Guidelines for Freestyles, Pas de Deux and Quadrille.

Since these Rules cannot provide for every eventuality (unforeseen or exceptional circumstance), it is the obligation of the Ground Jury to make decisions in a sporting spirit and to follow as closely as possible the intention of these Rules.

### **Additional governing documents for all Rallies are the following:**

- *USPC Horse Management Handbook and Rules for Rallies* (current edition)
- Official Amendments & Clarifications from USPC.
- USEF Rulebook (current edition). However, since USPC does not always follow USEF rules, where there is a disparity between Rulebooks, this Rulebook will be followed.

Since Rules cannot provide for every eventuality (unforeseen or exceptional circumstance), it is the obligation of the Ground Jury to make decisions in a sporting spirit and to follow as closely as possible the intention of these Rules. If there is an inconsistency, the Discipline Rulebook takes precedence over the Horse Management Handbook.

REMINDER: This is an updated Rulebook for 2015. Additions, deletions and changes have been made since the last Rulebook was issued. Be sure to read the entire publication carefully so you will be aware of all the rules for the upcoming competition season.

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## Responsibility

A competitor is ultimately responsible for knowing these rules and complying with them. The appointment of a steward or official, whether or not provided for in these rules, does not absolve the competitor from such responsibility.

## Code of Conduct

USPC is proud of its reputation for good sportsmanship, horsemanship, teamwork and well-behaved Members. The USPC and the Organizers and Officials of USPC activities/

competitions expect appropriate behavior from all competitors, parent(s) and others participating in any USPC activity/competition.

Inappropriate behavior is, but not limited to:

- Possession, use, or distribution of any illegal drugs or alcohol
- Assault
- Profanity, vulgar language or gestures
- Harassment – using words or actions that intimidate, threaten or persecute others
- Cheating
- Abusing a horse

**Any USPC Member or parent not conforming to the Code of Conduct is subject to the following action:** The Officials of the competition may immediately suspend or expel an individual from the competition upon consulting with the Ground Jury

## Mounts

Suitable mounts are defined as follows:

1. Stallions are not considered suitable mounts.
2. Mounts must be serviceably sound, in good overall health and in condition for the activity in question.
3. Mounts must be appropriate for the certification level of the rider and must be at a level of training to participate safely in the activity.
4. Mounts must be at least five (5) years of age in order to participate in USPC competitive activities. In establishing the age of mounts, the first year is considered to be January 1 following the date of foaling.

## Member in Good Standing

Members are considered in Good Standing if they are current with all dues and fees owed the Registered Club/Riding Center Program, Region and USPC and when available participate in one or more of the following:

1. They show evidence of sincere interest in the activities of Pony Club at the local, regional or national level.
2. They assist younger members in the learning process.
3. They participate in Pony Club activities at the local, regional, or national level when and where appropriate, according to age, experience, and suitability of mount.

## Cruelty to and Abuse of a Horse

1. Cruelty to or the abuse of a horse by any person at a Licensed Competition is forbidden, constitutes a violation, and renders the offender subject to penalty. The Show Committee must bar violators from further participation for the remainder of the competition. It is the duty of the competition officials and any properly constituted humane organization to report to the Federation any

# USPC Policies and Guidelines

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person who indulges in this practice for such further action as may be deemed appropriate.

2. The USPC or the Judge, Steward, or TD may appoint a veterinarian to inspect any animal in competition. Refusal to submit an animal for examination by an authorized veterinarian after due notification shall constitute a violation.
3. The following acts are included under the words Cruelty and Abuse but are not limited thereto:
  - a. Excessive use of a whip on any horse in a stall, runway, schooling area, competition ring or elsewhere on the competition grounds, before or during a competition, by any person. Except in emergency situations, any striking of the horse's head (on the poll and forward of the poll) with the whip shall be deemed excessive.
  - b. Rapping the legs of a horse with the butt end of a riding crop or other implement.
  - c. Use of any substance to induce temporary heat.
  - d. Manual poling with any object other than a bamboo pole.
  - e. Use of a wire or chain in conjunction with any schooling jump.
  - f. Use of electric device in schooling or showing.
  - g. Use of shackles, hock hobbles and similar devices (not to be construed as rubber or elastic exercising devices).
  - h. Showing a horse with raw or bleeding sores around the coronets, pasterns or legs.
  - i. Use of any explosive (e.g., fire crackers, torpedoes, fire extinguishers except in case of fire, etc.) or laser beam devices anywhere on the competition grounds, except in an exhibition or if required in class specifications.
  - j. Withholding of feed and water for prolonged periods.
  - k. Letting blood from a horse for other than diagnostic purposes.
  - l. Inhumane treatment of a horse in a stall, runway, schooling area, competition ring or elsewhere on the competition grounds, by any person.
  - m. Use of any object that prevents the horse's ability to close his mouth. (Exception: use of an oral speculum by a veterinarian or equine dentist to provide legitimate dental/oral medical care.)
5. Any action(s) against a horse by a competitor or an exhibitor, which are deemed excessive by a judge, Federation steward, technical delegate or competition veterinarian, in the competition ring or anywhere on the competition grounds may be punished by official warning, elimination, or other sanctions which may be deemed appropriate by the Show Committee. Such action(s) could include, but are not limited to excessive use of the whip, spurs, or bamboo poles. Competitors and exhibitors have the right to contest any action taken pursuant to GR839.5

by filing a protest or grievance pursuant to Chapter 6 of the Rules for hearing and determination by the Hearing Committee.

## Protective Headgear

USPC requires members participating in mounted activities to wear a properly fitted equestrian helmet, securely fastened, containing certification that it meets the criteria established by the following international or national safety bodies: ASTM F1163 (North America), BS-EN 1384 (UK), AS/NZ 3838 (Australia and NZ), PAS 015 (UK). (See USPC Policy 0125A)

## Medical Armbands and Bracelets

USPC requires that members participating in any USPC affiliated mounted or un-mounted activity, must wear either a Medical Armband or Medical Bracelet while participating in the activity. The member may choose which one to wear.

1. Medical Armbands must include a current completed copy of the individual's USPC Medical Release. It must be worn on the upper arm. If the member has small arms, he/she may safety pin the armband to his/her upper sleeve. (Armbands are available for purchase from Shop Pony Club.)
2. Medical Bracelets must visibly list these five items on them: Name and Date of Birth, Contact Information, Known Allergies, Current Medications, and Existing Medical Conditions. More information is acceptable, but these five items are required to be on the bracelet.

All officials on site at the USPC mounted or un-mounted activity are encouraged to work with the competitors to remind them of this requirement.

Any member at a USPC affiliated mounted or un-mounted activity\* found not wearing either a Medical Armband or Medical Bracelet must be removed from the activity until the member conforms to the policy requirements.

\* Tetrathlon competitors will not be required to wear them while actually shooting or swimming, but must have them visible and next to them for these activities and must wear them at all other times.



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# Chapter I – GENERAL REGULATIONS

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## Article 1 – Tests for Dressage Rallies

1. The USPC approves tests for use at all USPC Dressage rallies and functions. At Qualifying Rallies, tests cannot be modified or simplified without the approval of the USPC Dressage Committee.
2. USPC uses USDF Introductory tests, USEF and FEI Level Dressage tests, Musical Freestyle tests, Pas de Deux and Quadrille tests. Tests are available for purchase through [shopponyclub.org](http://shopponyclub.org).
3. There are USEA Dressage tests designed specifically for Eventing competitions. These tests may be included as part of the Tests of Choice in a strictly Dressage competition, but must be clearly stated in the prize list.
4. At Dressage Championships, participants will ride Test 2 and Test 3 of Training through Fourth Levels; FEI Young Rider Team and Individual Tests; Intermediate I and II; Intermediate II and Grand Prix; or Grand Prix and Grand Prix Special.
5. The recommended tests for non-qualifying Ds:  
D-1: USDF Introductory Level Test A or USDF Introductory Level Test B.  
D-2: USDF Introductory Level Test B or USDF Introductory Level Test C.  
D-3: USEF Training Level Test 1 or USEF Training Level Test 2.

## Article 2 – Rallies

1. Local and regional Dressage rallies are team competitions involving club/centers from only one region. In some regions, individuals may compete separately from teams.
2. Inter-regional Dressage rallies are team competitions between two or more regions. In some regions, individuals may compete separately from teams.
3. Dressage Championships are national rallies organized by [USPC and](#) the USPC Dressage Committee.
4. Any Dressage rally may be held within the framework of a local or recognized Dressage show.

## Article 3 – Participation in Rallies

1. Riders and Stable Managers
  - a. At local, regional, and inter-regional rallies, participants may be of any age or certification, and must be a member in good standing, must have paid all local, regional and national dues and insurance fees, and be recorded with the USPC National Office at the time of the rally. At regional rallies a rider qualifying for Championships may ride at any level, in which he/she feels his/her mount would be able to perform. Regions may allow **riders** to ride the USDF Intro tests,

but these will not be accepted as qualifying tests. Musical Freestyles or Pas de Deux are recommended for regional rallies and required for qualifying for Championships.

- b. Depending on entries, teams at USPC Championships will be divided into Training Level Teams or First Level and Up Teams. Participants must have reached the age of 12 as of January 1st of the current year and must have attained a certification of at least D-3 (Dressage, Flat/Traditional, or HSE) and up and must be a “member in good standing” as defined in USPC policies. In addition, all participants must ride at Championships at the same certification at which they competed at the regional qualifying rally. At Championships, they will ride Test 2 once and Test 3 twice at their qualifying level.

D-3 members attempting to qualify for Championships, as well as those competing at Championships, are not eligible for “D exceptions” for attire or saddle/biting. Such D-3s must comply with all Federation and USDF requirements (see Article 17, p. 5)

- c. All riders at Championships must ride a Musical Freestyle or be a partner in a Pas de Deux.
- d. Bs, H-As and As wishing to compete on a regional team at Championships do not have to qualify at a regional rally, but must have the permission of their RS.
- e. Individuals may participate in regional rallies at the discretion of the Rally Organizer and the Regional Supervisor. Some regions have D-1s ride as individuals. Other regions may put Bs, H-As and As into their own division. Team competitions and awards should be encouraged if at all possible; however, individual awards may be the only alternative in regions with few club/centers and limited membership.

## 2. Mounts

- a. Please refer to the USPC Policies and Guidelines section.
- b. Mounts used at a regional or interregional rally should be the participant’s regular USPC mount, and be accustomed to being handled by its rider without adult supervision. A participant may use a mount other than the regular mount only with the advance permission of the DC/CA and RS.
- c. Mount and rider qualify for national competitions as a team. Therefore, a competitor may enter a Championship competition only on the mount used at the qualifying rally. For rules regarding substitution of a mount under extraordinary circumstances, see Article 6.

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## SECTION I – General Regulations

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### Article 4 – Team Composition

1. Regional rallies: A team consists of three or four riding members and a Stable Manager. A region may specify the certifications for team members, or allow all certification levels to mingle as a single team, or allow higher certifications to ride as individuals.
2. Championships rallies: Teams may be from a single region or from multiple regions
3. Unmounted Stable Managers are required at Championships. They are required at regional and qualifying rallies as well, unless waived by the Regional Supervisor.
4. For substitution of rider, see Article 06.

### Article 5 – Selection of Teams for Championships

1. In addition to the following requirements, in order to compete in Dressage Championships, a member must be a minimum of 12 years of age and a D-3 (Dressage, Flat/Traditional, or HSE).
2. Selections to the Championships team will be decided by criteria established by the Annual Dressage Newsletter, this Rulebook, and any regional requirements published. All individual Horse Management penalties must be included in the qualifying scores used to select competitors for Championships. If any competitors are to be considered for a regional team, it will be necessary for the Scorers to calculate all individual scores as well as scores of teams competing. Before making final selections, it is advisable to meet with those competitors who have qualified for Championships to determine which riders may wish to go.
3. Training through Fourth Level: To qualify for a team, a rider must ride Test 2 and Test 3 plus a Freestyle or Pas de Deux of the level.
4. At Championships, a rider will ride Test 2 and Test 3, plus a Freestyle or a Pas de Deux of the level. On a 4-rider team, the lowest score will be dropped. On a 3-rider team, all scores will count. The team with the greater number of points after the Horse Management penalties have been subtracted from the percentages scores counted in each round will be the USPC Champions.

### Article 6 – Substitution of Mount or Rider & Withdrawn Mount

1. Substitution of Mount. Mount and rider qualify for national competitions as a team. Therefore, a competitor may enter a national competition only on the mount he/she used at the qualifying rally. In extraordinary circumstances, after being entered in a national competition, a mount may be substituted upon the recommendation of the Regional Supervisor and with the advance permission of the Vice President of Activities and the

Dressage Chair. No mount substitution may be made once a competition has commenced. The Dressage Chair, in exercising its discretion to permit the substitution of a mount, shall consider this a very unusual event to be approved only when circumstances make it unreasonable to replace the entire combination of mount and rider.

2. Substitution of Rider. If a rider qualifies for Championships and cannot go, the next qualified rider is then substituted.
3. Withdrawn Mount. A mount withdrawn during competition and remaining on site with the team shall be subject to Horse Management judging.
4. 'Exceptions and Exemptions Procedures' are available under 'forms' on the USPC website.

### Article 7 – Horse Management Inspections

1. Turnout Inspection is held prior to the first ride of a Dressage rally. For D-1s, inspection should be timed 30 minutes before their Dressage test. For all other certifications, inspection should be timed 45-60 minutes before the participant's scheduled test ride.
2. Safety Checks must take place prior to ANY riding phase. (Turnout Inspection includes a safety check.) See USPC Horse Management Handbook and Rules for Rallies.
3. Turn Backs: Following the last ride of the day, there may be an official tack and horse check. This check is not intended to be as meticulous as a Turnout Inspection. Its purpose is to promote a competent, efficient workman-like routine for equipment and horse care. The mount must be well cared for, cooled out and clean (e.g., no sweat marks). See USPC Horse Management Handbook and Rules for Rallies.

### Article 8 – Longeing

Longeing of a mount during competition may be done with the consent of, and only in the area designated by, the Chief Horse Management Judge. See the Horse Management Handbook and Rules for Rallies for restrictions and directives on longeing.

### Article 9 – Warm-up Assistance/Coaching

1. Each individual competitor and/or each team may be accompanied by a coach.
2. A rider in the warm-up area whose coach is not present may approach another coach and ask for help.
3. Because teammates may have closely scheduled ride times, riders do not need to have a coach present while mounted.

# SECTION I – General Regulations

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## Article 10 – Re-riding a Test

A test may be re-ridden if it has been interrupted by weather, emergency, or failure of sound and tape equipment in a Musical Freestyle or Pas de Deux. The decision to allow a test to be re-ridden lies with the Judge, and must be in consultation with the discipline Ground Jury. A competitor who leaves the ring for any reason during a test without asking permission of the judge may be eliminated.

## Article 11 – Examination of Mounts (Jogs)

1. An initial Horse Inspection (Jog) shall precede mounted activities.
2. The Inspection Panel shall consist of: President of the Ground Jury (Head Judge), Chief Horse Management Judge and a Veterinarian or other knowledgeable horse person.
3. At Championships, a Horse Inspection will be held prior to the start of competition and may also be held before the start of each day's competition (see Horse Inspection Procedures in the USPC Horse Management Handbook and Rules for Rallies).
4. Marginally sound mounts may be re-evaluated at any time, at the discretion of the Inspection Panel.
5. When jogging the mount for soundness, under no circumstances are boots of any type, leg bandages, support wraps, etc. to be worn by the mount.
6. If a mount is examined or treated by a veterinarian after the initial jog, the competitor is responsible for the veterinarian expense.

## Article 12 – Cruelty

Please refer to the USPC Policies and Guidelines section.

## Article 13 – Inquiries, Protests and Appeals

***All inquiries, protests and appeals must be made in a polite and courteous manner. Abuse of the procedure or rude behavior may be penalized up to and including disqualification from the competition.***

### Inquiries

- Must be initiated within 30 minutes from the time the score sheet(s) are posted.
- Made in person by:
  - The Competitor involved (when competing as individuals).
  - The Team Captain, if Competitor is on a team (when competing as teams). The Competitor involved may go with the Team Captain.

- Made to the Phase Steward (if the Phase Steward is not available, competitors should record the inquiry with the Discipline/Show Secretary).
- If the Team Captain is riding when scores are posted and will not be available within the allowed 30 minute period, other team members must notify the Phase Steward that an inquiry is likely.

### Protests

May be initiated if the Team Captain/Individual Competitor disagrees with the Phase Steward's decision on an inquiry. Protests are made to the TD.

#### *Protests must:*

- Be made in writing, using the official Protest/Appeal Form (signed by the Team Captain/Individual Competitor), containing the references to the rules covering the reason for the protest.
- Delivered within 30 minutes of the TD/Steward decision on the inquiry to the Discipline/Show Secretary.

The decision of the TD is final.

### Appeals (at Championships only)

May be initiated if the Team Captain/Individual Competitor disagrees with the Ground Jury decision on a protest. Appeals are made to the Appeal Committee.

#### *Appeals must:*

- Include the written Protest/Appeal Form forwarded to the Appeal Committee.
- Delivered to the Discipline Secretary within 30 minutes of the Ground Jury's decision on the protest.

Five (5) penalty points will be assessed to the Team/Competitor should the appeal fail or be considered frivolous. Successful appeals will not be assessed penalty points. The decision of the Appeal Committee is final.

Officials are to investigate and answer all inquiries and protests as soon as possible and make their answer back to the team/competitor in a timely fashion. It is understood that during a competition everyone is busy; however, this is an integral part of your duties as an official.

It is suggested that Discipline offices maintain an inquiry log book that contains the time, date, and contact information of competitor/team and an explanation of the inquiry. Officials will review the inquiry and post the date/time and result of the investigation. Officials should make every effort to find the competitor/team to deliver their answer in person as well as in the Inquiry Log Book.

# SECTION I – General Regulations

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## Article 14 – Arenas

1. The arena should be on as flat and as level ground as possible. It is recommended that the difference in elevation across the diagonal or along the length of the arena shall in no case exceed 0.50 meters. It is recommended that the difference in elevation along the short side of the arena shall in no case be more than 0.20 meters. The Standard Arena is 60 meters long and 20 meters wide. The Small Arena is 40 meters long and 20 meters wide. The following must be held in a Standard Arena: USEF First Level tests and above, FEI tests and musical freestyles, except those tests written for a small arena. Arena measurements are for the interior of the enclosure. It is recommended that arenas be separated from the public by a distance of not less than 15 meters. The enclosure itself should consist of a low fence about 0.3 meters high. The fence should be such to prevent the mount's hooves from becoming entangled, and arena stakes, if used, must be covered by a ball or similar object so as to prevent injury. Rope, concrete or unbreakable chain fencing is not allowed. The part of the fence at A should be easy to remove to let the competitors in and out of the arena in a suitable way. The part of the fence at A can remain open. The letter A must be placed at least five (5) meters away from the arena. No publicity is permitted anywhere on the arena fence.
2. The letters outside the enclosure should be placed about 0.5 meters from the fence and clearly marked. So that the judges can note the exact point on the track opposite each letter, it is desirable to place a special marker on the fence itself, level with and in addition to the letter concerned. It is permissible to decorate the letters with flowers or greenery to enhance the appearance of the arena.
3. A separate enclosure (booth, tent, trailer, vehicle) should be provided for the judge and scribe. This must be placed outside the arena about five meters from the edge of the arena and in line with the center line running from the letter "A" to the letter "C." This enclosure should be raised at least 0.5 meters (20-inches) and for Freestyle Tests possibly a little higher above the ground to give the Judge(s) a good view of the ring.
4. Where local conditions necessitate, use of a modified arena is acceptable as long as the dimensions of the arena to be used are clearly specified in the prize list.
5. Competition management should make every effort to provide the best possible footing in competition and warm-up areas. Provisions should be made (by having on hand proper equipment and scheduling sufficient breaks in the schedule) to maintain throughout the show the footing in all riding areas by dragging, watering and, if necessary, raking.
6. At Championships, all regular tests, as well as Freestyles, Quadrilles and Pas de Deux will be ridden in standard arenas.

7. For diagrams and suggestions for set-up of Small and Standard Arenas see Appendix I.

## Article 15 – Location of the Jury (Judges)

If there is only one judge, he is preferably placed a maximum of five (5) meters and a minimum of three (3) meters from the end of the arena and must be at the letter C. When two judges are used, one is placed at "C," and the other at "B" or "E," preferably a maximum of five (5) and a minimum of three (3) meters from the letter. When three judges are used, one is placed at "C," the second at "B" or "E," and the third should be placed at the end of the arena on a line with the judge at "C" and 2.5 meters in from the edge of the long side of the arena at "H" or "M" (if the second judge is at "B," the third should be at "H" and vice versa). If this is not possible, judges should be placed at the end of the arena, one at "C," one 2.5 meters in from the long side of the arena at "M" and the third 2.5 meters from the long side at "H." At indoor competitions, judges must be placed a minimum of 3 meters from the arena. A separate enclosure (booth, tent, trailer) should be provided for each judge.

## Article 16 – Dress

1. The dress code for Training through Fourth Levels is a short riding coat of conservative color, with tie, choker, or stock tie, white or light colored breeches or jodhpurs, boots—tall black or brown dress or field boots, or jodhpur/paddock boots with or without a matching full-grain smooth leather half-chap or leggings. Half-chaps or leggings not made of smooth leather are not allowed. Approved headgear required. Please refer to the Helmet Policy mentioned in USPC Policies and Guidelines. Gloves of conservative color are recommended.
2. For all tests above Fourth Level, the dress code is: a dark tailcoat, with approved headgear, or a dark jacket with approved headgear, and white or light colored breeches, stock or tie, gloves, and black riding boots. Please refer to the Helmet Policy mentioned in USPC Policies and Guidelines. Spurs are mandatory for FEI tests (optional for all FEI Pony and Junior tests).
3. One whip no longer than 47.2 inches (120 cm), including lash may be carried in all classes, except at USPC Championships classes, where no whips are allowed.
4. Each participant is responsible for organizing his/her own attire and equipment. Clothing should be to the level of the certification standard and consistent with the current USPC Horse Management Handbook and Rules for Rallies. Non-qualifying Ds may compete in formal, informal or in any clean, well-fitted conventional riding attire and footwear in good repair without regard to the requirements of either formal or informal attire.
5. Protective Headgear: Please refer to the Helmet Policy mentioned in USPC Policies and Guidelines.



## SECTION I – General Regulations

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6. The wearing of a properly fitted safety vest is a personal decision; safety vests may be worn at any level of competition.
7. Dress for Turnout Inspection – See USPC Horse Management Handbook and Rules for Rallies.
8. In extreme heat and/or humidity, the President of the Ground Jury can allow competitors to show without jackets. However, competitors must wear a regulation helmet and a solid white or very pale colored long or short-sleeved shirt – with collar, without neckwear. T-shirts and shirts without sleeves are not allowed.
9. In inclement weather, competitors will be allowed to wear a helmet cover and a transparent or conservative color raincoat.
10. A USPC pin and number (pinny, bridle tags, etc.) must be worn at all times. Refer to USPC Horse Management Handbook and Rules for Rallies for current rules on jewelry.
11. Spurs must be made of metal. Shanks are no longer than 3.5 cm (1-3/8"). The shank must be either curved or straight pointing directly back from the center of the spur when on the rider's boot. If the shank is curved, the spurs must be worn only with the shank directed downwards. However, swan necked spurs are allowed. The inside arm of the spur must be smooth. Metal spurs with round hard plastic knobs on the shank are allowed ("Impuls" spur). "Dummy" spurs with no shank are also allowed. These requirements also apply to warm-up and training areas, as well as during competition.
12. Riders in USPC Pas de Deux and Quadrille classes are exempt from the dress code requirements, except that headgear and boots are required as in Article 16.1-2.
13. Braiding is allowed at all levels. Refer to the Horse Management Handbook and Rules for Rallies regarding information about braiding.
14. Medical Armbands at Rallies: Please refer to the Medical Armbands and Bracelets Policy mentioned in USPC Policies and Guidelines.

### Article 17 – Saddlery and Equipment

1. An English type saddle with stirrups is compulsory for Federation and USDF tests. An English type saddle may be constructed with or without a tree, but cannot have a horn, swell, gallerie, or open gullet. Australian, Baroque, Endurance, McClellan, Spanish, Stock, or Western saddles are not permitted nor are modified versions of these saddles (exception: competitors with a current approved Federation Dispensation Certificate). A Dressage saddle which must be close to the mount and have long, near-vertical flaps and stirrups is compulsory for FEI tests. Saddle pads are optional, but should be white or of conservative color. English-style stirrups, without attachments, or safety stirrups are compulsory. While present in

the competition area and during prize-giving ceremonies, the name and/or logo of the individual's sponsor(s) may appear on a surface area not exceeding 200 cm<sup>2</sup> on each side of the saddle cloth. Breed logos (for mounts registered with that breed), national flags (for citizens of that country), riding club/business / farm names or logos (used with permission of riding club/farm/business owner) and USEF or USDF names or logos (used with permission of USEF or USDF, respectively) are also permitted and must have the same specifications as sponsor logos. No other advertisement or publicity is permitted on saddle cloths or mounts.

2. For Training, First, and Second Level tests, a plain snaffle bridle is required with a regular cavesson, a dropped noseband, a flash noseband (a combination of a cavesson noseband and a dropped noseband attachment), or a crossed noseband. A crescent noseband is also permitted at these levels. See Fig. 1 for snaffle bits permitted in Dressage. Except for the crescent noseband, buckles and a small disk of sheepskin, which may be used in the intersection of the two leather straps of a crossed noseband, the noseband must be made entirely of leather or leather-like material. A padded noseband and crownpiece are allowed. See Figure 4 for illustrations of nosebands. A cavesson noseband may never be so tightly fixed that it causes severe irritation to the skin. Cavesson nosebands may be used with a chin pad. A browband is required and except for the parts that attach to the crownpiece or headstall, is not required to be made of leather or leather-like material.
3. For USEF Third and Fourth Level tests, same as (2) above, or a simple double bridle (bridoon (snaffle) and bit (curb) and curb chain, lip strap and rubber or leather cover for curb chain optional, cavesson noseband only). The curb "chain" can be made of metal, leather or rubber. A lip strap and rubber or leather cover for curb chain are optional.
4. FEI Tests a simple double bridle as above. Only those bits listed in Figures 1 and 2 are allowed.
5. **BIT EXCEPTION FOR Ds.** In addition to permitted snaffle bits (Figure 1), a Kimberwicke, Pelham, or other types of snaffles are permitted to be used by non-qualifying Ds only. Ds may use bit converters. A dropped noseband, a flash noseband, a crescent noseband or a crossed noseband may be used only with a snaffle bit.

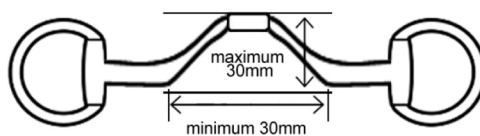
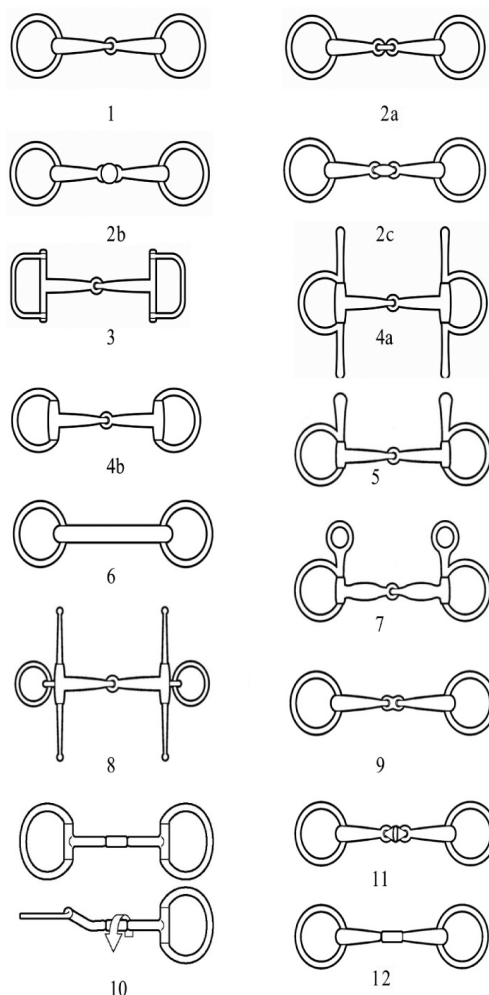
*NOTE: Individuals attempting to qualify for Championships or riding in Championships are not allowed use of the D exception.*

## SECTION I – General Regulations

**A. PERMITTED SNAFFLES\*** (Bits pictured and described below are required for all tests and classes at Second Level and below and optional in Third and Fourth Level Tests.)

1. Ordinary snaffle with single jointed mouthpiece.
2. (a, b, c) Double-jointed snaffles.
3. Racing snaffle (D-ring).
4. Snaffle. a) with cheeks, with or without keepers. b) without cheeks (Egg-butt).
5. Snaffle with upper or lower cheeks.
6. Unjointed snaffle (Mullen-mouth).
7. Snaffle with cheeks. (Hanging or drop cheek; Baucher). This may be a D-ring or other ordinary snaffle as pictured in Nos. 1-6.
8. Fulmer.
9. French snaffle.
10. Snaffle with rotating mouthpiece (Myler Level 1 and Level 2).
11. Snaffle with rotating middle piece.
12. Happy Mouth with roller.

\*Snaffle bits must be smooth with a solid surface. Twisted and wire bits are prohibited. A mouthpiece with more than one rolling part is prohibited. Bits may be made with a rubber or plastic covering, but the bit may not be modified by adding latex or other material. Bits with mouthpieces made of synthetic material are permitted, provided that the contours of the bit conform to the contours of one of the bits pictured above. Flexible rubber or synthetic mouthpieces are permitted. A double jointed bit or snaffle with rotating mouthpiece may be shaped to allow tongue relief. The maximum height of the deviation is 30mm from the lower part of tongue side to the highest part of the deviation. The widest part of the deviation must be where the mouthpiece contacts the tongue and must have a minimum width of 30 mm. (See illustration below.) The mouthpiece of a jointed or unjointed snaffle may be shaped in a slight curve within the dimensions specified above, but other ported snaffles are prohibited. The mouthpiece of a snaffle may have up to two joints. A bushing or coupling is permitted as the center link in a double jointed snaffle, however, the surface of the center piece must be solid with no moveable parts, except as pictured above. The center link may be tilted in a different orientation from the mouthpiece but must have rounded edges. The diameter of the snaffle mouthpiece must be minimum 10 mm diameter at rings or cheeks of the mouthpiece (exception: for ponies, the diameter may be less than 10 mm). Any bit combining a mouthpiece with any cheekpiece pictured above is permitted. The type of bit should not vary from those pictured above except where specified, and bits should be attached only as pictured in diagram. A cavesson, dropped, crossed or flash noseband is allowed when a snaffle bridle is used in warmup or competition, except as prohibited for some tests.



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**B. PERMITTED BRIDOOON, CURB AND SNAFFLE BITS\*** (Bits pictured and described below (under #1 and 2 below) are required for FEI Tests. Bits pictured and described under #1 below are optional in Third and Fourth Level Tests) 1. Double bridle (Bridoon and Curb) bits.

Bridoons:

1. Loose ring bridoon bit.
2. a.b.c.) Bridoon bit with jointed mouthpiece where the middle piece should be rounded. (Note: A Dr. Bristol bit is not permitted.) Eggbutt sides are also allowed. d) Bridoon bit with rotating middle piece. e) Bridoon Rotary bit with rotating middle piece f) Bridoon Rotary bit with rotating middle piece and looped rings
3. Egg-butt bridoon bit.
4. Bridoon bit with hanging cheeks.

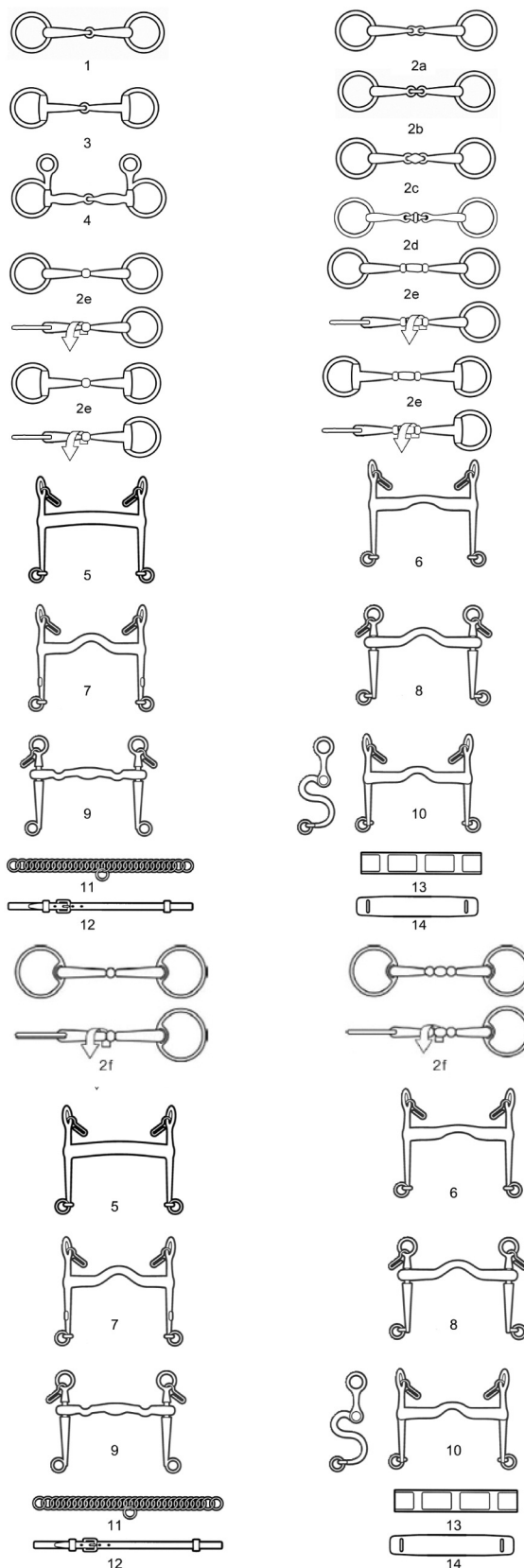
Curbs:

5. Half-moon curb bit.
6. & 7. Curb bit with straight cheeks and port.
8. Curb bit with port & sliding mouthpiece (Weymouth) A curb bit with rotating lever arm is also allowed.
9. Variation of bits Nos. 6, 7 & 8.
10. Curb bit with S-curved cheeks.
11. Curb chain (metal or leather or a combination).
12. Lip strap.
13. Leather cover for curb chain.
14. Rubber cover for curb chain. \* Curb chain hooks can be fixed or not fixed.

2. Snaffle bridle bits (following page).

1. Loose ring snaffle.
2. a.b.c. Snaffle with jointed mouthpiece where middle piece should be rounded.
3. Egg-butt snaffle.
4. Racing snaffle (D-ring).
5. Egg-butt snaffle with cheeks.
6. Loose ring snaffle with cheeks (Fulmer).
7. Snaffle with upper cheeks only.
8. Hanging cheek snaffle.
9. Straight bar snaffle. Permitted also with mullen mouth and with eggbutt rings.
10. Snaffle with rotating mouthpiece.
11. Snaffle with rotating middle piece.
12. Snaffle or bridoon rotary bit with rotating middle piece.
13. Rotary bit with rotating middle piece and looped rings

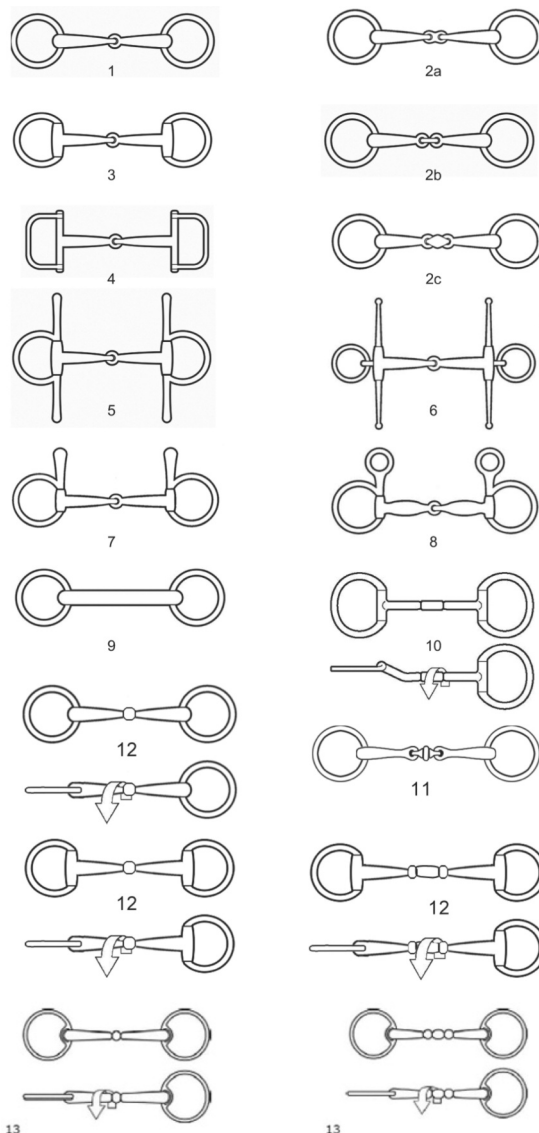
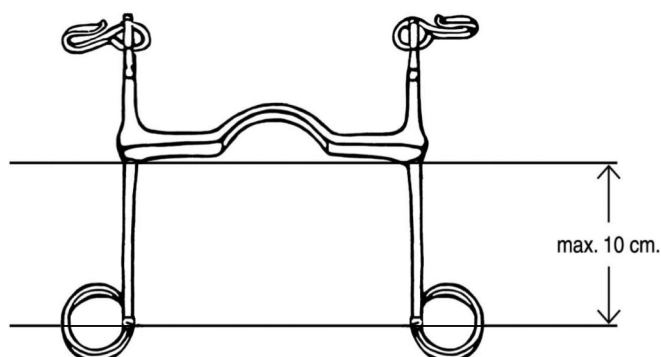
\* Bits pictured under B1 or B2 are required in FEI Tests. Bits must be smooth with a solid surface. A bridoon is defined as a snaffle bit used together with a curb bit to form a double bridle. Bits (including curb and/or bridoon bits of a double bridle) must be made of metal or rigid plastic and may be covered with rubber (in manufactured state); flexible rubber bits are not permitted. The lever arm of the curb bit is limited to ten centimetres (10 cm) (length below the mouth piece). The upper cheek must not be longer than the lower cheek. The snaffle or bridoon mouthpiece must be minimum 10 mm diameter at the rings or cheeks of the mouthpiece. The diameter of the curb mouthpiece must be minimum 12 mm at the cheeks of the mouthpiece. Snaffles used in Young



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Horse classes must have a minimum diameter of 14 mm. The type of bit should not vary from those pictured below except where specified, and bits should be attached only as pictured in diagram. FEI Level horses may be warmed up only in a double bridle (with both bit and/or bridoon made of metal or rigid plastic) or a metal or rigid plastic snaffle pictured under B. A cavesson, dropped, crossed or flash noseband is allowed when a snaffle bridle is used in warmup or competition, except as prohibited for some tests. Curb chain hooks can be fixed or not fixed. BOD 6/1/14 Effective Immediately. Note: For FEI tests ridden at national competitions, a plain snaffle bridle or simple double bridle may be used, as described in DR121.2-.3. However, for USEF High Performance qualifying and championship classes, USEF Young Adult qualifying and championship classes, USEF Junior qualifying and championship classes, USEF Young Rider qualifying and championship classes, and NAJYRC qualifying classes, a double bridle is mandatory.

Figure 2. Correct bit measurement. The lever arm of the curb bit must not exceed 10 cm. (length below the mouthpiece). If the curb has a sliding mouthpiece, the lever arm of the curb bit below the mouthpiece must not measure more than 10 cm. when the mouthpiece is at the uppermost position.

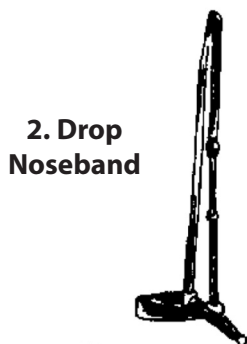
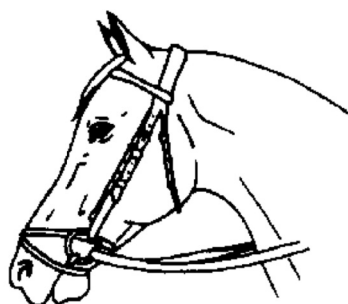




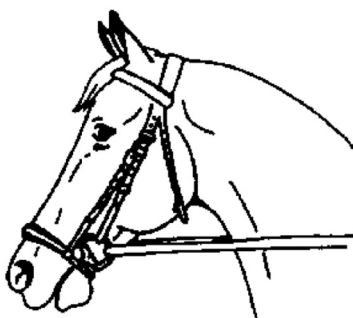
## SECTION I – General Regulations



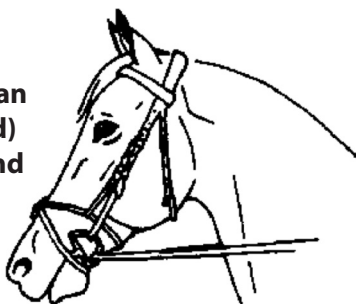
**1. Flash  
Noseband**



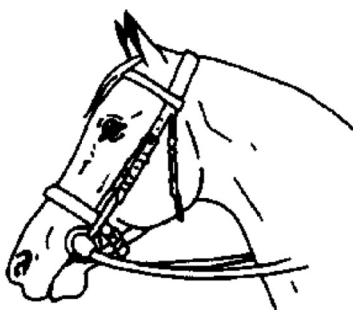
**2. Drop  
Noseband**



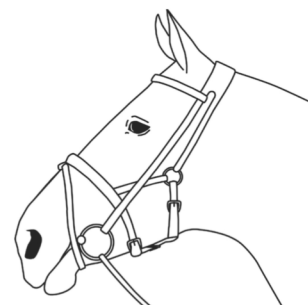
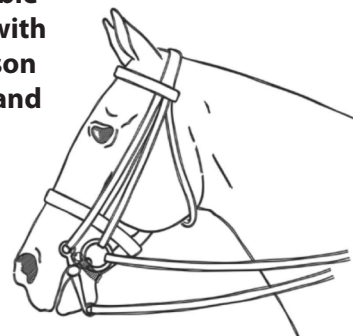
**3. Mexican  
(crossed)  
Noseband**



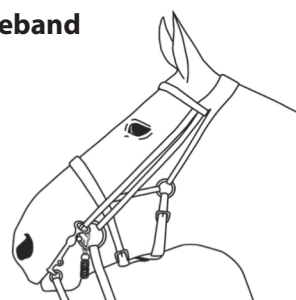
**4. Cavesson  
Noseband**



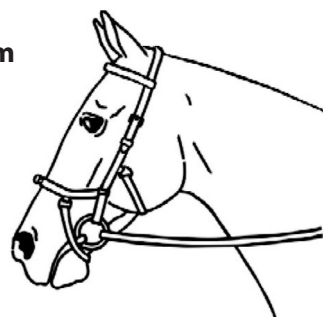
**5. Double  
Bridle with  
Cavesson  
Noseband**



**6. Combined  
Noseband**



**7. Micklem  
Bridle**



### **Permitted Nosebands and Bridles**

1, 2 and 3 are not permitted when a double bridle is used.

5. Double bridle with cavesson noseband, bridoon bit and curb with curb chain.

6. Combined noseband (no throatlatch). Permitted for use in at any level (including USEF High Performance classes) and in warm-up with either a snaffle or double bridle, as appropriate for the level. When used as a double bridle, the lower strap of the noseband (flash attachment pictured with the snaffle), is not permitted.

7. Micklem Bridle. Permitted for use at any level where snaffles are permitted. Not permitted for use as a double bridle. Bit clips may not be used with this bridle.

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6. Martingales, bit guards, any kind of gadgets (such as bearing, side, running, balancing reins, nasal strips, tongue tied down, etc.), any kind of boots (including “Easy Boots”), or bandages (including tail bandages), and any form of blinkers, earmuffs or plugs, nose covers, seat covers, hoods are, under penalty of elimination, strictly forbidden. Shoes with or without cuffs that are attached with nails or glue and that do not extend past the hair line of the hoof are permitted. Fly hoods (ear covers) made of a thin (single, unpadded) layer of material, are permitted for competitions held in open-sided covered rings or outdoor rings in order to protect horses from insects. The fly hoods should be discreet and should not cover the horse’s eyes. After completion of the test, the rider or his representative is responsible for removing the fly hood to present to the designated ring steward for inspection to ensure that nothing prohibited (for example, special material) has been added to or is covered by the fly hoods to protect from sound. However, per DR121.g, ring stewards are only required to inspect fly hoods and other equipment in one-third of the horses in a class. When an inspection is conducted, all equipment including fly hoods, whips etc., must be inspected. In Championship classes, saddlery inspections are required for each horse. Leg bandages are allowed in Pas de Deux and Quadrille classes. A breastplate and/or crupper may be used, except that a breastplate is not permitted in USEF High Performance Championships, USEF High Performance Qualifying and Selection Trials, and Observation classes. A rein is a continuous, uninterrupted strap or line from the bridle bit to the hand. Rein additions or attachments are not permitted. Each bit must be attached to a separate rein and reins may only be attached to bits. Any decoration of the horse with extravagant items, such as ribbons or flowers, etc., in the mane, tail, etc., is strictly forbidden. Braiding of the horse’s mane and tail, however, is permitted. False tails are permitted and if used may not contain any metal parts.
7. The above restrictions (1-6) apply to warm-up and other training areas; however, running martingales (only with snaffle rein of plain snaffle bridle), boots and bandages (without magnets) are permitted. (Exception: running martingales are not permitted for horses entered in USEF High Performance qualifying and selection trials, and observation classes). However, noise-cancelling earmuffs/plugs are permitted at prize-giving ceremonies for horses competing at any level, including High Performance classes. Fly hoods (ear covers) that do not cover the horse’s eyes are permitted in warm-up and other training areas and cannot be used for masking noise cancelling earplugs. Single direct side reins or double sliding side reins (triangle reins) are permitted only when longeing (mounted or unmounted). Double sliding side reins may be attached to the saddle or surcingle and girth, or both ends of each rein may be attached to the saddle, surcingle and/or girth. Only one longe line is permitted while longeing. Driving or long lining is prohibited. A single direct side rein is defined as an auxiliary rein affixed to the bit and to the girth, saddle or surcingle on the side of the mount (not between the legs). A longe line must attach only to the snaffle bit of the bridle (either on the inside or across the head or under/around the chin to the snaffle ring on the opposite side from the handler), halter or cavesson and go directly to the hand of the longeur. Longeing is not permitted with a double bridle and a longe line cannot be attached to the bridoon of a double bridle. Horses competing at Third Level and above may be warmed up in a either snaffle or a double bridle. (Exception: For breed-restricted Arabian competition, see Chapter AR, Subchapter AR-12). A running martingale consists of a divided strap attached to the girth or breastplate (at the front of the horse’s chest); the extension of each strap must be connected from the point of division only to the rein on the same side and must be free to slide. The rings through which the reins slide may not be connected to a neck strap.
8. **EXCEPTIONS FOR NON-QUALIFYING Ds.** All Ds may use grass reins when riding their tests or in warm-up. Ds also may use a correctly fitted and properly adjusted standing martingale. Standing martingales are to be attached only to a cavesson noseband. See Article 17.5 for bit exceptions for Ds.  
  
*NOTE: Individuals attempting to qualify for Championships or riding in Championships are not allowed use of the D exception.*
9. One whip no longer than 47.2 inches (120 cm), including lash, may be carried in the schooling area. One longeing whip is permitted only when longeing. One whip no longer than 47.2 inches (120 cm) including lash may be carried in all classes, except at USPC Championships classes, where no whips are allowed. Competitors riding sidesaddle may carry a whip no longer than 43.3 (110 cm) including lash.
10. Numbers must be worn at all times when a mount is being exercised or ridden.
11. Mounts may only be exercised and ridden in management-designated areas on the competition grounds.
12. Braiding is optional. See Horse Management Handbook and Rules for Rallies.

### Article 18 – Execution and Judging of Tests

1. Calling Tests: D-1s and D-2s may have their tests read. The announcing (reading) of tests for all other levels is allowed at the regional and local levels ONLY – but only at the discretion of the Organizer and Regional Supervisor. At Championships, all tests must be ridden from memory. If test is announced, it is the responsibility of the competi-

## SECTION I – General Regulations

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tor to arrange for a person to announce the test. Unless an exception is made by the judge, the announcing of the test must start with the first movement. Lateness and errors in announcing the ride will not relieve the rider from “error penalties.” Announcing the test is limited to reading the movement as it is written once only. However, the repetition of the reading of a movement is acceptable if there is reason to doubt that the rider heard the original call. Calling of these tests in a foreign language must receive prior consent of the Organizer and/or Regional Supervisor and the Ground Jury. In all tests, all movements must follow the order laid down in the test. All FEI Tests and all Freestyle Rides (musical kurs), Pas de Deux, and Quadrilles must be ridden from memory.

2. Salute: All riders should drop one arm loosely along their body and then incline their head in a slight bow.
3. Voice: The use of the voice in any way whatsoever or clicking the tongue once or repeatedly is a serious fault involving the deduction of at least two marks from those that would otherwise have been awarded for the movement where this occurred.
4. Errors:
  - a. When a competitor makes an “error of the course” (takes the wrong turn, omits a movement, etc.), the Judge at C will sound the bell (or whistle) warning the rider of the error. The Judge shows him, if necessary, the point at which he must take up the test again and the next movement to be executed, then leaves him to continue by himself. However, in some cases when, although the competitor makes an “error of the course” the sounding of the bell would unnecessarily impede the fluency of the performance (for instance if the competitor makes a transition from Working Trot to Medium Walk at V instead of K or trotting up the center line and halts at L instead of X), it is up to the Judge to decide whether to sound the bell or not. However, if the bell is not sounded at an error of course, or error of test in which the movement or a requirement of the movement is repeated and the error occurs again, only one error is recorded. If a rider performs in a rising trot when a sitting trot is required, or vice versa, the bell must be sounded and the rider warned that this is an error that accumulates if repeated, leading to elimination at the third occurrence.
  - b. In national and FEI tests, every “error of the course” whether the bell is sounded or not, must be penalized, except as noted above:
    - (1) the first time by 2 points;
    - (2) the second time by 4 points; for a total of 6 points
    - (3) the third time by elimination; however, at the discretion of the judge, the rider may continue his performance to the end, the marks being awarded in the ordinary way; however, if after such a continuance, the competitor’s presence in the ring is about to interfere with the start of the next scheduled ride, then the judge must excuse him/her from the ring.
  - c. When the competitor makes an “error of the test” (trot rising instead of sitting; at the salute does not take the reins in one hand, etc.) he must be penalized as for an “error of the course.” In principle, a competitor is not allowed to repeat a movement of the test unless the Judge decided on an error of course (rings the bell). If, however, the rider has started the execution of a movement and attempts to do the same movement again, the judge must consider the first movement shown only and, at the same time, penalize for an error of course.
  - d. If the Judge has not noted an error, the competitor has the benefit of the doubt.
  - e. The decision as to whether or not an error of course has been made will be that of the judge at C. The other judges’ scores will be adapted accordingly upon approval of the judge at C.
  - f. The penalty points are deducted on each judge’s sheet from the total points obtained by the competitor.
5. Lameness: In the case of marked lameness, the Judge or President of the Jury informs the competitor that he is eliminated. There is no appeal against his decision.
6. Judging a test
  - a. The mark for each movement should first establish the fact of whether the movement is performed sufficiently (5 or above) or insufficiently (4 or below). The judge should state the reason for his judgment, at least when giving marks of 6 and below.
  - b. Accuracy (moderate) should be a factor only if the inaccuracy avoids the difficulty of the movement, i.e., a larger circle avoids the difficulty of a 10-meter circle. In a movement, which must be carried out at a certain point of the arena, it should be done at the moment when the competitor’s body is above this point except in transitions where the mount approaches the letter from a line diagonal or perpendicular to the point where the letter is positioned. In this case, the transition must be done when the mount’s nose reaches the track at the letter so that the mount is straight in the transition.

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- c. If a problem appears once, it may be treated lightly by the judge; if it appears successively he will score it more harshly each time, i.e. nodding, stumbling, shying, etc.
  - d. Grinding of the teeth and wringing of the tail are signs of tenseness or resistance on the part of the mount and should be considered in the marks for each movement where they appear, as well as in the Collective Marks. Mounts that get their tongues above the bit or perform with an open mouth shall be marked down.
  - e. The levels of Dressage are offered as a means of evaluating a mount that is changing. The purpose of each test is printed on the cover and the mount shall be considered in light of the degree of training it should have achieved to be shown at that level.
  - f. In case of a fall of mount and/or rider the competitor will be penalized by elimination for the test being performed.
  - g. If during the test (between the time of entry and the time of exit at A) the mount leaves the arena (all four feet outside the fence or line marking the arena perimeter), the competitor is eliminated.
  - h. A test begins with the entry at A and ends after the final salute, as soon as the mount moves forward: except in the Freestyle, where the test begins in the first stride after the salute and ends at the final salute. Anything before the beginning or after the end of the test has no effect on the marks. The competitor should leave the arena in the way prescribed in the test.
  - i. Mounts entering the arena with their tongues tied down shall be eliminated.
  - j. At his discretion, the judge may stop a test and/or allow a competitor to restart a test from the beginning or from any appropriate point in the test if some unusual circumstance has occurred to interrupt a test.
  - k. After the sound of the bell, the competitor should enter the arena at A as soon as possible. Exceeding 45 seconds before entering the arena after the bell has sounded will entail elimination. In the Freestyle, the rider has 45 seconds to signal to start the music; however, exceeding 65 seconds before entering the arena after the bell has sounded will entail elimination.
  - l. Any resistance, which prevents the continuation of the test longer than 20 seconds, may be penalized by elimination. However, resistance that may endanger the rider, mount, judges or the public will result in elimination for safety reasons earlier than within twenty (20) seconds.
  - m. All movements and certain transitions from one to another that have to be marked by the judge(s) are numbered on the judge's sheets. They are marked 0 to 10, 0 being the lowest mark and 10 being the highest. Half points are allowed.
7. The scale of marks is as follows (half points are allowed):
- 10 Excellent
  - 9 Very Good
  - 8 Good
  - 7 Fairly Good
  - 6 Satisfactory
  - 5 Sufficient
  - 4 Insufficient
  - 3 Fairly Bad
  - 2 Bad
  - 1 Very Bad
  - 0 Not executed
- "Not executed" means that practically nothing of the required movement has been performed. In Freestyle tests, half marks may be used for the artistic marks.
8. Collective marks are awarded (from 0 to 10) for overall performance of:
- a. Gaits.
  - b. Impulsion.
  - c. Submission.
  - d. The rider's position and seat; correctness and effect of the aids.
- The collective marks as well as certain difficult and/or infrequently repeated movements can be given a coefficient which is fixed by the Federation Dressage Committee or the Bureau of the FEI, and may be amended by the Dressage Committee of the USPC.
9. Unauthorized Assistance is forbidden under penalty of elimination. Any intervention by a third party, including members of the Jury, with the object of facilitating the task of the competitor, including voice, signals, remounting, catching a mount inside the ring, etc., is illegal assistance. Except in the case of an error, any outside assistance provided by or authorized by a member of the Jury will result in elimination. A member of the Jury may not discuss a ride with a competitor before the bell or after the final salute.
10. If a competitor wishes to discuss a problem or has a question to ask a member of the Ground Jury, he must first make a request to the Technical Delegate who will then arrange with the Judge a time and place to meet that is convenient with the Judge – if the Judge is willing to do so. For Inquiries or Protests see Article 13.
11. The execution of the tests is not timed, except for the Freestyle, Pas de Deux and Quadrille Freestyle tests. The time shown on the Judges' sheet is for information only.



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## SECTION I – General Regulations

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12. Videotape may not be used to dispute a judge's decision.

### ARTICLE 19 – ELIMINATIONS

1. Mount and rider combination shall be eliminated from the competition (for "a," "f," and "i" below) or from the current or next class depending on which is closest to the time the incident occurred (for all other), under the following circumstances:

- a. Misrepresentation of entry or inappropriate entry;
- b. Dress code violations inside the competition ring at the discretion of the Ground Jury except elimination is mandatory for failure to wear properly secured headgear. (Article 16);
- c. Use of illegal equipment (Article 17);
- d. Unauthorized assistance (Article 18);
- e. Three errors of the course and/or test (Article 18);
- f. Fall of mount or rider;
- g. Mount's tongue tied down (Article 18)
- h. Late entry into the arena (Article 18);
- i. All four feet of the mount leave the arena with or without the rider (Article 18);
- j. Marked lameness (Article 18);
- k. Resistance of longer than 20 seconds (Article 18);
- l. Concern for the safety of rider, other exhibitors or their entries;
- m. Evidence of blood on a mount in the competition arena shall be cause for elimination from the class by the judge at "C." Evidence of blood on a mount outside the competition arena shall be cause for elimination by competition management, after consultation with the technical delegate, from either the last class in which the mount competed or next class in which it is scheduled to compete, depending on which is closest to the time the incident occurred. Environmental causes such as insect bites shall normally not be cause for elimination.
- n. Schooling in the Dressage Arena after it has been prepared for competition and before the actual competition.
- o. Failure to wear a competitor number (Article 16);
- p. Not wearing a helmet when mounted (Article 16);
- q. Any situation where a direct rule violation can be cited. Where a violation cannot be cited, a competitor is not eliminated.

2. Only the officiating Judge may eliminate a competitor for a rule violation listed under Article 19, only from the test in question, and (except for late entry into the arena) only after the competitor has entered the arena. Members of the Ground Jury have no authority to eliminate under any other circumstances, except for use of illegal equipment during the test. Authority for rule enforcement outside the competition rings rests solely with the Competition Ground Jury. Competition Ground Jury has the authority to eliminate for use of illegal equipment during a test that is discovered after the competitor has left the arena.

### Article 20 – Penalties/Disqualifications

1. Mount and rider may be penalized or disqualified under the following conditions:
  - a. cruelty (Article 12);
  - b. abusive or unsportsmanlike conduct;
  - c. the use of drugs (other than those prescribed by a physician), alcohol, or tobacco (USPC Horse Management Handbook and Rules for Rallies)
  - d. rude and disruptive behavior;
  - e. cheating;
  - f. rough or dangerous riding;
  - g. knowingly riding a lame, sick, or exhausted mount;
  - h. misuse of equine medications (USPC Horse Management Handbook and Rules for Rallies);
2. Disqualified riders and their mounts may not take further part in the rally, and may be asked to leave the grounds. Disqualification is determined by the Ground Jury.
3. Scores of any disqualified competitor shall be used up to the point of disqualification. The score of the team with the Disqualified rider will receive additional penalties due to having a disqualified rider. Disqualification penalties will be the worst points that can be assessed for each of any subsequent, required phases:  
100 penalties/day for Horse Management
4. Disqualified competitors cannot be pinned in any division.
5. Technical Disqualification: This will occur if a mount is not allowed to continue because of lameness. The competitor will not receive a riding score but will continue to be scored in Horse Management. Additional Disqualification penalties, as described in Article 20.3 and Article 20.4 above, will not be assessed for a strictly Technical Disqualification.



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## SECTION II – Musical Rides and Optional Classes

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### Article 21 – Musical Freestyle Ride

#### 1. General

Dressage musical freestyle is an artistic program created by the rider to present his/her mount to best advantage in an artistic, musical concept.

- a. It is judged according to Technical Execution (execution of compulsory movements) and Artistic Impression (harmony, choreography, degree of difficulty, musicality).
- b. It is performed in a standard dressage arena (20x60 meters).
- c. Riders are not required to submit a written copy of the ride. Furthermore, since the ride is judged as a whole, no errors can accrue.
- d. Current USDF Score Sheets (available for purchase from [shopponyclub.org](http://shopponyclub.org)) must be used.
- e. It is permissible to ride with the reins in one hand.
- f. At the beginning and end of a Freestyle Test, a halt with a salute is compulsory.
- g. Under penalty of elimination, a rider's helmet may not be intentionally removed.
- h. Competitors must ride the test that corresponds with their declared level.

#### 2. Time

- a. The time limit for all USDF Freestyles is 5 minutes.
- b. The bell or whistle will not be sounded at the end of 5 minutes.
- c. Movements performed after the time limit has elapsed will not be scored. Two (2) points will be deducted from the total for Artistic Impression for exceeding the time limit.
- d. Time begins when the mount moves forward after the competitor's halt and ends with the final halt and salute.
- e. A program which is too short (under 4:30) does not receive a specific deduction but may adversely affect the scores for "Choreography" and "Degree of Difficulty."
- f. The rider must enter the arena or signal the sound engineer within 45 seconds of the bell or whistle, and the rider must enter the arena within 20 seconds of the start of the music, or will be eliminated.

#### 3. Music

- a. Music is mandatory. It is the responsibility of the competitor to select the appropriate music for the ride and present to the Organizer a cassette tape recording or

CD to be given to the announcer at least 2 hours prior to the start of the class. A back-up tape is recommended.

- b. The rider may request a sound check of his tape in advance of the class at a time agreeable to the Organizer
- c. In case of rider's music failing during a Freestyle Test and in cases where there is no backup system, the rider must leave the arena after permission from the judge at C. The rider may decide whether to restart the test from the beginning or commence from the point where the music failed. Judging must restart at the point of interruption. In any case, the marks already given will not be changed.
- d. If the music source fails, the competitor may (time permitting and at the discretion of the Judge at C and Management)
  - 1) Restart
  - 2) Be rescheduled
- e. Each rider will be permitted one representative in the sound system booth to supervise the handling of the tape if so desired by the competitor.

#### 4. Judges

- a. It is recommended that Freestyles be judged by USEF licensed dressage judges, at levels appropriate to their license.
- b. Two or three judges may be located on the short end of the arena, or one may sit on the long side.
- c. If there is more than one judge officiating, all judges should score both the technical and artistic.

#### 5. Equipment and Turnout

- a. USEF regulation attire, tack and saddlery for all freestyle classes must comply with USPC Article 16 and Article 17, but no whips are allowed at USPC Championships (Article 16.3).
- b. Costume classes may be offered.

#### 6. Elements of a Dressage Test or Freestyle

- a. Dressage Movements: Leg-yield, Reinback, Shoulder-in, Travers, Renvers, Half-pass at trot and canter, Flying change, Pirouettes, Turn on Haunches, Piaffe and Passage.
- b. Test Movements: All of the elements to be scored in one box on a dressage test sheet.
- c. Figures: Circles, Half Circle, Changes of Rein, Serpentine and Figure of Eight. Figures may be of any size in Freestyle, regardless of level. (However, a Freestyle must include circles of the size specific to each test's

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## SECTION II – Musical Rides and Optional Classes

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score sheet, even if circles, etc., of a different size are added to enhance a ride.)

- d. Patterns: The design by which the other elements are linked together (e.g. zig-zag in trot).
- e. Combinations: Sequences involving two different elements (e.g. simple change, change lead through trot, zig-zag in canter with flying changes).
- f. Transitions: Changes between two different gaits, or from one pace to another within the same gait.
- g. Gaits: Walk, Trot, Canter.
- h. Paces: Working, Collected, Medium, Extended, Free.

[NOTE: There is obviously some overlap: As examples: a simple change is a test movement and a combination; a half-pass is a dressage movement, but half-pass zig-zag in trot is a pattern, and half-pass zig-zag in canter with flying change is a combination.]

### 7. Requirements and Limitations

#### a. Technical Execution

- 1) Certain compulsory movements must be incorporated into the freestyle program. These are listed on the score sheet under Technical Execution.
- 2) Of these, some must be demonstrated on both hands (in both directions). These are so indicated on the score sheet by a dotted line in the column labeled "Preliminary Notes." The divided space allows judges to score compulsory movements to the left and right.
- 3) All compulsory movements must be shown individually for the Technical score, then may be combined as additional movements for the Artistic score.

#### b. Artistic Impression

A freestyle may include all elements and movements EXCEPT dressage movements found only in tests above the level of that entered or declared.

- 1) Any figures, patterns, combination or transitions composed of elements permitted in the declared level are permitted.
- 2) Following is a list of dressage movements (and some combinations and transitions) specifically permitted and forbidden at each level:

### TRAINING LEVEL

Forbidden: Any movements not found on current USEF/USDF tests at or below this level. Exceptions are listed under Additionally Allowed.

Allowed: Any movement(s) included in current USEF tests at this level.

Additionally allowed:

- Trot-halt-trot
- Trot-walk-trot
- Trot-canter-trot
- Trot serpentine of single loop, or larger serpentine(s) of loops no smaller than 15 meters

### FIRST LEVEL

Forbidden: Any movements not found on current USEF tests at or below this level. Exceptions are listed under Additionally Allowed.

Allowed: Any movement(s) included in current USEF tests at or below this level.

Additionally Allowed:

- Turn on the forehand
- Leg yield any configuration
- Trot circle (10m or larger)
- Lengthen trot and/or canter on 20m circle
- Canter circle (15m or larger)
- Canter serpentine
- Counter canter

### SECOND LEVEL

Forbidden: Any movements not found on current USEF tests at or below this level. Exceptions are listed under Additionally Allowed.

Allowed: Any movement(s) included in current USEF tests at or below this level.

Additionally Allowed:

- Half turn on haunches (no more than 180 degrees)
- Trot circle (10m or larger)
- Medium canter and trot on 20M circle
- Medium canter on diagonal

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## SECTION II – Musical Rides and Optional Classes

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### THIRD LEVEL

Forbidden: Any movements not found on current USEF tests at or below this level. Exceptions are listed under Additionally Allowed.

Allowed: Any movement(s) included in current USEF tests at or below this level.

Additionally Allowed:

- Half walk pirouette
- Half pass zig-zag in trot
- Trot and canter circle 10m or larger
- Canter to halt
- Counter-change of hand in canter (only one change of direction)

### FOURTH LEVEL

Forbidden: Any movements not found on current USEF tests at or below this level. Exceptions are listed under Additionally Allowed.

Allowed: Any movement(s) included in current USEF tests at or below this level.

Additionally Allowed:

- Note that flying changes of lead every third stride and canter half pirouette are permitted
- Trot and/or canter circles 8m or larger
- Zig-zag in trot or canter

**FEI LEVEL**—refer to FEI Scoresheets.

#### 8. Scoring/Judging

- a. Two (2) sets of marks are given – one for Technical Execution and one for Artistic Impression. Each set of marks is totaled separately, then added together and converted to the final percentage score. In the case of two or more judges, scores will be averaged and these averages will comprise the scores for Technical Execution and Artistic Impression
- b. Technical Execution
  - 1) Preliminary Notes will be given for each execution, in each direction, of each of the compulsory movements. Preliminary Notes for compulsory movements are averaged to provide the “Judge’s Mark.” In the case of compulsory movements which must be shown on both hands, all of the scores in the right column box are added and averaged, and all the scores in the left column box are added and averaged. Those two scores are then averaged for the “Judge’s Mark.” The judge may make further adjustments to reflect his/her impression of the evenness and consistency of the execution on both hands.

- 2) If a required movement, which need not be shown on both hands is not performed, it will receive a score of zero (0) under “Final Score.”
- 3) If a required movement which must be shown on both hands is not shown at all, it is treated as in b.2 above.
- 4) If a required movement which must be shown on both hands is shown on only one hand, it will receive a zero (0) in one of the columns under “Preliminary Notes” (L or R as appropriate). The average score of those recorded in the other L or R column will be averaged and the average divided by two (2) to determine the “Judge’s Mark” for that movement.
- 5) In addition, omission of a required movement or direction may affect the Artistic Impression.
- 6) In scoring Technical Execution “Judge’s Marks” must be given in half points or full points (no tenths).

#### c. Artistic Impressions

- 1) In scoring Artistic Impression, “Judge’s Marks” may be given in tenth (0.1) points.
- 2) Movements “above the level” should not be rewarded in the Artistic Impression.

#### d. Non-compulsory Movements

Those movements not required on the score sheet and not found in higher level tests may be rewarded or penalized under “Choreography” and/or “degree of Difficulty.”

#### e. Deductions

- 1) In USPC Training Level and USDF First-Fourth Level Freestyles, movements “above the level” are penalized by a four point deduction from the total for Technical Execution for each illegal movement, but not for each recurrent of the same movement. NOTE: At FEI Level Freestyles, movements “above the level” are penalized by elimination.
  - 2) Two points will be deducted from the total for Artistic Impression if the program exceeds five minutes.
- f. Mistakes should not be penalized as exceeding the degree of difficulty of the level shown but only as they affect the technical marks.
  - g. In the case of a tie, the higher total for Artistic Impression will break the tie.

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## SECTION II – Musical Rides and Optional Classes

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### ARTICLE 22 – PAS DE DEUX

#### 1. General

Dressage Pas de Deux is an artistic program created by two riders to present their mounts to their best advantage in an artistic, musical context. This class may be offered at Local and Regional Rallies.

- a. It is judged according to Technical Execution (performance as a pair, accuracy of execution, impulsion, and submission) and Artistic Impression (choreography, harmony between mount and rider, musicality).
- b. It is performed in a standard Dressage arena (20x60 m) unless otherwise specified in the prize list.
- c. A copy of the program is not submitted in advance, but competitors must declare the level of their test. Furthermore, since the ride is judged as a whole, no errors can accrue.
- d. Current USDF Score Sheets must be used.
- f. Pas de Deux may be offered at any level, through Grand Prix, for Championships, but both riders must be competing at the same level.
- g. Any rule not specifically mentioned or covered in Article 22 may be found elsewhere in this Rulebook and will be applied when appropriate.

#### 2. Time

- a. The time allowed is 5 minutes.
- b. Movements performed after the time limit has elapsed will not be scored. Two points will be deducted from the total points for Artistic Impression for exceeding the time limit.
- c. There is no minimum time limit.
- d. A program which is too short (less than 4 min. 30 sec.) does not receive a specific deduction, but may adversely affect the scores for choreography and degree of difficulty.
- e. The two riders must enter as a pair and salute simultaneously. The final halt and salute must be as a pair. The program is timed and judged from the mount's move-off after the initial halt and salute. Timing will cease at the final halt. Judging will cease at the final salute.

#### 3. Music

Music is mandatory. If the music fails, the competitors may (time permitting and at the discretion of the Organizer and the Judge at C):

- a. restart immediately
- b. reschedule to perform the Pas de Deux in its entirety later during the competition.

#### 4. Judges (see Article 21.4)

#### 5. Equipment and Turnout

- a. see Article 16, Article 17, and Article 21.5
- b. Whips are allowed in regular Pas de Deux classes. Organizers may restrict the use of whips in Championship classes, if it is clearly stated in the prize list (see Article 16.3)
- c. Wraps may be used.
- d. Similarity of equipment and turn-out will be considered in the scoring.
- e. Costumes may be allowed in the Pas de Deux rides at Championships. Pony Club approved helmets, footwear, saddles and bridles are required. Competitors must have the approval of their RS as to the suitability of the costumes.

#### 6. Elements of a Dressage Test, Freestyle or Pas de Deux (see Article 21.6)

#### 7. Requirements and Limitations

- a. Eligibility – the level entered may not be more than one level below the highest level at which the lower-level mount of the pair is showing at that show. For example, a Fourth Level mount and a First/Second Level mount may enter as a First Level Pas de Deux.
- b. A Pas de Deux may include all elements and movements except dressage movements found only in higher level tests of a higher level than that entered.
- c. Any figures, pattern, combinations or transition composed of elements permitted in the declared level are permitted. There are no limitations on shape, or combination of figures, even if the resulting configuration is found in higher levels.
- d. See Article 21.7.

### Article 23 – Optional Classes

#### 1. Dressage Equitation Classes may be offered according to the following specifications:

- a. Medium walk, working trot and canter both ways of the ring must be performed. The rider's position, seat, and, specifically, the correct use and effect of the aids required by the Training and First Level Dressage tests are to be judged.
- b. The movements shall be performed by the exhibitors simultaneously; however, the judge may ask for independent tests as listed below.
- c. No change of mounts shall be required.
- d. Whips and spurs are allowed. Mounts shall be shown in plain snaffle.



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## SECTION II – Musical Rides and Optional Classes

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- e. The size of a group shall be limited to no more than 25 riders. Groups may be divided into smaller sections, at the discretion of the judge(s), for safety and convenience. Judge(s) may limit the number of mounts required to canter at the same time, at their discretion.
- f. In judging the position, seat and use of aids, judge(s) may include the following movements and exercises as required at Training and First Level:

May be ridden as a group:

- 1) Free walk
  - 2) Transitions from one gait to the next in both directions
  - 3) Transitions from walk to halt and vice versa
  - 4) Change of direction across the diagonal, down the centerline, across the arena, and/or by making a half-circle at the walk or trot
- g. Additional tests from which judge(s) may choose no more than two movements and exercises, as required at Training and First Level, to be ridden in small groups or independently:
    - 1) Transitions from trot to halt and halt to trot with or without stirrups
    - 2) Leg yield
    - 3) "Stretching" on a 20 meter circle at the trot
    - 4) Serpentine at the trot
    - 5) Shallow loop serpentine with counter canter
    - 6) Trot lengthening and/or canter lengthening
  - h. Only the rider is judged, however, lameness of mounts will be penalized.
  - i. Back numbers must be provided to Equitation riders and they must be positioned to be clearly visible at all times.
  - j. Judge(s) are required to give a final percentage score only for the riders placing in the class, plus two reserves, except when two or more judges officiate separately. When judges officiate separately, final percentage scores from each judge must be given to all riders competing in the class.
  - k. USEF Dressage Seat Equitation score sheets must be used. The final score for each rider must be posted at the conclusion of the class.
  - l. Rider scores and placing will be determined by averaging the total scores from each judge.
  - m. Dressage Division rules will apply, in particular:
    - 1) Saddlery, Equipment and Dress as required for First Level
    - 2) Unauthorized Assistance is prohibited

- 3) Use of voice will be penalized
- 4) Mounts may be disqualified for lameness

### n. Competition Ring

- 1) Classes may be held in an enclosed ring that is larger than a standard Dressage arena, if available. If such a space is not available, an open school area is permitted. If classes must be held in a Dressage arena, it must be at least 20m x 60m, and no more than 6 mounts shall be asked to canter at the same time.
- 2) Test of Choice may be offered at Local, Regional and at Championship Rallies; the participant may ride any test of any level.
- 3) USDF Introductory Level Tests: Any USDF Introductory Test that is not required to be ridden by the certification level may be used at Local and Regional Rallies as a test of choice, but may not be used to qualify for Championships.
- 4) USPC Tests: Any test written and/or approved by the USPC Dressage Committee may be used at Local, Regional, and Championship Rallies.

## GUIDELINES FOR FREESTYLES AND PAS DE DEUX

### Music and Music Tape/CD

- 1. Any type of music may be selected.
- 2. It is strongly recommended that music for a Freestyle or Pas de Deux ride be of one genre, have one style, or a theme. Mixing musical genre within one program is not recommended. A cohesive musical theme and construction will be scored higher than a disjointed mish-mash of musical selections.
- 3. Strict tempo in relation of music to gaits is not required. However, for an effective ride, the rhythm of the music should suit the gait of the mount.
- 4. Music is encouraged that can be interpreted choreographically and create highlights.
- 5. The use of vocal selections shall not be penalized per se although such music is controversial.
- 6. The music may begin before, while, or after mount(s) and rider(s) enter the arena. (It is advisable to arrange for entrance music as a check that the tape/CD is working.) Under penalty of elimination, a rider must enter the arena within 20 seconds of the music starting. The music must cease at the final salute.
- 7. The music tape/CD should be cohesive. Editing should be fluid and smooth. Choppy or disruptive editing on the music tape/CD will detract from the overall artistic impression.

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## SECTION II – Musical Rides and Optional Classes

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8. The music tape/CD should have only the Freestyle or the Pas de Deux ride on it. The cassette/CD should be labeled clearly on the music side of the tape/CD with the competitors' names, mounts' names, and the level of the ride.
9. Always bring an extra copy of the music tape/CD to the competition. Mark it in the same way as the original, plus some additional notation indicating that it is a back-up copy.
10. Written instructions should be submitted with the music tape/CD stating: competitors' names, mounts' names and show numbers, class number, time of ride, level of ride, plus a brief, clear explanation of when to push the play button at the start of the ride.
11. Before giving the music tape/CD to the person who will run the sound equipment during the competition, cue it up so that the music is ready to play when the "play" button is pushed.
12. Consult the competition prize list for information about sound checks and to whom to give the tape/CD and instructions.
13. Each competitor should be permitted one representative in the sound system booth to supervise the handling of the tape/CD. This person should not interfere with the show announcer or management in anyway.
14. In case of technical failure of the playing of the music, the rider (or pair) has the option to continue the ride without penalty or to stop and ride the test again, after asking permission from the Chief Judge.
15. Evaluation of Artistic Merit should be based on these guidelines and on a broad artistic appreciation – not on mere personal preference ("I don't like Mozart" or "only classic music is appropriate).
16. Competitors must pick up their music before leaving the show.
5. Permitted and compulsory movements may be shown in any pattern, placement, or order.
6. A composition that is creative will be scored higher than one that looks like a reworked Dressage test set to music.
7. The beginning and end of the freestyle should be executed facing C by a halt and salute.
8. The freestyle choreography should utilize the entire arena, not just the rails and diagonals. Creativity in the use of figures and space is encouraged. Movements should be presented clearly enough to be easily identifiable by the judge.
9. While riders are encouraged to take chances and increase the degree of difficulty, care should be taken to present the movements (in terms of choice and placement) which show off the mount's best technical ability.
10. The letters of the arena serve as markers only. Movements or figures need not be executed at the letters.
11. To encourage the highest possible technical quality in freestyle performance, competitors are urged to perform freestyles at one level below the level at which they are schooling. Poor technical performances will impair the artistic harmony of the ride. However, technical proficiency cannot make up for artistic weakness.

### Pas de Deux Choreography

### Freestyle Choreography

1. Each competitive level has specific compulsory movements which must be performed.
2. The mount should be shown to its best ability. Special strengths can be maximized while minimizing weaknesses. The design of the ride should be commensurate with the ability of the mount and rider.
3. Compulsory movements are those which are listed on the freestyle score sheets. At each test and level, certain movements must be shown on both reins. These are indicated on the score sheets by a dashed line in the "preliminary notes" column.
4. Competitors should be careful not to use movements which are clearly above the level being shown.
1. There is a USDF Score Sheets for all Pas de Deux. As in Musical Freestyles, there are required movements in each level that will be scored under technical execution.
2. Pair and mirror image figures comprise the main body of the program, but counter-point and in-line movements can be effectively utilized.
3. The mounts should be shown to the best advantage – commensurate with the level of training, and maximizing their strengths.
4. Creativity and degree of difficulty in the composition are rewarded.
5. The beginning and end of the Pas de Deux should be executed facing C.
6. The choreography should utilize the entire arena as imaginatively as possible, with a suitable balance between left and right.
7. Figures and placement should be obvious to the judge and spectators, to avoid the impression of random meandering.
8. The letters of the arena serve as markers only. Movements or figures need not be executed at the letters.

## SECTION II – Musical Rides and Optional Classes

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### Competition Management

1. State how Level results will be tabulated.
2. State any deviation in arena size.
3. If possible, state time and place of sound check.
4. State when, where, and to whom the tape and instructions should be delivered.
5. Current USDF score sheets must be used.
6. If possible, use at least 2 judges. When two or three judges officiate in a class, they shall be located at the short end of the arena, or another area approved by the Judge at C and the Organizer.
7. The rides should be timed with a stopwatch by someone appointed by the Organizer. The official timer should have no other duties during the Freestyle or Pas de Deux. The timer should inform the judge immediately when 5 minutes has elapsed, as well as the final, total time used.
8. The demands of judging a Freestyle or Pas de Deux ride are considerable, and require more time than regular Dressage tests. These rides should be scheduled at intervals at least of 9 or 10 minutes.
9. A good Freestyle or Pas de Deux is an audience pleaser, and may advantageously be scheduled for maximum audience participation.
10. Consideration should be given in the scheduling so that the music does not interfere with activities in adjacent arenas, and so that show announcements do not interfere with the music.
11. Management must obtain a good, clear, loud sound system. An un-amplified portable tape/CD player at "B" does not supply sufficient quality or volume.
12. Management should contact schools, club/centers, stores, or children of members to rent, borrow or buy equipment.
13. Well ahead of the competition date, the sound system and acoustics of the facility should be checked. People should be placed at the location of each judge, in the spectator area, and in the arena to determine acoustical distortion and volume requirements of the area. (This will change somewhat when the area is filled with people and mounts, or in the event of wind or weather changes.
14. Competitors may request a sound check of their tape/CD. Well in advance of the class, Management should determine and post schedule of time(s) allowed for sound checks (with sound technicians).

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## SECTION III – Quadrille

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### Article 24 – General Rules

1. USDF Quadrille tests are designed for teams of four mounts and riders.
2. Unless otherwise specified, basic USEF dressage rules are to be followed.
  - a. Fall of the rider – the team is to be eliminated.
  - b. In a legally fenced arena, the team will be eliminated when one mount leaves the arena.
  - c. If, in the opinion of the judge, the team enters the arena with a lame mount, the team must be eliminated. If, however, a mount appears to become lame during a performance, the judge may or may not eliminate the team depending on the particular circumstances.
3. Compulsory tests may be called.
  - a. The use of commands of execution is allowed.
  - b. Whistles may be used either by a caller on the ground or by a mounted rider.
5. Teams are to salute the judge at “C” at the beginning and end of all tests.
6. Arena size: 20 x 60 meters.
7. At USPC Championships, music will not be allowed for compulsory tests.
8. Current score sheets must be used.

### Article 25 – Attire and Tack

1. Attire
  - a. Riders should be in tasteful, matching outfits. Riding coats are optional.
  - b. Protective Headgear: Please refer to the Helmet Policy mentioned in USPC Policies and Guidelines.
  - c. Whips and spurs are optional and need not be worn or carried by all members of the team.
2. USEF rules are to be followed with regard to saddlery and equipment, with the following exceptions:
  - a. Bandages may be used, and if so, should be worn by all mounts on the team.
  - b. Mounts should not have any decorations, other than matching bandages, saddle pads and/or browbands.

*NOTE: Individuals attempting to qualify for Championships or riding in Championships are not allowed use of the D exception.*

### Article 26 – Compulsory Tests

1. The Quadrille compulsory tests are available from shopponyclub.org or USDF, and those tests that are required for Championships are listed in the Annual Newsletter.
2. Levels
  - a. Basic Level  
Purpose—to introduce the Quadrille team to competition. Test to be performed at walk and trot only, in a calm, obedient manner.
  - b. Training Level  
Purpose: To confirm that, in addition to the requirements of the USEF Training Level tests, the mounts and riders have developed submission and confidence to be able to work with ease in file at all gaits, and in individual movements and pairs at the walk and trot, while maintaining their spacing, alignment and synchrony.
  - c. First Level  
Purpose: To confirm that, in addition to the requirements of the USEF First Level tests, the mounts and riders have developed the submission and confidence to be able to work with ease in file at all gaits, and in individual movements and pairs at the walk and trot, while maintaining their spacing, alignment and synchrony. They should not be expected to lengthen the stride in pairs.
  - d. Second Level  
Purpose: To confirm that, in addition to the requirements of the USEF Second Level tests, the mounts and riders have developed submission and confidence to be able to work with ease in file and individual movements at all gaits, and in pairs at the walk and trot, while maintaining their spacing, alignment and synchrony. They should not be expected to do medium gaits in pairs.
  - e. Third Level  
Purpose: To confirm that, in addition to the requirements of the USEF Third Level tests, the mounts and riders have developed submission and confidence to be able to work with ease in file, pairs, and individual movements at all gaits, and fours in walk and trot, while maintaining their spacing, alignment and synchrony. They should not be expected to extend the canter in pairs.

### Article 27 – Judging

1. There is no set spacing which teams must use, and it can change from movement to movement. But whatever it is, the spacing must be maintained by all.
2. Riders may rise or sit the trot, but all should do the same in any given movement.



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## SECTION III – Quadrille

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3. Use of trained Quadrille judges is recommended. Quadrille judges are being trained from the pool of licensed dressage judges, through Quadrille judges seminars. However, any dressage judge from the current USEF Roster of Licensed Officials may judge Quadrille classes.
4. If two or more judges are used, the placings follow standard dressage directives.

### Article 28 – Collective Marks

1. Spacing: Longitudinal and lateral.
2. Synchrony: Timing of turns, circles, transitions, crossovers, pass-throughs.  
Alignment: Riders' bodies as seen from side and front.
3. Impulsion:
4. Submission: Obedience to aids in order to perform patterns accurately.
5. Performance as a Group: Uniform and harmonious.

### Article 29 – Freestyle Quadrille

1. Quadrille freestyle is an artistic program created by the Quadrille team of four riders/mounts. Quadrille Freestyle is a creative ride with music using dressage movements from the appropriate compulsory level. For a list of Dressage movements (and some combinations and transitions) specifically permitted and forbidden at each Level, see Article 21-6, Article 21-7, Article 26. Creativity and artistic presentation, as well as technical precision, will be scored.
2. Freestyles may be offered at:
  - a. All compulsory quadrille levels: Article 26.
  - b. All FEI levels must be stated on entry.
3. Arena size: 20 x 60 meters (same as compulsory).
4. The team does not submit a copy of the program in advance.
5. Freestyles must be ridden from memory.
6. Whistles may be blown, as for compulsory tests.
7. Current USDF Quadrille freestyle score sheet must be used and is available from USDF or [shopponyclub.org](http://shopponyclub.org).
8. Elements for Technical Execution: Spacing, synchrony and alignment, impulsion, submission, and performance as a group.

### Article 30 – Equipment and Turnout

1. Saddlery and tack are the same as for compulsory tests.
2. Riders' outfits may reflect the musical theme, but should be conservative and should match, as distinct from a costume class. Mounts should not have any decoration other than matching bandages, saddle pads and/or browbands.
3. Special costume classes may be offered, in which case, the mounts may also be "decorated."

### Article 31 – Time

1. The time limit for Freestyles is six minutes
2. There is no minimum time.
3. The bell or whistle is not sounded at the time limit. Anything performed after the time limit has elapsed will not be scored. Two (2) points will be deducted from the total points for exceeding the time limit by more than 10 seconds.
4. The program is timed and judged from the move-off of the lead mount or pair, after the initial halt and salute. Timing and judging will cease at the final salute.

### Article 32 – Music

1. Music is mandatory.
2. Cassette tapes or CD's may be used. A back-up tape/CD is recommended. Teams may be asked to bring their own music equipment.
3. Any music may be selected. However, caution is advised in using vocal music, as it can be distracting and/or intrusive.
4. Strict tempo in relation of music to gaits is not required; however, the rhythm of the music should suit the gaits.
5. A cohesive musical theme is more pleasing than a disjointed collection of pieces. The musical editing should be smooth and fluid.
6. If the music source fails, the team may (time permitting and at the discretion of the Judge at C and management);
  - a. Restart immediately, or
  - b. Be rescheduled to perform the freestyle in its entirety at some later time during the competition.

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## SECTION III – Quadrille

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### Article 33 – Judging

1. In order to promote creativity, there are no compulsory movements.
2. Two sets of marks are given: one for Technical Execution (collective marks) and one for Artistic Impression. Each set of marks is totaled separately, then added together and converted to the final percentage.
  - a. In case of a tie, the higher score for Artistic Impression will break the tie.
  - b. If there are two (2) judges or more, they all judge both the Technical Execution and the Artistic Impression. If freestyle judging protocol changes, quadrille requirements will reflect the same change.
  - c. Up to three (3) judges may be seated on the short end and up to two (2) may sit on the long sides.
  - d. Half points may be used on the technical side.

### Article 34 – Technical Execution

1. Movements
  - a. Teams are not required to include each movement, figure or transition on both hands. This does NOT apply to GAITS. Trot and canter must be shown on both hands. Walk is not required on both hands.
  - b. Any movement included in the Freestyle program must be performed by all members of the team.
  - c. The beginning and end of the Freestyle should be executed facing “C” by a halt and salute.
  - d. The letters of the arena serve as markers only. Movements or figures need not be executed at the letters.
  - e. The design of the ride should be commensurate with the ability of the mounts and riders.
2. Above the Level
  - a. Inclusion of dressage movements “above the comparable dressage level” will incur a penalty of four (4) points from the “Total Points.” This deduction will be taken for each such forbidden movement (but not for each recurrence of the same movement, even if repeated several times).
  - b. For a list of Dressage movements, see Article 21-6 and 7.

### Advanced Levels and FEI Levels

Must state level. Follow USEF Freestyle Guidelines for what is clearly forbidden and clearly allowed (Third and Fourth Levels) and FEI Intermediate I and Grand Prix Freestyle score sheets for what is forbidden/allowed.

### Article 35 – Artistic Score Sheet

1. Choreography
  - a. Design – The layout and construction of the pattern and combination of patterns.
  - b. Balance – Use of space, the comprehensive use of the entire arena.
  - c. Direction – Suitable balance between left and right.
  - d. Creativity – (including degree of difficulty) The non-test-like nature and ingenuity/originality of the pattern and combinations are a definite plus factor, when novel patterns are used and are ridden well.
  - e. Difficulty – the sufficiency and suitability of the degree of difficulty (enough or too much for the present competence level).
2. Musicality
  - a. Rhythm/tempo – the suitability of the choices of music to the rhythm and tempo of the gaits.
3. Harmony of Presentation
  - a. Harmony and fluency of performance
  - b. Absence of resistance/disobedience
4. Team Appearance
  - a. Matching attire and tack.

### INFORMATION REGARDING QUADRILLE

1. Materials on Quadrille riding and competitions are available from [shopponyclub.org](http://shopponyclub.org) and the USDF.
2. Quadrilles are teams of four mounts and are to be shown in the standard (20 x 60 meter) dressage arenas. Quick arena conversion ideas are available from [shopponyclub.org](http://shopponyclub.org) or from USDF.
3. Most Quadrilles will use music with their compulsory tests (except at USPC Championships). Be certain to schedule the Quadrille classes into an arena with sound system access. As with Freestyle, determine and post sound check times well in advance of the class.
4. Schedule compulsory Quadrille tests at eight (8) minute intervals. Schedule Quadrille Freestyles at ten (10) minute intervals.

## SECTION III – Quadrille

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5. Management must obtain and use USDF score sheets for Quadrille competitions. Present the judge(s) with one score sheet of the appropriate level per team, plus additional copies for other uses.
6. Different level Quadrilles may be offered as separate classes or combined into one “quadrille class.”
7. Quadrilles are crowd-pleasers so should be scheduled during peak times.
8. To ease secretarial duties, suggest in the prize list that teams designate one member to collect fees and signed entry forms and releases. Total fees would accompany this one entry as well as signed releases from all participating individuals.
9. Warm-up: Management should be aware that Quadrille teams require more warm-up area than individual riders.

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## SECTION IV – Officials

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### Article 36 – Officials

1. Dressage Judges: At a qualifying Rally, it is recommended strongly that at least one Dressage judge be selected from the current USEF Roster of Dressage Judges (available from USEF 859/258-2472). At Championships, Dressage judges shall be selected from the current USEF Roster of Dressage Judges. At Rallies (with approval of the Organizer), participants or graduates of the USDF Learner Judges Training Program (available from USDF 859/971-2277), Graduate or current As, or qualified horsemen may also judge. (See also Guidelines for Judges).
2. Chief Horse Management Judge: This person must be selected from the current USPC list of Approved Chief Horse Management Judges.
3. Assistant Horse Management Judges: The Regional Horse Management Organizer (HMO) can assist with obtaining AHMJ's. The Organizer and Chief should discuss the number or ration of AHMJ needed per team, dependent on level of competitors.
4. Technical Delegate: The technical Delegate (TD) has the following powers, duties and responsibilities in addition to any duties specified in the rules of a particular competition. A USEF approved TD is useful, but not required.
  - a. Inspect the facility, courses and arenas to satisfy him/herself that the technical details are in accordance with the rules for the competition.
  - b. Review and discuss safety, medical, weather, and other emergency response plans with Organizer. Should a Steward/TD not be appointed, this is the responsibility of the Ground Jury.
  - c. Instruct the organizer to make any alteration to any technical detail associated with the conduct of the competition that he/she considers necessary.
  - d. Assist the Ground Jury to supervise the technical conduct of the competition. Until the TD has indicated to the Ground Jury that he/she is satisfied with all the technical arrangements, the authority of the TD shall be absolute.
  - e. Satisfy him/herself that the accommodations for mounts, feeding, training areas, etc., are suitable in all respects. The TD must commence his duties early enough to deal with these matters.
  - f. Protect the interests of competitors, judges and competition organizers.
  - g. Be a visible presence during the competition, so as to be available to competitors to answer and investigate their inquiries.
  - h. Serve as the first level of protest for inquiries on HM disputes when competitors are not satisfied with the decision of the CHMJ on inquiry.
  - i. Investigate and report to the Ground Jury for adjudication, incidents of poor sportsmanship, cruelty and disciplinary problems.
  - j. Complete and send to the USPC National Office, the USPC TD Report (Appendix VI).
5. Ground Jury: This is made up of the Chief Dressage Judge, the Chief Horse Management Judge and one other designated person who is knowledgeable in discipline rules.
6. The Appeal Committee: In accordance with the Uniform Officiation Rules, this committee is made up of three knowledgeable horsepeople, one of which will be named as President. A Veterinarian must be available in an advisory capacity and on the grounds for the soundness jog when necessary.



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## SECTION V – Scoring

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### Article 37 – Dressage Tests

1. When scoring a test, the scorer first should check to see that all the movements have been given a legible score and that the judge has signed the test; otherwise, the test must be sent back for correction or signature. The scorer then checks for any errors or use of voice recorded on the test.
2. Errors of the course and errors of the test (Article 18) are cumulative. Error penalties are assessed as follows:  
First error: 2 points.  
Second error: 4 points, for a total of 6 points, (2 + 4 = 6).  
Third error: Elimination
3. Good marks awarded by the judge are multiplied by the corresponding coefficient where applicable.
4. Penalties for use of voice are not cumulative and should be confirmed with the judge, not assumed. (Article 18.3)
5. All good marks are totaled. Penalties for errors are subtracted from the totaled good marks to give the corrected total. The percentage score is calculated by taking the corrected total and dividing by the maximum points possible for the specific test. The resulting percentage score will be used as the rider's positive point score for the test (i.e., 130 points / 200 possible points = .65 or 65%). Total final results must be published in marks as well as in percentages with numbers to three places after the decimal point.
6. In each round, the lowest score of the 4 riding team members will be dropped. The remaining 3 scores are added together for the team's total score for each round. In the case of a team with only three riding members, all scores will count.
7. Eliminations: Any ride judged as an elimination shall be scored, as a final percentage score, of 20.00% (20.00 positive points).

### Article 38 – Penalty Scoring

1. Turnout Inspection Scores
  - a. One penalty point shall be assessed for each Horse Management point deducted. All penalty points from all 4 riding team members will be used.
  - b. If there are only 3 riding members on a team, a "ghost score" must be used for a fourth Turnout Inspection score by calculating the average of the 3 riders' Turnout Inspection penalty points.

- c. If the Inspection panel removes a mount from competition because of illness or after the jog-out, the rider must, if his mount is able, still go to his scheduled Turnout Inspection and be scored. The mount may compete in a later test if the Inspection Panel approves. The Turnout Inspection score is needed for the team as there are no dropped Turnout Inspection scores. However, if for any reason the mount and rider spun at jog out are unable to attend the Turnout Inspection, then a "ghost score" shall be created as if this was a three rider team.

### 2. Turnback Inspection Scores

- a. Refer to Horse Management Handbook and Rules for Rallies.

### 3. Horse Management Scores

- a. The total of all Horse Management points of each team member must be used. No Horse Management scores will be dropped. For three-rider teams, for all Horse Management sheets in which individual scores are assigned, there will be a ghost score created by calculating the average of the three members' penalties and adding this figure to the team score.
- b. See Article 19 and Article 20 for Eliminations, Disqualifications and other possible Horse Management Penalties.

### Article 39 – The Winning Team

1. The winning team is that team which has the highest total score after Turnout Inspection and all other Horse Management scores have been subtracted from the team's Total Riding Score.
2. In the event of a tie, the winning team will be that team whose third-placed competitor has the highest total score or, only if the tie persists, the highest collective marks of the first three riders in all rides. For separate Horse Management awards, in the event of a Horse Management tie, refer to current USPC Horse Management Handbook and Rules for Rallies for tie-breaking procedures.

### Article 40 – Individual Scoring

1. At Rallies where a rider must compete as an individual, or to determine individual scores for selection for a Regional Team for Championships, the score will be computed as follows:
  - a. The percentage scores of each competitor's rides will be added together.
  - b. The total Penalty scores, including all other Horse Management scores, will be subtracted from the competitor's positive Riding Score.

## SECTION V – Scoring

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- c. The winning individual is that individual who has the highest total score after all penalty points have been subtracted. In the event of a tie, the tie will be broken first by the best Dressage score, then by the best Dressage Collective marks, and, finally, by the lowest Horse Management score.
- d. Refer to Article 21, Article 22, Article 28 and Article 33 for scoring of Musical Freestyles, Pas de Deux, and Quadrilles

### Article 41 – Musical Freestyles

- 1. Time Allowed
  - a. Before calculating the percentage score, two points will be deducted from the total artistic score for exceeding the maximum time limit. There is no minimum time limit.

- b. NOTE: For individual and Pas de Deux Freestyle tests, the maximum time limit is 5 minutes. For Quadrilles, the maximum time limit is 6 minutes.

### 2. Scores

At Rallies, Musical Freestyle scores may be used for separate awards or Musical Freestyle scores may be included as part of the Team Riding Score.

### Article 42 – Pas de Deux

Percentage scores are used as the positive score for Pas de Deux.

## SECTION VI – Guidelines and Regulations

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### Article 43 – Dressage Governing Regulations

The pinnacle of Dressage Competition is the Grand Prix of Dressage Competition of the Olympic Games. Rules for that competition and other international competitions are found in the FEI booklet, "Rules for Dressage Events." For any circumstances not specifically covered in these rules reference should be made to the following publications of the FEI: Rules for Dressage Events General Regulations Since every eventuality cannot be provided for in these Rules for any unforeseen or exceptional circumstances, it is the duty of the Ground Jury or Show Committee, according to their respective responsibilities as outlined in Article 23.2, to make a decision in a sporting spirit and approaching as nearly as possible the intention of these Rules.

### Article 44 – Object and General Principles of Dressage

1. The object of dressage is the development of the mount into a happy athlete through harmonious education. As a result, it makes the mount calm, supple, loose and flexible, but also confident, attentive and keen, thus achieving perfect understanding with the rider.
2. These qualities are demonstrated by:
  - a. The freedom and regularity of the gaits;
  - b. The harmony, lightness and ease of the movements;
  - c. The lightness of the forehand and the engagement of the hindquarters, originating from a lively impulsion;
  - d. The acceptance of the bit, with submissiveness/throughness (*Durchlässigkeit*) without any tension or resistance.
3. The mount thus gives the impression of doing, of its own accord, what is required. Confident and attentive, submitting generously to the control of the rider, remaining absolutely straight in any movement on a straight line and bending accordingly when moving on curved lines.
4. The walk is regular, free and unconstrained. The trot is free, supple, regular and active. The canter is united, light and balanced. The hindquarters are never inactive or sluggish. The mount responds to the slightest indication of the rider and thereby gives life and spirit to all the rest of its body.
5. By virtue of a lively impulsion and the suppleness of the joints, free from the paralyzing effects of resistance, the mount obeys willingly and without hesitation and responds to the various aids calmly and with precision, displaying a natural and harmonious balance both physically and mentally.
6. In all the work, even at the halt, the mount must be "on the bit." A mount is said to be "on the bit" when the neck is more or less raised and arched according to the stage of training and the extension or collection of the gait, accepting the bridle with a light and consistent soft sub-

missive contact. The head should remain in a steady position, as a rule slightly in front of the vertical, with a supple poll as the highest point of the neck, and no resistance should be offered to the rider.

7. Cadence is shown in trot and canter and is the result of the proper harmony that a mount shows when it moves with well-marked regularity, impulsion and balance. Cadence must be maintained in all the different trot or canter exercises and in all the variations of these gaits.
8. The regularity of the gaits is fundamental to dressage.

### Gaits, Figures, Movements, Submission and Aids

#### Article 45 – The Halt

1. At the halt the mount should stand attentive, engaged, motionless, straight and square with the weight evenly distributed over all four legs. The neck should be raised with the poll as the highest point and the head slightly in front of the vertical. While remaining "on the bit" and maintaining a light and soft contact with the rider's hand, the mount may quietly chew the bit and should be ready to move off at the slightest indication of the rider.
2. The halt is obtained by the displacement of the mount's weight to the hindquarters by a properly increased action of the seat and legs of the rider, driving the mount towards a softly closed hand, causing an almost instantaneous but not abrupt halt at a previously fixed place. The halt is prepared by a series of half-halts (see transitions).
3. The quality of the gaits before and after the halt is an integral part of the assessment.

#### Article 46 – The Walk

1. The walk is a marching gait in a regular and well-marked four time beat with equal intervals between each beat. This regularity combined with full relaxation must be maintained throughout all walk movements.
2. When the foreleg and the hind leg on the same side swing forward almost synchronously, the walk has a lateral rhythm. This irregularity is a serious deterioration of the gait.
3. The following walks are recognized: Medium walk, Collected walk, Extended walk and Free walk. There should always be a clear difference in the attitude and overtracking in these variations.
  - a. Medium walk. A clear, regular and unconstrained walk of moderate lengthening. The mount, remaining "on the bit," walks energetically but relaxed with even and determined steps, the hind feet touching the ground in front of the hoof prints of the fore feet. The rider maintains a light, soft and steady contact with the

## SECTION VI – Guidelines and Regulations

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mouth, allowing the natural movement of the head and neck.

- b. Collected walk. The mount, remains “on the bit,” moves resolutely forward, with its neck raised and arched and showing a clear self-carriage. The head approaches the vertical position and a light contact is maintained with the mouth. The hind legs are engaged with good hock action. The gait should remain marching and vigorous, the feet being placed in regular sequence. The steps cover less ground and are higher than at the medium walk, because all the joints bend more markedly. The collected walk is shorter than the medium walk, although showing greater activity.
- c. Extended walk. The mount covers as much ground as possible, without haste and without losing the regularity of the steps. The hind feet touch the ground clearly in front of the hoof prints of the fore feet. The rider allows the mount to stretch out the head and neck (forward and downwards) without losing contact with the mouth and control of the poll. The nose must be clearly in front of the vertical.
- d. Free Walk. The free walk is a pace of relaxation in which the mount is allowed complete freedom to lower and stretch out his head and neck. The degree of ground cover and length of strides, with hind feet stepping clearly in front of the footprints of the front feet, are essential to the quality of the free walk.
- e. Stretching on a long rein. This exercise gives a clear impression of the “throughness” of the mount and proves its balance, suppleness, obedience and relaxation. In order to execute the exercise “stretching on a long rein” correctly, the rider must lengthen the reins as the mount stretches gradually forward and downward. As the neck stretches forwards and downwards, the mouth should reach more or less to the horizontal line corresponding with the point of the shoulder. An elastic and consistent contact with the rider’s hands must be maintained. The gait must maintain its rhythm, and the mount should remain light in the shoulders with the hindlegs well engaged. During the retake of the reins the mount must accept the contact without resistance in the mouth or poll.

### Article 47 – The Trot

- 1. The trot is a two-beat gait of alternate diagonal legs (left fore and right hind leg and vice versa) separated by a moment of suspension.
  - 2. The trot should show free, active and regular steps.
  - 3. The quality of the trot is judged by general impression, i.e. the regularity and elasticity of the steps, the cadence and
- impulsion in both collection and extension. This quality originates from a supple back and well-engaged hindquarters, and by the ability to maintain the same rhythm and natural balance with all variations of the trot.
- 4. The following trots are recognized: Working trot, Lengthening of stride, Collected trot, Medium trot and Extended trot.
    - a. Working trot. This is a pace between the collected and the medium trot, in which a mount’s training is not yet developed enough and ready for collected movements. The mount shows proper balance and, remaining “on the bit,” goes forward with even, elastic steps and good hock action. The expression “good hock action” underlines the importance of an impulsion originating from the activity of the hindquarters.
    - b. Lengthening of stride. In some tests, “lengthening of stride” is required. This is a variation between the working and medium trot in which a mount’s training is not developed enough for medium trot.
    - c. Collected trot. The mount, remaining “on the bit,” moves forward with the neck raised and arched. The hocks, being well-engaged and flexed, must maintain an energetic impulsion, enabling the shoulders to move with greater mobility, thus demonstrating complete self-carriage. Although the mount’s steps are shorter than in the other trots, elasticity and cadence are not lessened.
    - d. Medium trot. This is a pace of moderate lengthening compared to the extended trot, but “rounder” than the latter. Without hurrying, the mount goes forward with clearly lengthened steps and with impulsion from the hindquarters. The rider allows the mount to carry the head a little more in front of the vertical than at the collected and the working trot, and to lower the head and neck slightly. The steps should be even, and the whole movement balanced and unconstrained.
    - e. Extended trot. The mount covers as much ground as possible. Without hurrying, the steps are lengthened to the utmost as a result of great impulsion from the hindquarters. The rider allows the mount to lengthen the frame and to gain ground whilst controlling the poll. The fore feet should touch the ground on the spot towards which they are pointing. The movement of the fore and hind legs should reach equally forward in the moment of extension. The whole movement should be well-balanced and the transition to collected trot should be smoothly executed by taking more weight on the hindquarters.
  - 5. All trot work is executed “sitting,” unless otherwise indicated in the test.

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### Article 48 – The Canter

1. The canter is a three-beat gait where, in canter to the right, for example, the footfall is as follows: left hind, left diagonal (simultaneously left fore and right hind), right fore, followed by a moment of suspension with all four feet in the air before the next stride begins.
2. The canter, always with light, cadenced and regular strides, should be moved into without hesitation.
3. The quality of the canter is judged by the general impression, i.e. the regularity and lightness of the steps and the uphill tendency and cadence originating from the acceptance of the bridle with a supple poll and in the engagement of the hindquarters with an active hock action - and by the ability of maintaining the same rhythm and a natural balance, even after a transition from one canter to another. The mount should always remain straight on straight lines and correctly bent on curved lines.
4. The following canters are recognized: Working canter, Lengthening of strides, Collected canter, Medium canter and Extended canter.
  - a. Working canter. This is a pace between the collected and the medium canter, in which a mount's training is not yet developed enough and ready for collected movements. The mount shows natural balance while remaining "on the bit," and goes forward with even, light and active strides and good hock action. The expression "good hock action" underlines the importance of an impulsion originating from the activity of the hindquarters.
  - b. Lengthening of strides. In some tests, "lengthening of strides" is required. This is a variation between the working and medium canter in which a mount's training is not developed enough for medium canter.
  - c. Collected canter. The mount, remaining "on the bit," moves forward with the neck raised and arched. The hocks, being well-engaged, maintain an energetic impulsion, enabling the shoulders to move with greater mobility thus demonstrating self carriage and an uphill tendency. The mount's strides are shorter than in the other canters, without losing elasticity and cadence.
  - d. Medium canter. This is a pace between the working and the extended canter. Without hurrying, the mount goes forward with clearly lengthened strides and impulsion from the hindquarters. The rider allows the mount to carry the head a little more in front of the vertical than in the collected and working canter, and at the same time allows the mount, to lower the head and neck slightly. The strides should be balanced and unconstrained.
  - e. Extended canter. The mount covers as much ground as possible. Without hurrying, the strides are lengthened to the utmost. The mount remains calm, light and straight as a result of great impulsion from the hindquarters. The rider allows the mount to lengthen the frame with a controlled poll and to gain ground. The whole movement should be well-balanced and the transition to collected canter should be smoothly executed by taking more weight on the hindquarters.
5. Counter-canter. The counter canter is a balancing and straightening movement that must be executed in collection. The mount canters in correct sequence with the outside foreleg leading with positioning to the side of the leading leg. The foreleg should be aligned to the same track as the hind leg.
6. Change of lead through the Trot. This is a change of lead where the mount is brought back into the trot and after a few trot strides, is restarted into a canter with the other leg leading.
7. Simple change of lead at the canter. This is a movement in which, after a direct transition out of the canter into a walk, with three to five clearly defined steps, an immediate transition is made into the other canter lead.
8. Flying change of lead. The flying change is performed in one stride with the front and hind legs changing at the same moment. The change of the leading front and hind leg takes place during the moment of suspension. The aids should be precise and unobtrusive. Flying changes of lead can also be executed in series at every 4th, 3rd, 2nd or at every stride. The mount, even in the series, remains light, calm and straight with lively impulsion, maintaining the same rhythm and balance throughout the series concerned. In order not to restrict or restrain the lightness, fluency and groundcover of the flying changes in series, enough impulsion must be maintained. Aims of flying changes: To show the reaction, sensitivity and obedience of the mount to the aids for the change of lead.

### Article 49 – The Rein Back

- 1 Rein back is a rearward diagonal movement with a two-beat rhythm but without a moment of suspension. Each diagonal pair of legs is raised and returned to the ground alternatively, with the forelegs aligned on the same track as the hindlegs.
2. During the entire exercise, the mount should remain "on the bit," maintaining its desire to move forward.
3. Anticipation or precipitation of the movement, resistance to or evasion of the contact, deviation of the hindquarters from the straight line, spreading or inactive hind legs and dragging forefeet are serious faults.



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4. The steps are counted as each foreleg moves back. After completing the required number of steps backward, the mount should show a square halt or move forward in the required gait immediately. In tests where a rein back of one mount's length is required, it should be executed with three or four steps.
5. Reinback series (Schaukel) is a combination of two rein backs with walk steps in between. It should be executed with fluent transitions and the required number of steps.

### Article 50 – The Transitions

1. The changes of gait and pace should be clearly shown at the prescribed marker; they should be quickly made yet must be smooth and not abrupt. The cadence of a gait or pace should be maintained up to the moment when the gait or pace is changed or the mount halts. The mount should remain light in hand, calm and maintain a correct position.
2. The same applies to transitions from one movement to another for instance from the passage to the piaffe and vice versa.

### Article 51 – The Half-Halt

The half-halt is a hardly visible, almost simultaneous, coordinated action of the seat, the legs and the hand of the rider, with the object of increasing the attention and balance of the mount before the execution of several movements or transitions between gaits or paces. In shifting slightly more weight onto the mount's quarters, the engagement of the hind legs and the balance on the haunches are facilitated for the benefit of the lightness of the forehand and the mount's balance as a whole.

### Article 52 – The Changes of Direction

1. At changes of direction, the mount should adjust the bend of his body to the curvature of the line it follows, remaining supple and following the indications of the rider, without any resistance or change of gait, rhythm or speed. Corners should be ridden as one-quarter of a volte appropriate to the level of the test (10 meters at Training-First Levels, 8 meters at Second- Fourth Levels and 6 meters above Fourth Level).
2. Changes of directions can be executed in the following ways:
  - a. Right-angled turn including riding through the corner (one quarter of a volte of approximately 6 meters).
  - b. Short and long diagonal.
  - c. Half voltes and half circles with change of rein.
  - d. Half pirouettes and turn on the haunches.

- e. Serpentine loops.
- f. Counter-changes of hand (in zig-zag).<sup>\*</sup> The mount should be straight for a moment before changing direction.

<sup>\*</sup> Zig-zag: A movement containing more than two half-passes with changes of direction.

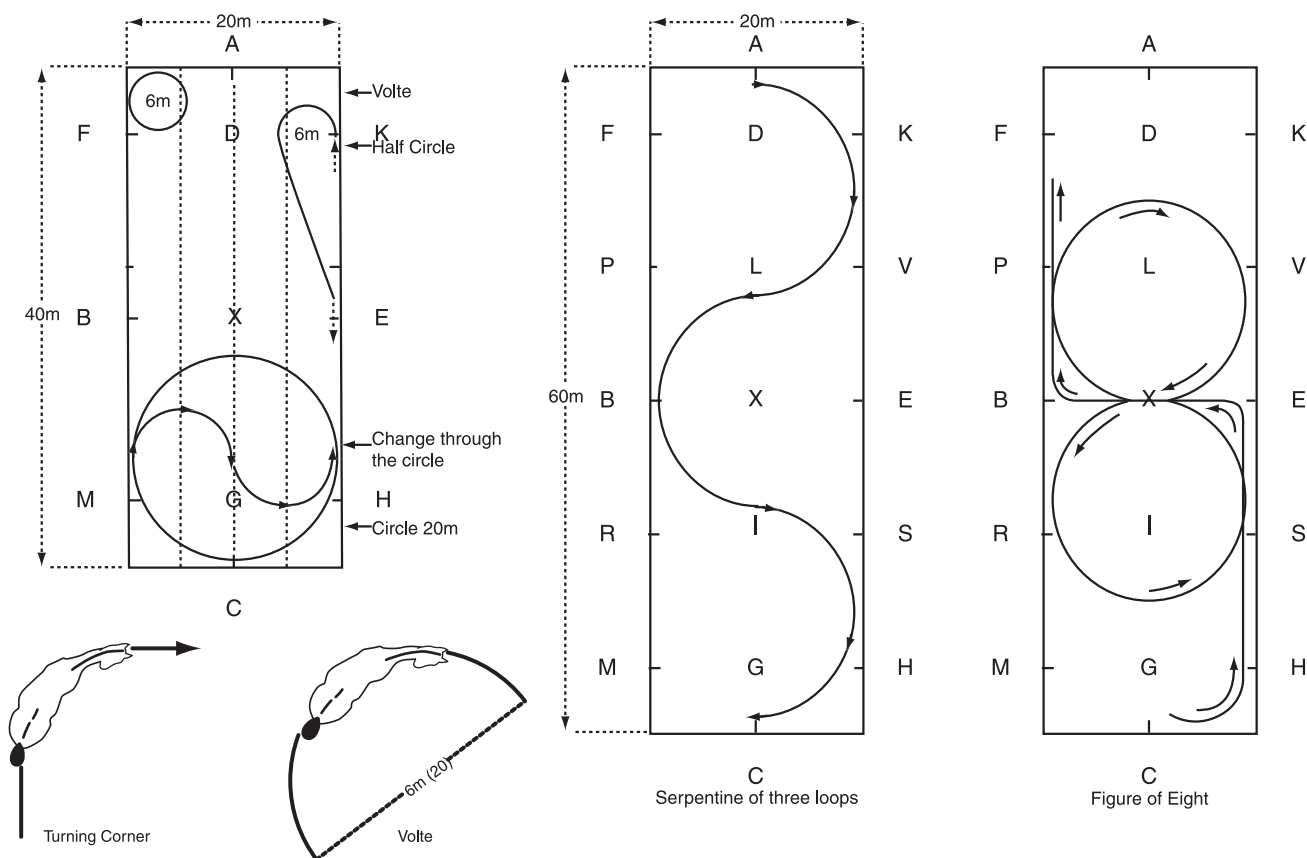
### Article 53 – The Figures and the Exercises

1. The figures asked in dressage tests are the voltes, the serpentine and the figures of eight.
  - a. Volte. The volte is a circle of 6, 8 or 10 meters in diameter. If larger than 10 meters, it is a circle.
  - b. Serpentine. The serpentine with several loops touching the long side of the arena consists of half circles connected by a straight line. When crossing the centerline, the mount should be parallel to the short side. Depending on the size of the half circles, the straight connection varies in length. Serpentine with one loop on the long side of the arena are executed with 5-meter or 10-meter distance from the track (b). Serpentine around the centerline are executed between the quarter lines.
  - c. Figure of eight. This figure consists of two voltes or circles of equal size as prescribed in the test, joined at the center of the eight. The rider should make his mount straight an instant before changing direction at the center of the figure.
3. The exercises.
  - a. Stretching the Frame. The mount gradually takes the reins, stretching forward and downward with light contact, while maintaining balance, rhythm and tempo and quality of the gait.
  - b. Überstreichen. A clear release of contact where the mount maintains self-carriage, rhythm, tempo, straightness, and quality of gait.

### Article 54 – Work on Two Tracks and the Lateral Movements

1. A distinction must be made between the following movements: Leg yielding, Shoulder in, Travers, Renvers, Half pass.
2. Work on two tracks.
  - a. The aim of movements on two tracks is:
    - 1) To improve the obedience of the mount to the cooperative aids of the rider;
    - 2) To supple all parts of the mount thereby increasing the freedom of his shoulders and the supple-

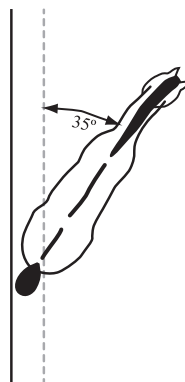
## SECTION VI – Guidelines and Regulations



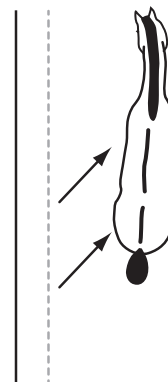
ness of his quarters as well as the elasticity of the bond connecting the mouth, the poll, the neck, the back and the haunches;

- 3) To improve the cadence and bring the balance and gaits into harmony;
- b. Leg-yielding. The mount is almost straight, except for a slight flexion at the poll away from the direction in which he moves, so that the rider is just able to see the eyebrow and nostril on the inside. The inside legs pass and cross in front of the outside legs. Leg-yielding should be included in the training of the mount before he is ready for collected work. Later on, together with the more advanced movement shoulder-in, it is the best means of making a mount supple, loose and unconstrained for the benefit of the freedom, elasticity and regularity of his gaits and the harmony, lightness and ease of his movements. Leg-yielding can be performed on the diagonal in which case the mount should be as close as possible parallel to the long sides of the arena although the forehand should be slightly in advance of the quarters. It can also be performed along the wall in which case the mount should be at an angle of about 35 degrees to the direction in which the mount is moving.

Leg yielding along the wall



Leg-yielding on the diagonal



3. The lateral movements.
  - a. The additional aim of lateral movements is to develop and increase the engagement of the quarters and thereby also the collection.
  - b. In all lateral movements - shoulder-in, travers, renvers, half-pass—the mount is slightly bent and moves with the forehand and the quarters on two different tracks.
  - c. The bend or flexion must never be exaggerated so that it impairs the balance and fluency of the movement concerned.

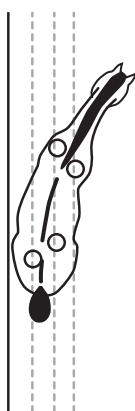
## SECTION VI – Guidelines and Regulations

- d. At the lateral movements the gait should remain free and regular, maintained by a constant impulsion, yet it must be supple, cadenced and balanced. The impulsion is often lost, because of the rider's preoccupation mainly in bending the mount and pushing him sideways.

- e. At all lateral movements the side to which the mount should be bent is the inside. The opposite side is the outside.

- f. **Shoulder-in.** This exercise is performed in collected trot. The mount is ridden with a slight but uniform bend around the inside leg of the rider maintaining cadence at a constant angle of approx. 30 degrees. The mount's inside foreleg passes and crosses in front of the outside foreleg; the inside hind leg steps forward under the mount's body weight following the same track of the outside foreleg, with the lowering of the inside hip. The mount is bent away from the direction in which it is moving. If the shoulder-in is performed on the long side or on the center line, the mount should be straightened after the shoulder-in, before going into the corner. If the movement that follows the shoulder-in is a circle at any point, or a turn left or right at any point other than the four corners, the mount should not be straightened.

Shoulder in



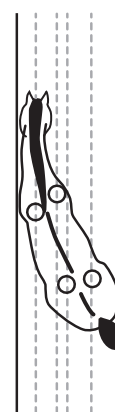
- g. **Travers.** This exercise can be performed in collected trot or collected canter. The mount is slightly bent round the inside leg of the rider but with a greater degree of bend than in shoulder-in. A constant angle of approximately 35 degrees should be shown, from the front and from behind one sees four tracks. The forehand remains on the track and the quarters are moved inwards. The mount's outside legs pass and cross in front of the inside legs. The mount is bent in the direction in which it is moving. To start the travers, the quarters must leave the track or, after a corner or circle, are not brought back onto the track. At the end of the travers, the quarters are brought back on the track without any counter-flexion of the poll/neck as one would finish a circle.

- h. **Renvers.** This is the inverse movement in relation to travers. The hindquarters remain on the track while the forehand is moved inward. To finish the renvers the forehand is aligned with the quarters on the track. Otherwise, the same principles and conditions that apply to the travers are applicable to the renvers. The mount is slightly bent around the inside leg of the

rider. The mount's outside legs pass and cross in front of the inside legs. The mount is bent in the direction in which it is moving. Aims of renvers: To show a fluent collected trot movement on a straight line with a greater degree of bend than in shoulder-in. Fore and hind legs cross, balance and cadence are maintained.

- i. **Half-pass.** This movement is a variation of travers, executed on a diagonal line instead of along the wall. It can be performed in collected trot (and in passage in a freestyle) or collected canter. The mount should be slightly bent around the inside leg of the rider and in the direction in which it is moving. The mount should maintain the same cadence and balance throughout the whole movement. In order to give more freedom and mobility to the shoulders, it is of great importance that the impulsion be maintained, especially the engagement of the inside hind leg. The mount's body is nearly parallel to the long side of the arena with the forehand slightly in advance of the hindquarters. The bend in the halfpass should increase with the steepness of the diagonal. In the trot, the outside legs pass and cross in front of the inside legs. In the canter, the movement is performed in a series of forward/sideways strides. Aims of half-pass in trot: To show a fluent collected trot movement on a diagonal line with a greater degree of bend than in shoulder-in. Fore and hind legs cross, balance and cadence are maintained. Aims of the half-pass in canter: To both demonstrate and develop the collection and suppleness of the canter by moving fluently forwards and sideways without any loss of rhythm, balance or softness and submission to the bend.

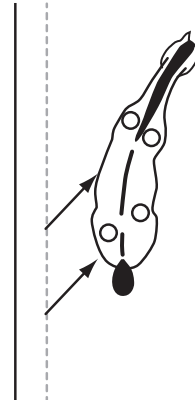
Travers



Renvers



Half-pass



## SECTION VI – Guidelines and Regulations

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### **Article 55 – The Pirouette, the Half-Pirouette, the Quarter-Pirouette, the Working Pirouette, the Working Half-Pirouette, the Turn on the Haunches**

1. The pirouette (half-pirouette) is a circle (half-circle) executed on two tracks with a radius equal to the length of the mount, the forehand moving round the haunches.
2. Pirouettes (half-pirouettes) are usually carried out at collected walk or canter but can also be executed at Piaffe.
3. At the pirouette (half-pirouette) the forefeet and the outside hind foot move round the inside hind foot which forms the pivot and should return to the same spot, or slightly in front of it, each time it leaves the ground.
4. At whatever gait the pirouette (half-pirouette) is executed the mount, slightly bent in the direction in which he is turning should remain on the bit with light contact, turn smoothly and maintain the cadence of that gait. The poll stays the highest point during the entire movement.
5. During the pirouettes (half-pirouettes) the mount should not move backwards or deviate sideways. In the pirouette or half-pirouette in canter, the judges should be able to recognize a real canter stride although the footfalls of the diagonal - inside hind leg, outside front leg - do not occur simultaneously.
6. In executing the pirouette or the half-pirouette in canter the rider should maintain perfect lightness of the mount while accentuating the collection. The quarters are well-engaged and lowered and show a good flexion of the joints. An integral part of the movement is the canter strides before and after the pirouette. These should be characterized by an increased activity and collection before the pirouette and, the movement having been completed, by the balance being maintained as the mount proceeds.
7. The quality of the pirouettes (half-pirouettes) is judged according to the suppleness, lightness, cadence and regularity and to the precision and smoothness of the transitions; pirouettes (half-pirouettes) at canter are judged also according to the balance, the elevation and the number of strides (at pirouettes 6-8, at half-pirouettes 3-4 are desirable). When the turn is too large and the hind steps come off the prescribed line of travel, the correction is to take a straight line back to the track. Correction by use of half-pass or leg-yielding may result in a deduction of points. (See Article 11.5)
8. The Quarter-pirouette. As a preparatory exercise, the quarter-pirouette is usually executed on the track at a given letter, the mount being highly collected for 1 or 2 strides before and then through the execution of a 90 degree turn around the haunches in 2-3 strides, maintaining a correct canter footfall.
9. The Working Pirouette and Working Half-Pirouette. The pirouette (half-pirouette) is a turn of 360 degrees (180 degrees) executed on two tracks, with the forehand moving around the haunches. The size of the working pirouette should be approximately three meters. The requirements for a working half-pirouette are identical to those of a regular half-pirouette, except that the allowable diameter is increased to approximately three meters. A working half-pirouette is to be judged like a regular half-pirouette except that full credit must be given for a well-performed, but larger (three meter) half-pirouette. Full credit should also be given for a well-performed regular-sized half-pirouette. A significant deduction should be made if a rider attempts but performs poorly a regular half-pirouette.
10. The Turn on the Haunches. For younger mounts that are still not able to show collected walk, the 'turn on the haunches' is an exercise to prepare the mount for collection. The 'turn on the haunches' is executed out of medium walk prepared by half-halts to shorten the steps a little and to improve the ability to bend the joints of the hindquarters. The 'turn on the haunches' can be executed on a larger diameter (approximately one meter) than the pirouette in walk, but the demands of the training scale concerning rhythm, contact, activity and straightness are the same. A turn on the haunches is to be judged like a regular half pirouette except that full credit must be given for a well performed, but larger (one meter) turn on the haunches. Full credit should also be given for a well performed regular sized half pirouette. A significant deduction should be made if a rider attempts but performs poorly a regular half pirouette.

### **Article 56 – The Passage**

1. This is a measured, very collected, very elevated and very cadenced trot. It is characterized by a pronounced engagement of the quarters, a more accentuated flexion of the knees and hocks and the graceful elasticity of the movement. Each diagonal pair of feet is raised and returned to the ground alternately with cadence and has a prolonged phase of support compared to the phase of suspension.
2. In principle the height of the toe of the raised foreleg should be level with the middle of the cannon bone of the other foreleg. The toe of the raised hind leg should be slightly above the fetlock joint of the other hind leg.
3. The neck should be raised and gracefully arched with the poll as the highest point and the head close to the vertical. The mount should remain light and soft on the bit and be able to go smoothly from the passage to the piaffe and vice-versa without apparent effort and without altering the cadence, the impulsion being always lively and pronounced.

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4. Irregular steps with the hind legs, swinging the forehand or the quarters from one side to the other, as well as jerky movements of the forelegs or the hind legs or dragging the hind legs are serious faults.

### Article 57 – The Piaffe

1. The piaffe is a highly collected, cadenced, elevated diagonal movement giving the impression of being in place. The mount's back is supple and elastic. The quarters are slightly lowered, the haunches with active hocks are well engaged giving great freedom, lightness and mobility to the shoulders and forehand. Each diagonal pair of feet is raised and returned to the ground alternately, with an even cadence.
2. In principle the height of the toe of the raised foreleg should be level with the middle of the cannon bone of the other foreleg. The toe of the raised hind leg should reach just above the fetlock joint of the other hind leg.
3. The neck should be raised and arched, the head vertical. The mount should remain light on the bit with a supple poll maintaining a light and soft contact on a taut rein. The body of the mount should move up and down in a supple, cadenced and harmonious movement.
4. The piaffe must always be animated by a lively impulsion and characterized by a perfect balance. While giving the impression of being in place there may be a visible inclination to advance, this being displayed by the mount's eager acceptance to move forward as soon as he is asked. The mount is permitted to advance up to one meter forward in the Intermediaire II test.
5. Moving even slightly backwards, irregular or jerky steps with the hind or front legs, no clear diagonal steps, crossing either the fore or hind legs, or swinging either the forehand or the hindquarters from one side to the other, getting wide behind or in front, moving too much forward or double-beat rhythm are all serious faults.

### Article 58 – The Collection

1. The aim of the collection of the mount is:
  - a. To further develop and improve the balance and equilibrium of the mount which has been more or less displaced by the additional weight of the rider.
  - b. To develop and increase the mount's ability to lower and engage his quarters for the benefit of the lightness and mobility of his forehand.
  - c. To add to the "ease and carriage" of the mount and to make him more pleasurable to ride.
2. The best means to obtain these aims are the lateral movements, travers, renvers and, last but not least, shoulder-in (Article 10.3-3.h) as well as half-halts (Article 07).

3. Collection is, in other words, improved and effected by engaging the hind legs with the joints bent and supple, forward under the mount's body by a temporary but often repeated action of the seat and legs of the rider driving the mount forward towards a more or less stationary or restraining hand allowing just enough impulsion to pass through. Collection is consequently not achieved by shortening of the gait through a resisting action of the hand but instead by using the seat and legs to engage the hind legs further under the mount's body.
4. However, the hind legs should not be engaged too far forward under the mount as this would shorten the base of support too much and thereby impede the movement. In such a case, the line of the back would be lengthened and raised in relation to the supporting base of the legs, the stability would be deranged and the mount would have difficulty in finding a harmonious and correct balance.
5. On the other hand, a mount with a too long base of support unable or unwilling to engage his hind legs forward under his body will never achieve an acceptable collection characterized by ease and carriage as well as a lively impulsion, originated in the activity of the quarters.
6. The position of the head and neck of a mount at the collected gaits is naturally dependent on the stage of training and in some degree on his conformation. It should, however, be distinguished by the neck being raised unrestrained forming a harmonious curve from the withers to the poll being the highest point with the head slightly in front of the vertical. However, at the moment the rider applies his aids in order to obtain a momentary and passing collecting effect the head may become more or less vertical (compare Article 01.6, Article 02 and Article 07).

### Article 59 – The Impulsion, The Submission

1. Impulsion is the term used to describe the transmission of an eager and energetic, yet controlled, propulsive energy generated from the hind quarters into the athletic movement of the mount. Its ultimate expression can be shown only through the mount's soft and swinging back guided by elastic contact with the rider's hand.
  - a. Speed, of itself, has little to do with impulsion; the result is more often a flattening of the gaits. A visible characteristic is a more pronounced articulation of the hind leg, in a continuous rather than staccato action. The hock, as the hind foot leaves the ground, should first move forward rather than being pulled upwards, but certainly not backwards. A prime ingredient of impulsion is the time the mount spends in the air rather than on the ground. Impulsion is, therefore, seen only in those gaits that have a period of suspension.



## SECTION VI – Guidelines and Regulations

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- b. Impulsion is a precondition for a good collection in trot and canter. If there is no impulsion, then there is nothing to collect.
2. Submission does not mean subordination, but an obedience revealing its presence by a constant attention, willingness and confidence in the whole behavior of the mount as well as by the harmony, lightness and ease it is displaying in the execution of the different movements. The degree of the submission is also demonstrated by the way the mount accepts the bit, with an elastic contact and a supple poll. Resistance to or evasion of the rider's hand, being either "above the bit" or "behind the bit" demonstrate lack of submission. The main contact with the mount's mouth must be through the snaffle bit.
  - a. Putting out the tongue, keeping it above the bit or drawing it up altogether, as well as grinding the teeth or agitation of the tail, are mostly signs of nervousness, tension or resistance on the part of the mount and must be taken into account by the judges in their marks for every movement concerned, as well as in the collective mark for "submission."
  - b. The first thought when considering submission is willingness, that the mount understands what is being asked of it and is confident enough in the rider to react to the aids without fear or tension.
  - c. The mount's straightness, uphill tendency and balance enable it to stay in front of the rider's legs and go forward into an accepting and self-carrying contact with the bit. This is what really produces the picture of harmony and lightness. Fulfillment of the main requirements/ movements of a Dressage test is the primary criterion for submission.
2. Not only the aids of the hands and the legs but also of the seat are of great importance in dressage. Only the rider who understands how to contract and relax his loin muscles at the right moment is able to influence his mount correctly (compare Article 02.2, Article 07 and Article 14.3).
3. The effectiveness of the rider's aids determines the precise fulfillment of the required movements of the tests. There shall always be the impression of a harmonious cooperation between mount and rider.
4. Riding with both hands is obligatory at all national and International Dressage Events. However, riding with one hand is permitted in the Freestyle Tests and when leaving the arena. Individuals holding a Federation Dispensation Certificate may use bridged or special adaptive reins for use with one or no hand(s), if their physical limitations require such and the equipment is listed on the Dispensation Certificate.
5. Unless indicated on a Federation Dispensation Certificate, International Para-Equestrian Classification Card (FEI PE Card), USEF Para-Equestrian Classification Card, or Presidential Modification letter, the use of stirrups is required.
6. The use of the voice in any way whatsoever or clicking the tongue once or repeatedly is a serious fault involving the deduction of at least 2 marks from those that would otherwise have been awarded for the movement where this occurred.

### Article 60 – The Position and Aids of the Rider

1. All the movements should be obtained with imperceptible aids and without apparent effort of the rider. The rider should be well-balanced, elastic, sitting deep in the center of the saddle, smoothly absorbing the movement of the mount with his loins and hips, supple thighs with the legs steady and stretched well down. The heels should be the lowest point. The upper part of the body should be tall and supple. The contact should be independent from the rider's seat. The hands should be carried steadily close together, with the thumb as the highest point and a straight line from the supple elbow through the hand to the mount's mouth. The elbows should be close to the body. All of these criteria enable the rider to follow the movements of the mount smoothly and freely.

## SECTION VII: Appendices

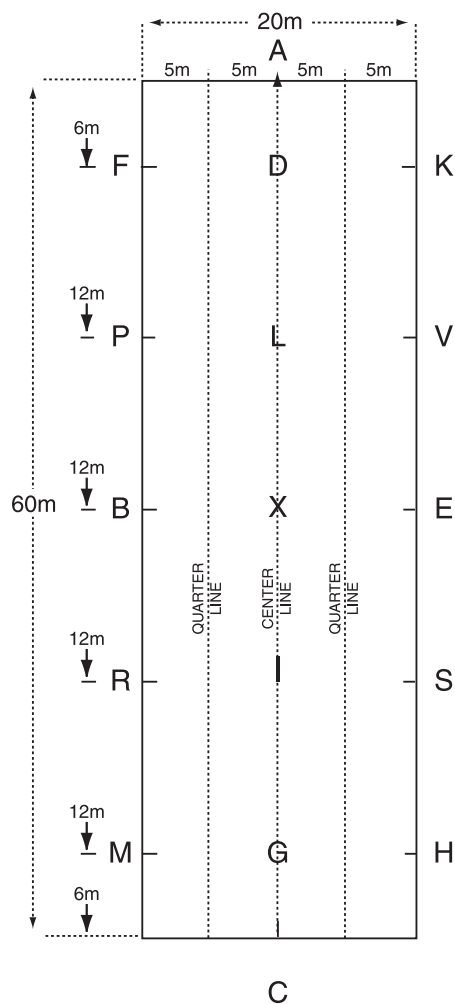
### APPENDIX I SETTING UP DRESSAGE RINGS

#### Standard Arena

(20M X 60M)

Diagonal Length:

63.25m = 207'6"

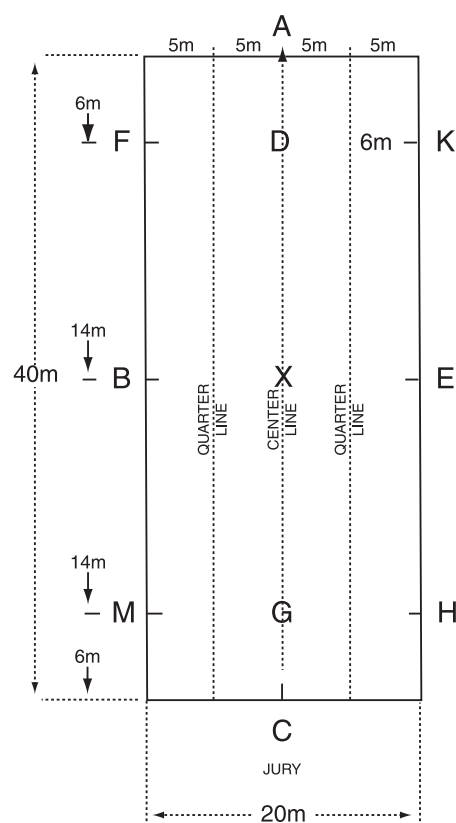


#### Small Arena

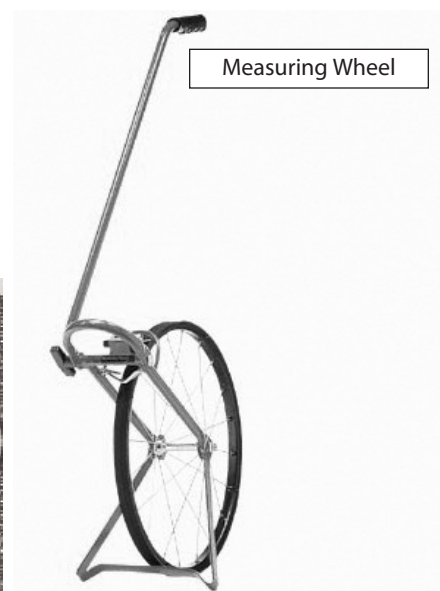
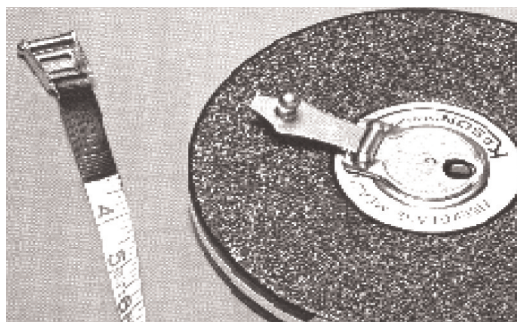
(20M X 40M)

Diagonal Length:

44.72m = 146'9"



### Necessary Equipment



## SECTION VII: Appendices

### A. Materials Needed to Set-Up a Dressage Ring

Companies that sell equipment for Dressage Rings advertise in Dressage and Eventing publications and in *"The Chronicle of the Horse."*

#### 1. Inexpensive Practice Rings

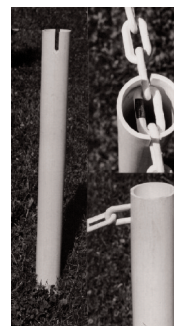
- a. Letters: (8 for small and 12 for Standard ring) can be made with black tape, or stenciled and painted on 5-gal. white "pickle" buckets (from food stores or restaurants), white wastebaskets or white cones. The letters are read more easily if repeated 3 times on each bucket, basket or cone. The buckets or wastebaskets are most useful right side up so as to allow filling with sand, stones or dirt to prevent being blown over by the wind.
- b. Edge of Ring: In order to use the least equipment possible, set the letters on the line and mark the four corners with two rails (boards, jump rails, PVC pipe) each. These can be placed on the ground. Additionally, if there is enough material, place a rail on the ground between each of the letters (12 rails for a small ring and 16 for a Standard ring). Boards from slip board fencing also may be used. They can be made to stand on edge by driving spikes into the ground on either side of the ends. Practice Rings should be moved frequently so that paths and ruts do not form.

#### 2. Competition Quality Rings (on a budget)

- a. Letters: If made with care, the same letters as used with a practice ring can be used for competition. Otherwise, letters should be ordered from companies that sell equipment for Dressage Rings.
- b. Boards: The boards from slip board fencing held on edge with spikes, if forming a continuous edge for the ring, are acceptable. These can even be left natural colored.
- c. PVC Pipe: PVC pipe 1, 1-1/2 or 2 inches in diameter, can be purchased from local plumbing suppliers, larger hardware stores and building suppliers in lengths of 10 or 20 ft.
- d. Chain: White plastic chain is another popular edge and can be purchased from hardware stores, building supply stores or garden centers.
- e. Holders for PVC Pipe or Chain:
  - 1) **Design 1.** It is necessary to hold either pipe or chain approximately 1 ft. (30 cm) above the ground. These holders can be white plastic buckets, white wastebaskets or cones with holes or notches cut in their sides to hold edging.

- 2) **Design 2.** To Make The More Traditional Metal Stake With A PVC Over-Sleeve Holder For Chain, Use The Following:

This design allows the reinforcing rod to be larger than links in the chain. The metal stakes are only 2 ft. long except for corners where 2 1/2 ft, stakes are desirable for stability. The 1-1/2 or 2-inch diameter PVC pipe in 2-ft. lengths is slotted with a 2-inch x .75 inch notch cut in both sides of one end. The metal stakes are driven well below the depth of the slot and the chain runs through the sleeve, seated in this slot. Seven or eleven of the sleeves are marked with red paint or tape as above. If it is not possible to cut the notches accurately in 2" PVC pipe, it is possible to use smaller diameter pipe (still large enough to cover the stakes) and have small S hooks on the top edge of each pipe to hold the chain.



Stake Covers for Design 2.

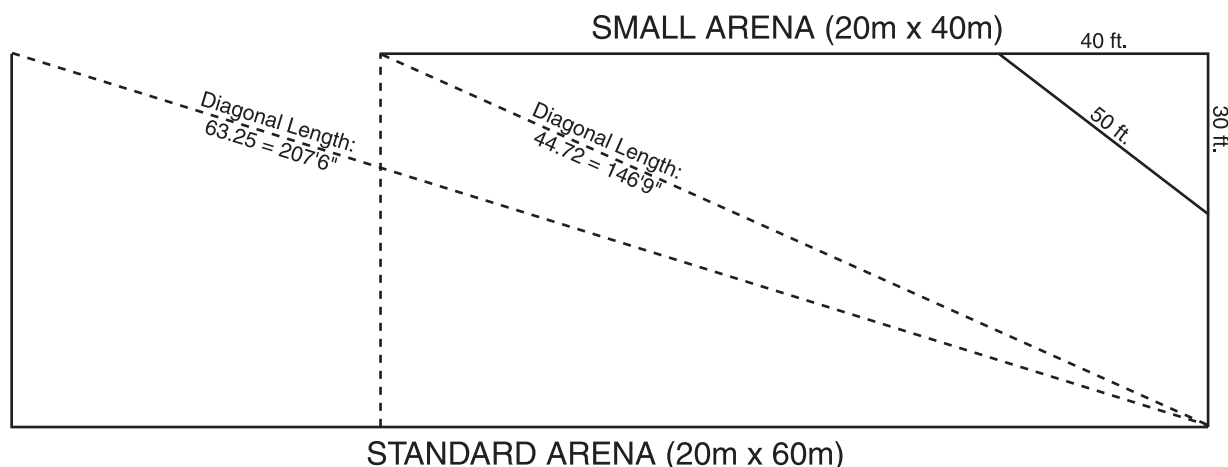
#### Small Ring

- 21 Metal Stakes (metal rods from a farrier or metal supply shop or rebar reinforcing rod obtained at the local building supply center or hardware store) should be cut into 15 lengths of 2 1/2 feet and 6 lengths at 3 feet – for corners and the opening at "A." If the ring is located in sandy soil, all 21 stakes should be 3 feet in length.
- 21 PVC Over-Sleeves (1-inch 1 1/2 or 2 inch diameter PVC pipe cut into 11/2 foot lengths with external printing removed). Of these over-sleeves, paint seven of them half way with red oil based paint (or mark broad band with red tape). These should be placed at the location of the letters.
- 396 feet (120 meters) of white, Plastic Chain.

#### Standard Ring

- 29 Metal Stakes – 23 at 2 1/2 ft. and 6 at 3 ft.
- 29 PVC Over Sleeves – 11 painted half with red or marked with red band.
- 530 ft. of white, Plastic Chain (160 meters)
- To convert the Standard Ring to a Small Ring for part of the day, it is faster to convert if you acquire extra materials: 6 more stakes, 6 more sleeves, and two 30 ft. (9 meter) pieces of chain.

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### B. Suggested Methods for Laying Out Arenas

First establish the approximate locations of the rings (See Article 32). Stride out approximate distances or use a measuring wheel. Check the footing, determine the location of the Judge relative to sun and confirm there will be adequate space for the trailer or judge's booth and for a comfortable circle at entry. Relocate as required.

#### 1. Using Measuring Tapes

Metric/English fiberglass measuring tapes in reel type plastic cases with flush-folding handles are available from Contractor's supply stores, lumber yard supply stores or surveyor's supply stores. These are available in 60 meter (200 ft) and 100 meter (300 ft.) lengths. In addition, for measuring corners, 100-ft. builder's tapes are available at a nominal cost from hardware stores.

#### Materials:

1. At least one 60 meter (200 ft.) surveyor's tape, preferably marked in meters on one side of the tape. Two 60 meter tapes are ideal.
2. Also, two 100-ft builder's tapes are used to set corners and short walls.
3. Six stakes or long nails to establish corners and measuring points.

#### Directions:

A 90 degree corner is established by using the Pythagorean theorem, which states that the sum of the squares of the sides of a right triangle equals the square of the hypotenuse. Tapes are used to establish a right triangle with sides 40 ft and 30ft and a hypotenuse 50 ft.

1. Drive in one stake or nail to establish the location for the first corner stake. Using the 100-ft. builder's tape, measure 66 ft. along the potential short wall. Then take a 60 meter tape and for a Small Ring measure 40 meters down the long wall and place a stake with the tape secured to be straight and taut. This will be the second corner.

2. Then, use the second 100-ft. builders tape. secure it at the 40-ft point on the long wall, unreel 50 ft. and then adjust the positions between the 40 ft location on the long wall and a 30-ft. location on the short wall so they are exactly 50-ft apart. See diagram above. The easiest way to do this is to pivot the short wall while leaving the long wall taut. Mark the final location of end of the short wall with a stake. This is the third corner.

3. Use the tapes to measure out the other long wall and short wall. The fourth corner is located at their junction. By making these last two walls the correct lengths, all corners will be square. Optionally, the diagonal of the ring may be measured as a check, as shown in the following diagram.

4. Stakes: Use the tapes to locate stakes on the long wall.

On a Small Arena, on each LONG WALL, place a stake 6 meters from the corner, 13 meters from the corner and 20 meters from the corner, 27 meters from the corner and 34 meters from the corner.

On a Standard Arena, on each LONG WALL place a stake every 6 meters.

For the SHORT WALL (where the judge is located) of Small Arenas and of Long Arenas, place stakes at 5 meters (16.5 ft.), 10 meters (33 ft.) and 15 meters (49.5 ft.). For the short wall with a gate, place stakes at the end of the gate (the gate can be approximately 2 meters (6.6 ft.) wide) and at the quarter distances of 5 meters (16.5 ft.) and 15 meters (49.5 ft.) – between the ends of the gate and the corners.

5. Over-sleeves: Place over-sleeves over the stakes. Hang chain from the over-sleeves. All over-sleeves at letters should be marked in red – see page 33 for locations.

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6. Letters: See the sketch at the beginning of this appendix for general identification of letters and clarification of placement.

For a Small Arena, letters on the LONG WALLS are placed at 6 meters, 20 meters and 34 meters from the end. See diagram for clarification. Place the letters approximately 1/2 meter away from the edge of the ring.

For a Standard Arena, letters on the LONG WALLS are placed at 6 meters, 18 meters, 30 meters, 42 meters and 54 meters from the end. See diagram at start of this Appendix for clarification. Place the letters approximately 1/2 meter away from the edge of the ring.

For Short Walls of Small Arenas and Standard Arenas, letters "C" and "A" are placed on the center line. Letter "C" is located approximately 1/2 meter away from the short end where the judge is located. Letter "A" is located at least 5 meters away from the line of the short wall containing the gate.

7. Using a Measuring Wheel: If 60 meter or 100 meter measuring tapes are not available, then the first corner can be set using the inexpensive 100-ft. builder's tapes and the continuation of the long and short walls can be measured with the wheel. Make sure that the two long walls and the two short walls are the same length. Stretching a length of chain or rope to the approximate corner will help prevent wandering and increases the likelihood of walking a straight line. Stretch a chain or rope between diagonal corners and measure the distance with the wheel to check for squareness. Adjust as required.
8. Location of Judges: A separate enclosure (booth, trailer, vehicle or even tent) should be provided for judges use during competition. (Refer to Location of Judges, Article 134). Be sure the Judge(s) can see both corners of the short end nearest to them.



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### APPENDIX II

#### GUIDELINES FOR JUDGES, RUNNERS, GATE KEEPERS, RING STEWARDS AND WRITERS/SCRIBES

1. Judges: At USPC regional competitions, judges may be encouraged to speak with riders at the end of their tests. However, at USPC Championships and Festival, judges may not speak with riders except as arranged through the Technical Delegate.
2. Runners: Collecting tests from the judge's booths every three or four rides is a very important job. It is the only way the scorers can get the tests scored and posted quickly. You should only approach the judge's booth between rides, so you won't disturb the mount in the ring. You can ask the judge and scribe if they would like something to eat or drink. Remember they cannot leave their post. On your next trip back to get more tests you can bring them what they want. When you pick up the tests, take them directly back to the scorers.
3. Gate Keeper: It is not mandatory that the gate be closed at the end of the Dressage Ring. It is recommended that it be done at "D" rallies, where the riders may have less control.
  - A. Report to the Organizer at least 20 minutes ahead of your scheduled time to start.
  - B. Close the gate as each rider moves off from his/her salute.
  - C. Sit or stand quietly off to the side where you will not spook the mount in the ring.
  - D. Open the gate as each rider finishes his/her final salute.
  - E. Depending how the warm-up area is set up, sometimes the Gate Keeper is also the Ring Steward.
  - F. If the Announcer is not situated where he/she can see the ring, it is wise for the Gate Keeper/Ring Steward to have a radio to let the announcer know who is in the ring.
4. Ring Steward: Exactly what this person needs to do is determined by where the warm-up area is in relation to the competition and the location of the announcer.  
**Additional Notes for Gate Keepers and Ring Stewards:**
  - A. The essence of your job is to let the next rider know it is okay to go to his/her competition ring, and maybe to radio to the announcer what number is headed to what ring (if responsible for more than one ring).
  - B. Sometimes if you are responsible for getting riders to only one ring, you could also be the gate keeper for that ring.
  - C. Remember at a Pony Club rally it is ONLY your job to let the next competitor know it is okay to go to his/her ring. It is the RIDER'S responsibility to be READY to go in the ring.
  - D. Check in at least 20 minutes early to find out exactly what your job is. Get a radio, if necessary. If you are taking over from someone, plan to get to your post early so you will have time to learn from the previous person exactly how the job is being handled at this particular rally.
5. Writers / Scribes:
  - A. Ahead of Time:
    - 1) Find out what tests you will scribe for and become familiar with these.
    - 2) Be sure to dress neatly and appropriately in comfortable clothes.
    - 3) It is wise and nice to bring:
      - a: Something cold to drink (ice water) and a thermos of the morning starter (coffee) for both you and your judge to have during the day (just a precaution in case hospitality is not quite what it should be).
      - b: A pillow for your hard chair (advisable).
      - c: A clip board (in case a table is not supplied).
      - d: Bring extra, sharp pencils in case there are not enough, a pen and a red pen for marking errors.
    - 4) Be prepared for appropriate weather.
      - a: Sunny and hot: sun screen, bug repellent, sun glasses, hat.
      - b: Cold: blanket, gloves, sweater, coat. Remember you are sitting still; it will FEEL colder.
    - 5) Arrive at least 30 minutes ahead of the scheduled start so the Organizer does not panic. Allow more time if the area or job is unfamiliar
  - B. When You Arrive:
    - 1) Go to the Secretary's area and let the Organizer know you are there.
    - 2) Get the Judge's packet and find out which ring you are in.
    - 3) Introduce yourself to your judge. Check with the judge to find out if he/she gives scores or comments first and if he/she writes the collective comments or dictates them.

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- 4) Make sure that there are enough copies of each test in each class folder so that there is one for each competitor, and there are one or two extra copies for the judge and any readers.

- 5) Make sure you have several sharp pencils, a pencil sharpener and erasers, several working pens and a red pen for marking errors.

### C. For Each Test

- 1) Check the number of each rider against the schedule and test sheet as each rider is riding around the outside of the ring before the ride begins.
- 2) At the top of each test it is wise to put the color and/or markings of each mount.
- 3) Don't be afraid to ask the rider for his/her number if necessary or ask about a missing number. Be friendly and encouraging to the riders ("Good Morning," "Good Afternoon," "Have a nice ride," "Good luck").
- 4) If a scheduled rider does not show up write the words "no show" on the front and on the inside of the test sheet. Be sure the judge signs this test sheet too. Send the test sheet to the scorers as usual.
- 5) Don't interrupt the judge's concentration by chatting or asking questions. If you know any riders or mounts, or have opinions about anyone, keep silent about such matters. You are also responsible for not discussing with anyone your judge's comments about individual riders or mounts.
- 6) Don't attempt to judge the ride yourself by watching.

### D. During a Test

- 1) Record the judge's comments and scores for each movement. It is important to try to do so verbatim, if possible. Use sensible abbreviations or clear shorthand when possible, and write legibly. (USDF has a pamphlet for scribes that lists common abbreviations).
- 2) Usually the judge gives the comment first, (if he\ she gives one), and the score second. Put the comment for the appropriate movement in the column "Remarks" and the score for the appropriate movement, in the column "Points."
- 3) Errors of test made by the rider should be noted in the body of the test by writing the word "error" and circling it ( in red if possible). It should be on the line where the error happened and, usually, fits best in the column "Directive Ideas." The total number of errors should be jotted down next to the line for total error points, (at the bottom of the test); but the total error points should be filled in by the judge or scorers.

- 4) If you miss a score that has been given, it generally is best to leave a blank and ask the judge at the end of the test before the general impressions are scored – not when the judge is concentrating on another movement.

### E. End of Ride:

- 1) When the ride is over, some judges prefer to write the collective marks themselves, if so, give (only) that test to the judge.
- 2) Check the test at the end to be sure all marks have been given and that the judge has signed the test.
- 3) Give the completed tests to the runners promptly.
- 4) In all cases, adapt yourself to your judge, and make yourself as friendly, helpful, and unobtrusive as you can.

### F. Breaks and Lunch

- 1) If management is not available, take responsibility for giving directions to the restroom, an invitation to lunch, etc.

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### APPENDIX III ORGANIZING A RALLY

#### A. Initial Decisions

1. Local, regional or inter-regional rally.
2. Rally host club/center(s).
3. Rally Date. Select and reserve show grounds. Check suitability for Dressage rings.
4. Rally site. Check to confirm that there is adequate space for safe parking of trailers and vans at a one-day rally. For a rally lasting two or more days, stabling must be adequate for mounts, equipment & feed.
5. Selection of Rally Organizer.

#### B. Organizing Committee – Responsibilities

1. Organizer
  - a. Overall organization of competition.
  - b. Appoint committee members, making sure they are familiar with rules, and call meetings.
  - c. Contact preceding year's committee to discuss possible improvements to be made or problems to be solved in the current year rally.
  - d. Hire approved officials (Article 53).
  - e. Contact farrier, veterinarian, EMT personnel. Have all contact numbers that will need to be posted for easy access at the Rally.
  - f. Arrange for communication system and announcer.
  - g. Establish general physical layout for rally – site location, rings, parking, rest rooms, Secretary's Office, sources of water and food booth.
  - h. Delegate and oversee assigned jobs (see Appendix V for Check List).
  - i. Arrange for volunteers.
  - j. Establish working budget and obtain financial authorization to proceed.
  - k. Oversee setting of entry fee for rally.
  - l. Will not participate in the officiating, unless required due to extenuating circumstances.
2. Secretary
  - a. Procure necessary Rulebooks (current USPC Dressage Rulebook and any addenda plus a current *USPC Horse Management Handbook*). If possible, make rules available to the TD, judge(s) and the Horse Management judge before the rally.
  - b. Keep detailed notes of all meetings.
  - c. Announce date of competition and closing date.

- d. Prepare entry packet, send to interested DC/CAs (regional) and process entries received. Entry procedures for Championships are sent to RSs by the National Office.
  - e. Secure appropriate Dressage Tests and Score Sheets from [shopponyclub.org](http://shopponyclub.org).
  - f. Inform the Chair of Stabling as to total stalls required (remember to include tack rooms and feed areas).
  - g. Prepare the final schedule and program.
  - h. Keep accurate records of all payments and give payments to the treasurer.
  - i. Be sure Insurance coverage for rally has been requested. Check the Insurance Packet available on the Pony Club web site. Apply for any additional coverage and submit the "Locations & Landowner's" request available under Insurance on the web site.
  - j. Give 'USPC Rally Technical Delegate's Evaluations and Report' (Appendix VI) to TD and request return to USPC Activities, USPC Office. This form can be filled out online by going to "T" on the forms page of the USPC Web site, [www.ponyclub.org](http://www.ponyclub.org).
3. Hospitality Chair
    - a. Arrange for housing and food for competitors and officials (Judges for Horse Management, Dressage Judges, Technical Delegate and any other invited official).
    - b. Arrange for transportation of officials to and from the Rally and, as required, to and from housing.
    - c. Provide proper supervision and registration at housing sites for competitors.
    - d. Arrange for a private break site for officials at the Rally site.
    - e. Arrange for Parties, swimming, etc. as required.
    - f. Provide a list for suggested parent accommodations.
    - g. Arrange for delivery and pickup of Port-A-Potties.
    - h. Arrange to have water for competitors in trailer, warm-up and stabling areas.
    - i. Provide sufficient food and drink for volunteers.
  4. Grounds Chair
    - a. Placement, set-up and preparation (harrowing or mowing) of Competition and Warm-up Rings.
    - b. Placement, set-up and cleaning of judges' stands (trailers may be used) and interior table/ chairs.

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- c. Parking
    - 1) Trailers
    - 2) Chaperones
    - 3) Officials and Personnel including Farrier & EMT
    - 4) General Parking
  - d. Placement of trash containers and Port-A-Potties.
  - e. Clearing, mowing and clean-up after rally (check parking areas).
  - f. As required, harrow and/or water Dressage Rings during competition.
  - g. Provide flowers/shrubs decorations around rings & Judges' stands.
  - h. Make, place and after competition pick-up directional signs for show grounds, stabling, food, rings, parking, etc.
5. Stabling Chair (for Over-night Competitions)
- a. Arrange for and assign stalls for competitors' mounts, tack rooms and feed storage (trailers could be used for tack or feed rooms).
  - b. Make and display stabling charts.
  - c. Determine local availability of and arrange for bedding and feed.
  - d. Arrange for night watch for mounts.
  - e. Arrange for a person to register, assign and show competitors to their stabling area.
  - f. Provide for manure disposal and plan for clean-up inspection at end of Rally.
  - g. Establish Horse Management Headquarters.
6. Volunteer Chair
- a. Secure: Scribes, runners, gate-keepers, scorers, timers, readers and extra personnel.
  - b. Check on volunteers (several days ahead and during the Rally).
  - c. Make sure volunteers are fully briefed and that they arrive at least 15 minutes before they are needed. Key positions such as scribes and gate-keepers should be there 30 minutes before start.
  - d. Have enough volunteers so they can spell one another. However, many judges would prefer to keep the same scribe for the day.
  - e. Make sure pencils, sharpeners, score sheets, chairs, etc. are available where needed.

7. Awards Chair

- a. Orders, checks on, arranges for distribution of ribbons and awards as decided on by the Organizer and budget.

### C. Entry Packet

The secretary will prepare the packet at least three months before the Rally Closing Date so it can be checked by the Organizer or by someone fully up to date on requirements for local, regional and National USPC Dressage Rallies. A copy should be sent to the Regional Supervisor. The finalized Entry Packet should be sent to the DC/CAs four to six weeks before the Close of the Rally entry date.

The PACKET includes:

- 1. Place, date, time, size of arena(s) and map to site.

2. Rally Format:

The format should provide the competitors at least two tests for final scoring Qualifying vs Non-Qualifying. These tests must be those specified each year by the USPC Dressage Committee. Depending on available time, additional classes such as Musical Freestyle, Quadrille, Pas de Deux, Dressage Equitation or optional Test of Choice, may also be offered.

- 3. Composition of teams (Article 21) and levels of individual competition if offered (Article 20).

- 4. Fees and Entry Forms with clearly defined deadlines / closing date. (If late entries are to be accepted, provision must be made for them in planning, scheduling and ordering of supplies and awards).

- 5. Requirements for Medical Armbands/Bracelets, Coggins Test and Chaperones.

- 6. Stabling and Housing information – check-in times.

- 7. Food availability.

- 8. Volunteer jobs and sign-up.

- 9. Fund Raising information, e.g. tee-shirt sales.

- 10. Any specific and local rules e.g. "no dogs allowed" or "leashed dogs only," etc.

- 11. Championships commitment forms (as applicable).

- 12. Enclosure check list e.g. entry fee, rally releases, etc.

### D. Rally Materials

- 1. The following materials are available for purchase from [shopponyclub.org](http://shopponyclub.org):

- a. Dressage Tests, Musical Freestyle, Pas de Deux, and Quadrille Score Sheets

- b. Master Score Sheets

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2. Quadrille Compulsory and Freestyle Score Sheets are available from USDF.
3. Horse Management Sheets can be found in the Horse Management Handbook.
4. Ribbons, Trophies & Medals must be ordered well in advance, in time for delivery at least a week before the event and to avoid late charges for rush delivery. Previous winners of perpetual trophies must be contacted and the trophies retrieved so that the trophies may be presented to the current winners.

### E. Officials – See Article 53 for all required officials.

Number of judges required:

Estimate the approximate number of entries, availability of space, number of Dressage rings, number of tests to be ridden by each competitor. Use this estimate to determine the number of judges required. A judge should not judge for more than 8 hours in a given day. If possible, try to use judges who understand and can communicate with young, developing riders. If Musical Freestyles are to be included at the Rally, two judges are preferable for the class. Each judge will judge both the technical and artistic elements.

Since most judges schedule their activities as much as a year in advance, contact with licensed judges should be made months before the Rally. Discuss fees with judges and confirm arrangements in a letter. Send two copies to the judge and request one copy be signed and returned to the Organizer before the Rally.

### F. Volunteers

1. Scribes for Dressage Judges: A judge's scribe should be assigned for at least half a day. Some judges prefer to keep their scribes for the whole day. All scribes should have legible penmanship, decent spelling skills and must avoid discussing riders or mounts participating in the Rally. A "Guideline for Dressage Scribes" is included in Appendix III and may be copied and given to prospective scribes.
2. Runners: Tests should be picked up every 2 or 3 rides, if possible, and taken directly to the scorers. Runners should be instructed how and when to approach the Dressage arena so as to avoid distracting the mount or rider while the ride is in progress. Runners may also bring refreshments to the judges and scribes, and convey changes of schedule or rider from the Secretary or Rally organizer.
3. Safety Check Personnel: Assistant Horse Management judges or other knowledgeable horsemen must be available to check each rider and mount for the safety of his/her equipment before any warm-up. If the rider has come directly from Turnout Inspection, this Safety Check is not required.

4. Gate Keepers: This is an optional job, as it is not required that the gate of the Dressage arena be closed during each test. However, the gate should be closed for young Ds especially D-1s; this may prevent elimination.
5. Ring Steward: At a Pony Club Rally, this person is in charge of letting each competitor know when he/she may go to the competition ring and may also be in radio contact with the Announcer.
6. Announcer: Arrangements should be made for an announcing system with an experienced announcer, if possible. This person should have adequate knowledge of Pony Club Activities. The announcer usually is in charge of playing musical Freestyle tapes and so should be briefed on procedure and should preview the tapes with his equipment and a sound check, if possible. He/she will need an assistant, especially during Freestyle classes.
7. Scorers: At least two scorers are essential. Each test's scores should be double checked for accuracy. The use of calculators with paper tapes allows for cross checking. Scorers should be familiar with USPC rules as well as Dressage Rules and be provided with the necessary rulebooks. See Chapter VI, for Dressage scoring. In order to concentrate and get scores posted as soon as possible, scorers should be given a quiet and private place to work. It is helpful to have a file folder labeled for each team into which all the team Dressage tests, Turnout Inspection and other Horse Management sheets are collected.
8. Readers: Be sure all organizing personnel and readers are aware of rules for Readers at USPC Rallies (DR 118).
9. Clean-Up Crew: When using any property be sure to discuss with the owner or manager how they would like the property left when Pony Club departs. Try to get everything taken down and returned to its owners as quickly as possible after the last trailer leaves the rally grounds. Much of the work of dismantling arenas can be accomplished by the numerous volunteers accompanying the riders, if announcements are made for assistance. Leaving everyone involved with good feelings towards USPC always helps to encourage those being generous to do it again.

### G. Other Key Personnel

1. Veterinarian: The vet is needed for soundness jogs, and may be needed in an advisory capacity for decisions involving the Jury of Appeal. Give the veterinarian information about the USPC jog-out procedure and re-inspection. All necessary information may be found in the *USPC Horse Management Handbook*. This person's presence on the grounds is not required at all times. If the vet is not on the grounds his or her posted telephone number will suffice.



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2. Medical Assistance: All mounted, competitive Rallies must have on site a properly equipped paramedic, or other medical personnel with CPR certification and training or experience in pre-hospital emergency medical care. The person responsible for medical assistance must have no other duties at the Rally, must have a reliable means of communicating with the local EMS service and must be in communication with all riding areas. The Medical personnel must have immediate access to the Medical Release forms for all competitors and be prepared to take the appropriate form with any injured party. The Organizer shall have planned the quickest route to a hospital and the medical personnel and Organizer shall agree ahead of time on which hospital shall handle injured parties. An on-site ambulance, if available, is strongly recommended. If an ambulance is not stationed on the grounds, medical personnel must know how to get an ambulance and the location of the nearest hospital.
3. Farrier: A farrier may be on call or on the grounds. If on call, his or her number should be posted.
2. Stabling: If a Rally is being held over two or more days, stabling should be sufficient to provide space for mounts, equipment and feed. State on entry form whether or not initial bedding is provided and if extra bedding and feed are available for sale. Order blanks may be included with the entry packet. Assign stalls by team, and mark stalls and post charts conspicuously. Have personnel on hand at a specified check-in time, arrange for a night watchman. Plan in advance for clean-up inspection at the end of the rally. The "night watchman" frequently can be supplied by an out of town club/center – check ahead of time.
3. Housing: Local housing for competitors must be checked and confirmed. It must be adequate for the number of anticipated entries. Housing in the form of campgrounds, local homes, boarding schools, hotels, etc. should be explored. Different housing areas are suggested for Officials versus Competitors/Chaperones. Information can be included in the original prize lists distributed.
4. Riding Areas: Mark them clearly. See Article 32.

### H. Facilities

Arrangements should be made far in advance of hosting a rally, to insure that the proposed site has all the appropriate areas to put on a safe and successful rally. The availability of the site may decide whether one or several club/centers band together to hold a rally within their region. The grounds should be ready, arenas and judges booths in place and parking areas ready at least 24 hours before mounts arrive. Adequate restrooms and drinks should be near competitive areas, not just near spectator areas.

1. Parking: The different areas should be clearly marked.
  - a. Overnight: It must be clear where parking is in relation to stabling. It should also be clear where people can unload equipment and how quickly they need to do it. Vehicles must move out of the stabling area as soon as they are unloaded. If trailers are being used for tack or feed room, allow for these trailers to park as closely to the stable area as possible. Establish a traffic pattern so as not to block traffic.
  - b. One-Day Rallies: If trailers are being used for the "stable area," competition parking should be in a different area from all other parking. Try to have the parking area in sight of the competition. The parking area should be sufficiently large and flat enough to avoid overcrowding the riders, mounts and Horse Management judges. Safety is paramount. Leave enough room between trailers for each team's tack area.
- a. Warm-up: This area should be large enough to allow space for the largest possible number of mounts to warm up at one time, and should be located very near the competition arenas. The footing should be firm and level. It should be enclosed. A separate fenced area for longeing should also be available and marked accordingly. It is most beneficial for competitors, especially those doing more difficult tests and musical rides, to have a measured area with appropriate letters.
- b. Competition Areas, Equipment and Set-Up: The person in charge of setting up the competition arenas should be sure that the fencing being used to enclose each area is safe and of the proper height and dimensions (see Article 32). Each arena should be located on as level an area as possible.
  - 1) Footing: Care should be taken that the riding surface is smooth, that stones have been picked and that the surface, whether grass, sand or other material, is not slippery or too hard. Because the weather is always unpredictable, an alternative plan needs to be set and ready to go. If the ring floods, it may have to be dragged or even moved. Time for dragging and / or moving the ring needs to be taken into consideration and fixed into the time schedule.
  - 2) Layout: Ideally, the arenas should be near one another, if possible, but not closer than 15 meters. They should be at least 15 meters away from any spectator or warm up arenas. It is best to seat the judge with the sun behind him for the longest part of the day. For Ring Set-up see Appendix I.

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5. **Announcer's Booth:** The booth should be placed so that the announcer can see as much as possible in order to keep competitors informed as to who is in each ring, next up and "on deck." He/she must have a complete and updated program schedule so that any scratches or changes can be announced. Well before the rally, the Rally Organizer should check with the Announcer and the site owner to determine who will provide and set-up the announcing system. Amplifiers and speakers should be installed by someone knowledgeable and should include equipment adequate for playing tape cassettes/CDs for the musical Freestyles. The systems should be checked daily for malfunctions, especially before the Freestyles. A back-up system should be available. Ideally the speaker system should project to the stabling and food areas as well as to the rings. It is particularly important to have an adequate sound system at the Freestyle rings.
6. **Food Booth:** This should be set-up to provide food and beverages for judges, competitors and rally personnel. Provision should be made for volunteers and families. Adequate electrical service should be available for cooking and refrigeration equipment. Check local Board of Health regulations for facility and food handler's license requirements.

### I. Secretary's Area and Functions

As soon as entries come in, they should be processed. Signatures, releases, complete mount and rider data, as well as fees, certification level and tests being ridden must all be complete and accurate. Each team should have its own file folder, with any missing items written on the outside. As entries are complete, competitors' packets should be prepared. These will include pinnies or other types of numbers, programs, meal tickets, name tags, etc. The files for each entry should be kept until the rally ends so that the secretary has the necessary releases and chaperone forms on file throughout the rally. All emergency phone numbers must be easily available.

The secretary should have a large desk to work from and be sheltered from the elements. If using a horse trailer, the secretary and scorer need to be separated so the secretary can be easily accessible. It should also be located conveniently for competitors, out of the way of parents and small children. It should have space for competitors' packets, pertinent Rulebooks, clipboards for officials and volunteers, office supplies such as pens, red pens, pencils, paper, scotch and masking tape, stapler, thumb tacks, string, duct tape, correction fluid, cash box and change, note pads, judges folders, spare tests, extension cords, programs, extra time schedules, spare poster board, calculators, clear plastic sheeting (if score boards could be exposed to rain), bug spray, tissues and extra toilet tissue. A copier is very useful but not mandatory.

A large flat wall or other surface is required for posting scores. Separate arrangements should be made for posting scores so they are available both to competitors and spectators. Competitors should have a scoring display separate and away from the spectators. It is helpful to the scorers to locate score boards close to the scoring area.

There should be ample radio transceivers so that Scorers, the Organizer, the Chief Horse Management Judge and the Announcer can stay in communication at all times.

Throughout the rally, some one must stay in the Secretary's area to act as an information resource, as a general coordinator and as a communications facilitator.

Rally results must be sent to the Regional Supervisor and to the Dressage Championship Organizer if required in Championship rally data.

The Rally Secretary is responsible for recording protests, appeals and subsequent decisions of the Ground Jury and the Appeals Committee.

### J. Scheduling

1. The average time for each level test is indicated on the front of each Dressage test sheet.
2. Check whether small or standard size arenas will be used and adjust time allowed accordingly.
3. Try to allow approximately 2 minutes between rides, more time if overall rally schedule allows time for judges to speak with competitors at the end of each ride (NOTE: At Championships, the judge may not discuss the ride before the bell or after the final salute. See Chapter II, Article 36).
4. **Musical Freestyle:** Although time permitted for each ride is 5 minutes, 10 minutes should be scheduled for each Freestyle ride to give adequate time to adjust the music and for the judge's extra, written comments.
5. Start a working time schedule by calculating minutes for each test and for the minutes between each ride. Place times in a left column of lined paper. Remember to add 10-15 minute breaks after each 1 1/2 – 2 hour period and allow approximately 1 hour for the judge's lunch break. A judge should not be expected to judge more than 8 hours in any one day.
6. Check the distances riders will be traveling to the rally. At a one day rally, teams from a long distance away should be scheduled for their Turnout Inspection later than those from near-by club/centers.
7. For Ds try to have at least 30 minutes; and for other competitors, 45 minutes to one hour between Turnout Inspection and the competitor's first ride.
8. Teams are numbered by fives, with multiples of five always assigned to the Stable Managers.

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9. At regional and inter-regional rallies, it is customary for each rider to ride two or more tests. Care should be taken to have each test ridden for a different judge, if more than one judge is officiating. For team competition, all members must be judged an equal number of times by all of the judges.
10. A separate Turnout Inspection Station with a Horse Management Judge should be established for each ring.
11. If possible, try not to have several or all members of a team scheduled to go to Turnout Inspections at the same (or close to the same) time.

### **K. The Program**

The program should be prepared by the person doing the scheduling. Enough copies should be made to provide them to all officials and personnel, including the Announcer, all Turnout Inspection Judges, Stewards, and all Judges and Horse Management Judges, and each of the competitors, with extras for parents and spectators. Copies of the final time schedule should be corrected to include all last minute alterations.

Getting a good program out with an accurate time schedule is difficult, because it must be done as close to the date of the rally as possible. Someone with access to a word processor, a scanner, a good quality printer and a copier is ideal to work on the program.

As appropriate and to help cover costs, try to enlist parents who will sell advertising space in the program.

If the program is being printed, it should go to the print shop about five days before the rally. Consider inserting the final time schedule in the program after the program is printed so the unavoidable, last-minute alterations to the time schedule can be included.

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### APPENDIX IV

#### CHECK LIST FOR DRESSAGE RALLY ORGANIZER

*(Also see Appendix III for more detail and individual tasks)*

TASK	CONTACT NAME/STATUS	PHONE#
Establish Budget & Estimate Costs	_____	_____
Identify Rally Secretary/Organizer plus Sponsoring Club/ Center, Region or Committee	_____	_____
Confirm Availability of Facility & Make Reservation	_____	_____
Set Competition Date(s) and Establish Opening & Closing Date	_____	_____
Reserve Ambulance or EMT	_____	_____
Confirm veterinarian arrangements	_____	_____
Contact Judges (Confirm availability & fees)	_____	_____
Confirm Scribe Availability	_____	_____
Identify Officials & Confirm Availability	_____	_____
Scorers	_____	_____
Technical Delegate	_____	_____
Ground Jury	_____	_____
Ring Stewards	_____	_____
Horse Management Chief and Assistant Judges	_____	_____
Announcer (Confirm Availability of PA & Music, Audio Equipment)	_____	_____
Find Runners	_____	_____
Pinnies (Numbers) – Repair, Clean and Replace as Required	_____	_____
Establish Insurance Coverage	_____	_____
Arrange for Radios for Communications	_____	_____
Issue Entry Forms & any necessary Release Forms	_____	_____
Arrange for Stabling (As required)	_____	_____
Confirm Availability of Suitable Dressage Ring Equipment	_____	_____
Order Ribbons, Awards, bridle numbers( if necessary)	_____	_____
Order Applicable Dressage Score Sheets	_____	_____
Make Arrangements for Food at Competition (Special Arrangement for Officials)	_____	_____
Design Official Program & Sell Ads (Optional)	_____	_____

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TASK	CONTACT NAME/STATUS	PHONE#
Get Applicable Arena Signage (i.e., Ring #1, Ring #2, Warm-Up, etc.)		
Arrange for Bathrooms (Porta Potties as required)		
Arrange for Trash Cans and Telephone(s)		
Get Copy of Latest Edition of Dressage Rulebook		
Make up Hospitality Basket(s) for Judge(s)		
Schedule Competition		
Drag Rings		
Set-up Arenas		
Set Final Schedule		
Print Final Schedule		
Make-up Test Packets for Each Judge with Applicable Dressage Score Sheets		
Confirm Times for All Officials		
Hold Competition		
Arrange for competitors and Horse Management judges to turn in completed Horse Management evaluation forms.		
Pay Judges and Applicable Officials		
Clean-up		
Submit Results of Competitors Qualifying for Championships to Organizer		
Confirm TD Submitted Report to USPC		
Arrange for Bills to be Paid		



## SECTION VII: Appendices

### APPENDIX V USPC DRESSAGE RALLY TECHNICAL DELEGATE'S EVALUATION AND REPORT

*(This form is also available electronically on USPC Web site on the forms page under "T")*

Region: \_\_\_\_\_ Chief HM Judge \_\_\_\_\_ # of Competitors \_\_\_\_\_

Rally Date: \_\_\_\_\_ Rally Levels/Divisions: \_\_\_\_\_

Organizer's Name: \_\_\_\_\_ Telephone: ( ) \_\_\_\_\_

Address: \_\_\_\_\_ City/State/Zip \_\_\_\_\_

TD's Name: \_\_\_\_\_ Telephone: ( ) \_\_\_\_\_

Address: \_\_\_\_\_ City/State/Zip \_\_\_\_\_

#### Yes No

1. \_\_\_\_ \_\_\_\_ Did you have a CURRENT copy of the USPC Rules for Dressage Rallies?
2. \_\_\_\_ \_\_\_\_ Was the entire rally conducted according to these rules?
3. \_\_\_\_ \_\_\_\_ Did Horse Management function according to the rules?
4. \_\_\_\_ \_\_\_\_ Did you have any problem with a stated rule?
5. \_\_\_\_ \_\_\_\_ Did you have a situation for which there was no stated rule?
6. \_\_\_\_ \_\_\_\_ Did you or a representative conduct the pre-planning/inspection visit?
7. \_\_\_\_ \_\_\_\_ Were suggestions made at the Pre-Planning/Inspection visit carried out?
8. \_\_\_\_ \_\_\_\_ Did the Organizer prepare a program (with essential maps, order of go, etc.)?
9. \_\_\_\_ \_\_\_\_ Were qualified medical personnel & equipment (EMT, ambulance) on grounds during mounted activities and on call at all times?
10. \_\_\_\_ \_\_\_\_ Did Competitors display USPC Medical Armbands/Bracelets in compliance with USPC Policy?
11. \_\_\_\_ \_\_\_\_ Were any accidents reported?
12. \_\_\_\_ \_\_\_\_ Were horse services available? VET / Farrier on grounds? on call? (circle one)
13. \_\_\_\_ \_\_\_\_ Were communications adequate for all phases?
14. \_\_\_\_ \_\_\_\_ Were the facilities suitable?
  - a) Warm-up area yes no
  - b) arenas correct size & good footing yes no
  - c) parking yes no
  - d) Sound equipment for musical rides yes no
15. \_\_\_\_ \_\_\_\_ Was a public telephone available?
16. \_\_\_\_ \_\_\_\_ Were there enough:
  - a) toilets yes no
  - b) concession stands yes no
  - c) trash cans yes no
  - d) necessary equipment yes no
17. \_\_\_\_ \_\_\_\_ Were Chaperones forms signed? yes no
18. \_\_\_\_ \_\_\_\_ Were briefings held for:
  - a) Competitors yes no on time
  - b) Chaperones yes no on time
  - c) Horse Management Judges yes no on time
19. \_\_\_\_ \_\_\_\_ Was sufficient personnel provided to manage all phases?

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20. \_\_\_\_ Were the organizers and other officials friendly and supportive to competitors and each other?

21. \_\_\_\_ Were you satisfied with accommodations for mounts?

- |                            |     |    |
|----------------------------|-----|----|
| a) stabling/tie area       | yes | no |
| b) feed/hay/bedding supply | yes | no |
| c) water                   | yes | no |
| d) other                   | yes | no |

22. \_\_\_\_ Were you satisfied with accommodations for officials?

- |                   |     |    |
|-------------------|-----|----|
| a) housing        | yes | no |
| b) food/drink     | yes | no |
| c) transportation | yes | no |

23. \_\_\_\_ Was the rally a learning experience for all competitors?

**REMARKS: If any of the above were "No" or questionable, please explain on a separate sheet of paper.**

### HORSE MANAGEMENT REVIEW:

As the Technical Delegate, you are charged with the first level of reviewing the decisions in Horse Management. Under the rules of competition, the initial protest from the decision of the Chief Horse Management Judge is to the Technical Delegate. A protest can only be made by the team or individual competitor against whom an adverse decision is made. Therefore if a protest comes to you to reconsider the decision of the Chief Horse Management Judge and you do **NOT** sustain the decision of the judge, the protest is concluded. If you do sustain the Chief Horse Management Judge, then a protest can be placed before the Ground Jury.

It is essential that we find out your evaluation of the Horse Management program at this rally. Please answer the following questions:

1. Please give the name of the Chief Horse Management Judge:\_\_\_\_\_.
2. How many Assistant Horse Management Judges were used: \_\_\_\_\_.
3. Did the Chief Horse Management Judge's briefing to the competitors fairly address all of the issues critical to this competition? YES \_\_\_\_\_ NO \_\_\_\_\_
4. Did the Chief Horse Management Judge and assistants treat the judging phase as an opportunity to teach and educate the competitors? YES \_\_\_\_\_ NO \_\_\_\_\_
5. Was the Chief Horse Management Judge open and accessible to the competitors and prepared to hear the arguments and reasons of the competitors? YES \_\_\_\_\_ NO \_\_\_\_\_
6. Were there problems in the competition with issues and matters that were not discussed or explained in the competitors' briefing? YES \_\_\_\_\_ NO \_\_\_\_\_ If yes, what issues arose that had not been addressed at the briefing:\_\_\_\_\_

7. Did the Chief Horse Management Judge and their assistants deal with the competitors and other officials at the rally in a congenial and respectful manner and vice versa? YES \_\_\_\_\_ NO \_\_\_\_\_

8. Based on your knowledge of the Horse Management Handbook and the issues that arose during the rally, did you feel comfortable in the position of the initial arbiter of protests? YES \_\_\_\_\_ NO \_\_\_\_\_

9. Do you have any concerns with the manner in which Horse Management was addressed and judged at this rally?

YES \_\_\_\_\_ NO \_\_\_\_\_

If yes, please explain: \_\_\_\_\_

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ADDITIONAL COMMENTS: \_\_\_\_\_

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Are you a USEF licensed TD? \_\_\_\_Yes \_\_\_\_No If not, what are the qualifications which give you the skills and knowledge necessary to fulfill the requirements of a Technical Delegate? (If you replied to this for the Inspection Visit, you certainly don't need to repeat!) \_\_\_\_\_

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Do you have any suggestions for our rallies or this report? (Please write them below or on a separate sheet of paper.)

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Technical Delegate's Signature \_\_\_\_\_ Date \_\_\_\_\_

**Please return to:**  
Activities Department  
USPC National Office  
4041 Iron Works Parkway  
Lexington, KY 40511

## SECTION VII: Appendices

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### APPENDIX VI

#### ARENA ETIQUETTE

*(Both in the Competition Warm-Up and "Just at Home")*

1. Pass left shoulder (hand) to left shoulder.
2. When walking, stay well to the inside of the track, so that those who are working may make use of it. Also, if you are going to halt, rein-back, etc., either come in off track or do it on the short ends of the arena.
3. Lateral movements (especially the shoulder-in and the haunches-in which usually are done along the wall) have the right of way.
4. Do not cut someone off.
5. Look where you are going and where others are going.
6. If you notice that someone is not looking where they are going, say in a loud voice, "heads up!"
7. If you should lose control of your mount, warn others by saying in a loud voice, "heads up!"
8. Never assume just by saying "heads up!" that you automatically are safe or free to do anything you want.
9. Do not gallop around in a crowded arena (or near places where people are warming up or where mounts might be tied to trailers, etc.).
10. Longeing a mount in the Warm-up arena at a competition is not allowed. Find out where longeing is permitted. It is also not a good idea to longe in an arena where other people are riding as it often is very dangerous (or selfish since it takes up an enormous amount of space!).
11. Remember – be polite and forgiving – we all make mistakes!

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## APPENDIX VII

### GUIDELINES FOR COACHING AT USPC DRESSAGE RALLIES

The role of a coach is to assist the rider:

1. Warm-up area techniques and working out problems
2. The assessment of the Dressage test
3. How to deal with mistakes made on the test and prepare a plan for the next test
4. The rules of competition before competition begins
5. To help the competitor with eyes on the ground

A Pony Club coach is expected to help any Pony Club competitor who asks for help or who is present without a coach. The coach is not present to give a riding lesson on the warm-up area. It is the coach's job to aid the rider in managing the confusion of a competitive warm-up area as well as dealing with dangerous traffic situations and to help the rider assess his/her performance after the ride.

All teams/individuals may have a coach; teams/individuals may share a coach. The name of the coach must be included on the entry form. The coach must be familiar with and comply with the current USPC Rules for Dressage Competitions and should assist riders in learning these rules before the competition begins.

The coach must read, sign and return to the organizer a copy of this form to indicate that he/she has read, understands and will abide by the USPC Dressage Rules and the coach's guidelines.

The coach must wear the identification provided by the organizer during the competition times. Those times are defined to be at least from the opening to the closing of stables each day.

Communication between coaches and competitors during the competition is limited to:

1. The Official Briefing and any subsequent briefings, as required by the Organizer.
2. Dressage warm-ups.
3. A brief meeting following the Dressage test in the schooling area if the rider so desires.
4. Reviewing the Dressage test and creating a plan to improve on the next Dressage test if the rider desires.

#### Coaches must:

1. Attend the Official Briefing for Coaches; every rider does not have to have a coach present while riding, as teammates may have too close of ride times for the coach to be in more than one place at a time.

#### All coaches must sign that they have read this sheet:

I \_\_\_\_\_ have read the USPC Handbook and Rules for Dressage and the above guidelines for coaching.

Print Name \_\_\_\_\_ Date \_\_\_\_\_

Team (Region) or members \_\_\_\_\_

Coach Cell Phone Number \_\_\_\_\_ Coach Email \_\_\_\_\_

2. There must be a team meeting with the coach to discuss ride times and how best to utilize the coach within the team.
3. All coaches must be identified so they are easily recognized as a coach
4. A rider in the schooling area whose coach is not present may approach another coach and ask for help.

#### A coach may not be:

1. A team chaperone, except with the permission of the Organizer.
2. The organizer, any member of the Organizing Committee or any other official of the competition.
3. A Regional Supervisor at a regional competition.

The duties of a coach shall be limited to the riding phases of competitions and may include:

1. Observing, but not participating in (unless requested), any pre-competitive soundness check and any daily soundness checks.
2. Accompanying competitors during test, arena inspection, sound checks, or at any other subsequent times are open for warm-up, during which they may give advice and coach.
3. Assisting competitors in the designated Schooling Area.
4. Briefly meet with the rider after the test for feedback on the test, if the rider desires. This meeting will be held in or very near by the gate to the Schooling Area; and under no circumstances will interfere with the care of the mount, under penalty of elimination of the rider.
5. If necessary, a coach may lead a competitor's mount into the arena area.

*A coach may assist in standard adjustments of tack (tightening girth, changing the length of stirrups) in the warm up area without the requirement of an additional safety check.*

1. If these standard adjustments can not be made while mounted, the rider may remount without the need of an additional safety check.

At all times coaches must be aware of the unauthorized assistance rule (see Article 56.7). They must not enter the stable area except at authorized visiting times.

The paddock master/judge/ground jury under the rules governing unauthorized assistance will penalize violations of these coaching guidelines.



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### Appendix VIII Protest/Appeal Form

Remember: Before this form can be used, an inquiry must have been made to the TD/Steward. Once completed, deliver to the Discipline/Show Secretary.

Date: \_\_\_\_\_ Time: \_\_\_\_\_ Discipline: \_\_\_\_\_

Division: \_\_\_\_\_ Club/Center/Region: \_\_\_\_\_

Competitor Name: \_\_\_\_\_ Number: \_\_\_\_\_

Captain Name: \_\_\_\_\_ Team: \_\_\_\_\_

Phase: \_\_\_\_\_

Statement of protest: State the reason for Inquiry. Include appropriate rule references to support your Inquiry.

References: Name book and page number.

Signature of Team Captain/Competitor: \_\_\_\_\_

---

Disposition: Date/time: \_\_\_\_\_

Approved: \_\_\_\_\_ Denied: \_\_\_\_\_ Points awarded if any: \_\_\_\_\_ Penalty, if any: \_\_\_\_\_

Ground Jury: \_\_\_\_\_

Appeal Committee: \_\_\_\_\_

Team Captain/Competitor \_\_\_\_\_

Scorer: (to indicate receipt and adjustment of a change) \_\_\_\_\_

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