

EXPLANATORY NOTES FOR 2009 DRESSAGE TESTS FOR JUDGES AND RIDERS

PRELIMINARY/NOVICE/ELEMENTARY

Movement: Free Walk

Execution: Refer to page 42 & 249 in the FEI Handbook
Refer to 7.3.4 in the EA Rule Book - 2008

- The free walk is a pace of relaxation in which the horse is allowed complete freedom to lower and stretch out the head and neck
- The horse's strides and its frame are lengthened
- The free walk is executed on a long rein – maintaining contact with the poll still under control
- Stretching over the back and forward/downward with the head and neck is most important in this movement

Therefore, the horse should be very relaxed, loosening his back muscles and going forwards. He should reach out with his nose, lowering his head and as he does so, he should be invited "to chew the reins out of the rider's hands". At the free walk the reins should not be totally abandoned and held at the buckle. Rather, they should be stretched to the utmost still held by the horse on light contact in his new stretched position.

NOVICE LEVEL

2B

Movement 3: Working trot - D-R Leg yield right

Movement 16: Working trot – D-S Leg yield left

2C

Movement 4: Working trot – V-I Leg yield right

Movement 6: Working trot – P-I Leg yield left

2D

Movement 4: Working trot – X-M Leg yield right

Movement 7: Working trot – X-H Leg yield left

Execution: Refer to pages 122 - 128 in the FEI Handbook
Refer to 7.11.1 in the EA Rule Book - 2008

- The horse is almost straight except for a slight flexion at the poll away from the direction in which it is moving
- The rider should just be able to see the eyebrow and nostril on the inside.
- The inside legs pass and cross in front of the outside legs

ELEMENTARY LEVEL

3C

Movement 13: Shorten the stride and half turn on the haunches left

Movement 14: Shorten the stride and half turn on the haunches right

Execution: Refer to page 160-161 in the FEI Handbook
Refer to 7.13 in the EA Rule Book - 2008

- At this level the turn can be executed on a radius of approximately 0.5m
- The horse does not halt before or after the turn

- The horse is slightly bent in the direction in which it is turning remaining 'on the bit'

3D

Movement 5: Collected trot – B-M - Renvers right

Movement 9: Collected trot – E-H - Renvers left

Execution: **Refer to pages 143-144 in the FEI Handbook**
Refer to 7.12.3 in the EA Rule Book – 2008

- This is an inverse movement in relation to the 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
- The horse is slightly bent around the inside leg of the rider
- The horse's outside legs pass and cross in front of the inside legs
- The horse is bent in the direction in which it is moving

e.g. Renvers right/left – the horse travelling from BM/EH is bent to the right/left around the riders right/left leg with quarters on the track and forehand moved inwards.

Movement 11: Shorten the stride and half turn on the haunches right

Movement 12: Shorten the stride and half turn on the haunches left

Execution: **Refer to page 160-161 in the FEI Handbook**
Refer to 7.13 in the EA Rule Book - 2008

- At this level the turn can be executed on a radius of approximately 0.5m radius
- The horse does not halt before or after the turn
- The horse is slightly bent in the direction in which it is turning remaining 'on the bit'

MEDIUM LEVEL

4A

Movement 9: Shorten the stride and half turn on the haunches left

Movement 10: Shorten the stride and half turn on the haunches right

Execution: **Refer to page 160-161 in the FEI Handbook**
Refer to 7.13 in the EA Rule Book - 2008

- At this level the turn can be executed on a radius of approximately 0.5m radius
- The horse does not halt before or after the turn
- The horse is slightly bent in the direction in which it is turning remaining 'on the bit'

4B

Movement 10: Shorten the stride and half turn on the haunches right

Movement 11: Shorten the stride and half turn on the haunches left

Execution: **See above**

4C

Movement 13: Shorten the stride and half turn on the haunches left

Movement 14: Shorten the stride and half turn on the haunches right

Execution: **See above**