

THE PONY CLUB
NOVICE DRESSAGE TEST 2009
(20m x 40m Arena)



<i>The Test</i>		<i>Max. Marks</i>	<i>Directives</i>
1.	A C Enter in working trot and proceed down the centre line without halting. Track left.	10	Straightness on centre line. Regularity of trot. Suppleness through turn.
2.	HKA Working trot.	10	Balance, rhythm and straightness.
3.	FXH Change the rein on the diagonal. Over X transition to walk for 2 – 5 steps followed by transition to working trot.	10	Balance and straightness on diagonal and through the transitions.
4.	C Circle right 20m diameter. Give and retake the reins over X.	10	Rhythm and suppleness. Size and shape of circle. Sufficient balance to allow reins to be given (see Notes for Competitors in rule book for details).
5.	MXK Change the rein on the diagonal. Over X transition to walk for 2 – 5 steps followed by transition to working trot.	10	Balance and straightness on diagonal and through the transitions.
6.	A Circle left 20m diameter. Give and retake the reins over X.	10	Rhythm and suppleness. Size and shape of circle. Sufficient balance to allow reins to be given (see Notes for Competitors in rule book for details).
7.	Between A & F Working canter left.	10	Active, balanced transition.
8.	B BMCH Circle left 20m diameter. Working canter.	10	Rhythm and suppleness of canter. Size and shape of circle.
9.	HXF Change the rein on the diagonal. Between X and F working trot.	10	Correct rhythm. Balance and straightness maintained through transition.
10.	A Serpentine 3 loops. Each loop to go to the sides of the arena finishing at C on the right rein.	10	Balance, rhythm and suppleness through the turns.
11.	Between C & M Working canter right.	10	Rhythm and suppleness. Active, balanced transition.
12.	B BFAK Circle right 20m diameter. Working canter.	10	Rhythm and suppleness. Size and shape of circle.
13.	KXM Change the rein on the diagonal. Between X and M working trot.	10	Correct rhythm. Balance and straightness maintained through transition.
14.	C Medium walk.	10	Balance in the transition. Regularity and activity of walk steps.
15.	HBK Free walk on a long rein.	10 x 2	Regularity and activity of walk steps. Freedom given so that neck can stretch and lower with lengthening of the steps.
16.	K A Medium walk. Turn down the centre line.	10	No resistance on return to medium. Regularity of steps. Suppleness on turn and straightness on centre line.
17.	D G Working trot. Halt. Immobility. Salute.	10	Rhythm and suppleness of trot. Balanced transitions. Straightness and immobility of halt.
Leave the arena at free walk on a long rein at A			
18.	Paces	10	Freedom and regularity.
19.	Impulsion	10 x 2	Desire to move forward, elasticity of steps, suppleness of the back and engagement of the hindquarters.
20.	Submission	10 x 2	Attention and confidence, harmony, lightness and ease of the movements, acceptance of the bridle and lightness of the forehand.
21.	Rider position and seat.	10 x 2	Correctness and effect of the aids.
		250	

Approx. time 4 1/2 minutes.
 All trot work to be executed 'sitting' or 'rising'.

CONDITIONS

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

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

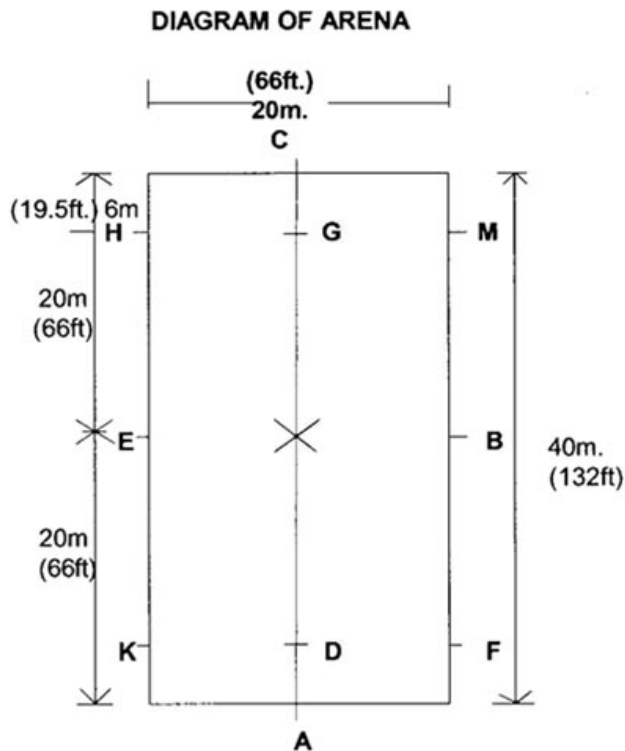
The test may not be commanded at Area Competitions or at the Championships.

Penalties for errors over the course

- 1st Error 2 marks
- 2nd Error..... 4 marks
- 3rd Error 8 marks
- 4th ErrorElimination

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

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



The A, F, B, M, C, H, E, K Letter Markers should be placed about 50 cms outside the Arena.
The G, X and D Letters are not marked on the Arena.