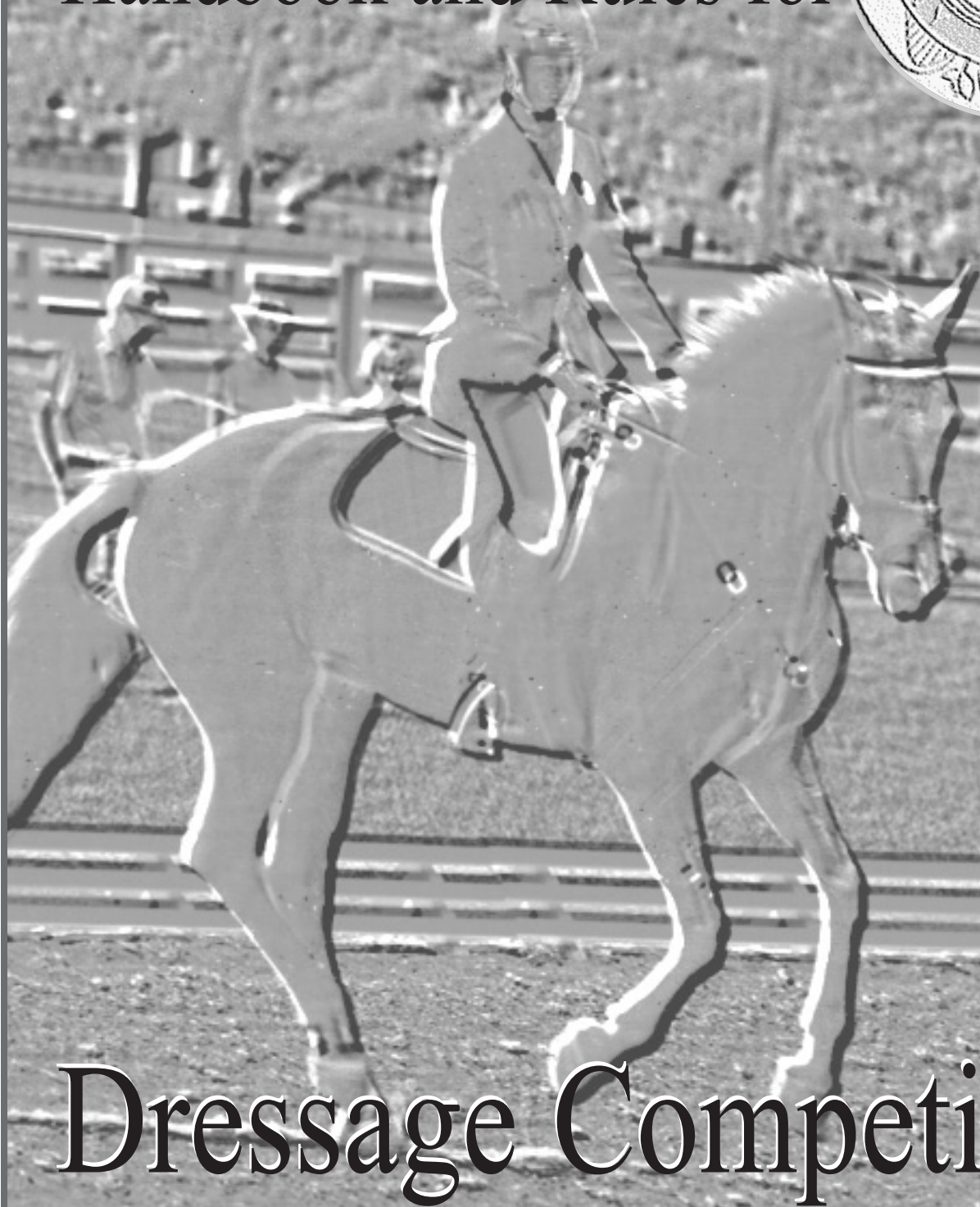


USPC[®]

Handbook and Rules for



Dressage Competition

2009

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REMINDER: This is a new Rulebook for 2009. 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.

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.

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GOVERNING RULES

This Rulebook is NOT a general guideline, but is a precise specification of rules that must be followed. All Dressage 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 USEF and this Rulebook, this Rulebook will be followed.

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.

MISSION STATEMENT:

The mission of the United States Pony Clubs is to provide a program for youth that teaches riding, mounted sports, and the care of horses and ponies, thereby developing responsibility, moral judgment, leadership, and self-confidence.

GUIDING BELIEFS:

- USPC is an educational organization which progressively develops the well-rounded horseperson.
- The well-rounded horseperson is capable of riding safely and tactfully on the flat, over fences, and in the open.
- Knowledgeable care of horses and ponies (Horse Management) is basic to the well-rounded horseperson.
- USPC is committed to the well-being of the horse.
- Fair and friendly competitions develop teamwork and sportsmanship.
- Fun and friendship are part of Pony Club.
- USPC requires parental and volunteer involvement and support.
- The USPC is committed to safety.
- The local Club is the core of USPC.

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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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CHAPTER I – Introduction

DR101 – OBJECTIVES & STANDARDS

Objectives and Standards of Levels of competition used in USPC Dressage Rallies or functions:

1. USDF Introductory Level: To confirm that the horse is ridden on a light but steady contact, and that the rider places great importance upon preparation, correctness and quality of the movements, rather than the gaits of the horse and exact execution of the movements at a specific marker.
2. USEF TRAINING LEVEL: To confirm that the horse's muscles are supple and loose, and that it moves freely forward in clear and steady rhythm, accepting contact with the bit.
3. USEF FIRST LEVEL: To confirm that the horse, in addition to the requirements of Training Level, has developed thrust (pushing power) and achieved a degree of balance and thoroughness.
4. USEF SECOND LEVEL: To confirm that the horse, having demonstrated that it has achieved the thrust (pushing power) required in the First Level, now shows that through additional training, it accepts more weight on the hindquarters (collection), shows the thrust required at medium paces, and is reliably on the bit. A greater degree of straightness, bending, suppleness, thoroughness, and self-carriage is required than at First Level.
5. USEF THIRD LEVEL: To confirm that the horse has achieved the requirements of Second Level. It now demonstrates in each movement, especially in medium and extended paces and in the transitions to and from collected movements, rhythm, suppleness, acceptance of the bit, thoroughness, impulsion, straightness and collection. There must be a clear distinction between the paces.
6. USEF FOURTH LEVEL: To confirm that the horse has achieved the requirements of Third Level. These are tests of medium difficulty designed to confirm that the horse has acquired a high degree of suppleness, impulsion, thoroughness, balance and lightness while always remaining reliably on the bit, and that its movements are straight, energetic and cadenced with the transitions precise and smooth.
7. FEI Levels:
PRIX ST. GEORGES: Test of medium standard. This test represents the medium stage of training. It comprises exercises to show the horse's submission to all the demands of the execution of classical equitation and a standard of physical and mental balance and development, which will enable him to carry them out with harmony, lightness and ease.

INTERMEDIATE I: Test of relatively advanced standards. The object of this test is to lead horses on, progressively and without harm to their organism, from the correct execution of Prix St. Georges to the more demanding exercises of Intermediate II.

INTERMEDIATE II: Test of advanced standard. The object of this test is to prepare the horses for Grand Prix.

GRAND PRIX: Test of the highest standard. The Grand Prix is a competition of the highest level, which brings out the horse's perfect lightness, characterized by the total absence of resistance and the complete development of impulsion. The test includes all the school paces and all the fundamental airs of the Classical High School, of which the artificial paces, based on an extreme extension of the forelegs, are not part.

GRAND PRIX SPECIAL: Test of the same standard as Grand Prix. This is a competition of the same level as Grand Prix where especially the transitions are a matter of great importance.

THE FREESTYLE TEST: This is a competition of artistic equitation to music. It includes all the required movements and gaits of the standard tests of the same level. The competitor is, however, absolutely free in the form and manner of the presentation he chooses within a fixed time. The test should clearly show the unity between rider and horse as well as harmony in all the movements and transitions.

DR102 – OBJECT & GENERAL PRINCIPLES OF DRESSAGE

(Definitions According to the USEF Rulebook)

1. The object of Dressage is the harmonious development of the physique and ability of the horse. As a result it makes the horse calm, supple, loose and flexible but also confident, attentive and keen thus achieving perfect understanding with his rider.
2. These qualities are revealed 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 in a lively impulsion;
 - d) The acceptance of the bridle with submissiveness throughout and without any tenseness or resistance.
3. The horse thus gives the impression of doing of his own accord what is required of him. Confident and attentive he submits generously to the control of his rider remaining absolutely straight in any movement on a straight line and bending accordingly when moving on curved lines.

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4. His walk is regular, free and unconstrained. His trot is free, supple, regular, sustained and active. His canter is united, light and cadenced. His quarters are never inactive or sluggish. They respond to the slightest indication of the rider and thereby give life and spirit to all the rest of his body.
5. By virtue of a lively impulsion and the suppleness of his joints, free from the paralyzing effects of resistance, the horse 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 his work, even at the halt, the horse must be on the bit. A horse 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 and he accepts the bridle with a light and soft contact and submissiveness throughout. 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 horse shows when it moves with well marked regularity, impulsion and balance. Cadence must be maintained in all the different trot and canter exercises and all the variations of trot and canter.
8. The rhythm that a horse maintains in all his gaits and paces is fundamental to Dressage.

DR103 – THE HALT

1. At the halt the horse should stand attentive, engaged, motionless and straight with the weight evenly distributed over all four legs being by pairs abreast with each other. The neck should be raised, the poll high 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 horse may quietly chomp 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 horse's weight on the quarters by a properly increased action of the seat and legs of the rider driving the horse toward a more and more restraining but allowing hand causing an almost instantaneous but not abrupt halt at a previously fixed place.

DR104 – THE WALK

1. The walk is a marching gait in which the footfalls of the horse's feet follow one another in "four time," well marked and maintained in all work at the walk.
2. When the foreleg and the hind leg on the same side move almost on the same beat the walk tends to become an almost lateral movement. This irregularity, which might become an ambling movement, is a serious deterioration of the gait.
3. It is at the gait of the walk that the imperfections of Dressage are most evident. This is also the reason why a horse should not be asked to walk on the bit at the early stages of his training. A too precipitated collection will not only spoil the collected walk but the medium and the extended walk as well.
4. The following walks are recognized: collected walk, medium walk, extended walk, and free walk.
 - a. Collected Walk. The horse remaining "on the bit," moves resolutely forward with his neck raised and arched, and showing clear self carriage. The head approaches the vertical position, the light contact with the mouth being maintained. The hind legs are engaged with good hock action. The gait should remain marching and vigorous, the feet being placed in regular sequence. Each step covers less ground and is higher than at the medium walk because all the joints flex more markedly. In order not to become hurried or irregular, the collected walk is shorter than the medium walk, although showing greater activity.
 - b. Medium Walk. A clear, regular and unconstrained walk of moderate lengthening. The horse remaining on the bit, walks energetically but calmly with even and determined steps, the hind feet touching the ground in front of the footprints of the forefeet. The rider maintains a light, soft and steady contact with the mouth.
 - c. Extended Walk. The horse covers as much ground as possible without haste and without losing the regularity of his steps, the hind feet touching the ground clearly in front of the footprints of the forefeet. The rider allows the horse to stretch out his head and neck without, however, losing contact with the mouth.
 - d. Free Walk. The free walk is a pace of relaxation in which the horse is allowed complete freedom to lower and stretch out his head and neck.

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DR105 – THE TROT

1. The trot is a gait of “two time” on alternate diagonal legs (near left fore and right hind leg and vice versa) separated by a moment of suspension;
2. The trot, always with free, active, and regular steps, should be moved into without hesitation.
3. The quality of the trot is judged by the general impression, the regularity and elasticity of the steps – originated from a supple back and well engaged hindquarters – and by the ability of maintaining the same rhythm and natural balance even after a transition from one trot to another.
4. The following trots are recognized: working trot, collected trot, medium trot and extended trot. Both passage (DR114) and piaffe (DR115) are variations of the trot.
 - a. Working Trot. This is a pace between the collected and the medium trot in which a horse not yet trained and ready for collected movements shows himself properly balanced and, remaining on the bit, goes forward with even elastic steps and good hock action. The expression “good hock action” does not mean that collection is a required quality of working trot. It only underlines the importance of an impulsion originated from the activity of the hindquarters.
 - b. Collected Trot. The horse remaining on the bit moves forward with his neck raised and arched. The hocks being well engaged maintain an energetic impulsion thus enabling the shoulders to move with greater ease in any direction. The horse’s steps are shorter than in the other trots but he is lighter and more mobile.
 - c. Medium Trot. This is a pace between the working and the extended trot but more “round” than the latter. The horse goes forward with clear and moderately lengthened steps and with an obvious impulsion from the hindquarters. The rider allows the horse remaining on the bit to carry his head a little more in front of the vertical than at the collected and the working trot and allows him at the same time to lower his head and neck slightly. The steps should be even and the whole movement balanced and unconstrained.
 - d. Extended Trot. The horse covers as much ground as possible. Maintaining the same cadence, he lengthens his steps to the utmost as a result of great impulsion from the hindquarters. The rider allows the horse remaining on the bit without leaning on it to lengthen his frame and to gain ground. The forefeet should touch the ground on the spot towards which they are pointing. The movement of the fore and hind legs should be similar (parallel) in the forward movement of the 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.
 - e. All trot work is executed sitting unless otherwise indicated in the test concerned.

DR106 – THE CANTER

1. The canter is a gait of “three time” where at canter to the right, for instance, the footfalls follow one another as follows: left hind, left diagonal (simultaneously left fore and right hind), right fore, followed by a movement 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, the regularity and lightness of the three time gait originated in 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 horse should always remain straight on straight lines.
4. The following canters are recognized: working canter, collected canter, medium canter, and extended canter.
 - a. Collected Canter. The horse remaining on the bit moves forward with his neck raised and arched. The collected canter is marked by the lightness of the forehand and the engagement of the hindquarters: i.e., is characterized by supple, free and mobile shoulders and very active quarters. The horse’s strides are shorter than at the other canters but he is lighter and more mobile.
 - b. Working Canter. This is a pace between the collected and the medium canter in which a horse, not yet trained and ready for collected movements, shows himself properly balanced and remaining on the bit, goes forward with even, light and cadenced strides and good hock action. The expression “good hock action” does not mean that collection is a required quality of the working canter. It only underlines the importance of an impulsion originated from the activity of the hindquarters.
 - c. Medium Canter. This is pace between the working and the extended canter. The horse goes forward with free, balanced and moderately extended strides and an obvious impulsion from the hindquarters. The rider allows the horse remaining on the bit to carry his head a little more in front of the vertical than at the collected and working canter, and allows him at the same time to lower his head and neck slightly. The strides should be long and as even as possible and the whole movement balanced and unconstrained.

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- d. Extended Canter. The horse covers as much ground as possible. Maintaining the same rhythm, he lengthens his strides to the utmost without losing any of his calmness and lightness as a result of greater impulsion from the hindquarters. The rider allows the horse remaining on the bit without leaning on it to lower and extend his head and neck; the tip of his nose pointing more or less forward.
- e. The cadence in the transitions from medium canter as well as from extended canter to collected canter should be maintained.
5. Counter-Canter. This is a movement where the rider, for instance on a circle to the left, deliberately makes his horse canter with the right canter lead (with the right fore leading). The counter canter is a balancing movement. The horse maintains his natural flexion at the poll to the outside of the circle and the horse is positioned to the side of the leading leg. His conformation does not permit his spine to be bent to the line of the circle. The rider, avoiding any contortion causing contraction and disorder, should especially endeavor to limit the deviation of the quarters to the outside of the circle and restrict his demands according to the degree of suppleness of the horse.
6. Change of Lead Through the Trot. This is a change of lead where the horse 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 Canter. This is a change of lead where the horse is brought back immediately into walk, and, after a few clearly defined steps, is restarted immediately into a canter on the opposite lead, with no steps at the trot.
8. Flying Change of Lead or Change of Lead in the Air. This change of lead is executed in close connection with the suspension which follows each stride of the canter. Flying changes of lead can also be executed in series, for instance, at every 4th, 3rd, 2nd, or at every stride. The horse 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 and the fluency of the flying changes of lead in series, the degree of collection should be slightly less than otherwise at collected canter.

DR107 – THE REIN BACK

1. The rein back is a movement in which the horse moves backwards by raising and setting down the feet in diagonal pairs. The feet should be well raised and the hind feet remain in line, and the direction of travel should remain straight.
2. At the preceding halt as well as during the rein back, the horse, although standing motionless and moving backwards respectively, should remain on the bit maintaining his desire to move forward.
3. Anticipation or precipitation of the movement, resistance to or evasion of the hand, deviation of the quarters from the straight line, spreading or inactive hind legs and dragging forefeet are serious faults.
4. If in a Dressage test a trot or canter is required after a rein back, the horse should move off immediately into this pace without a halt or an intermediate step.

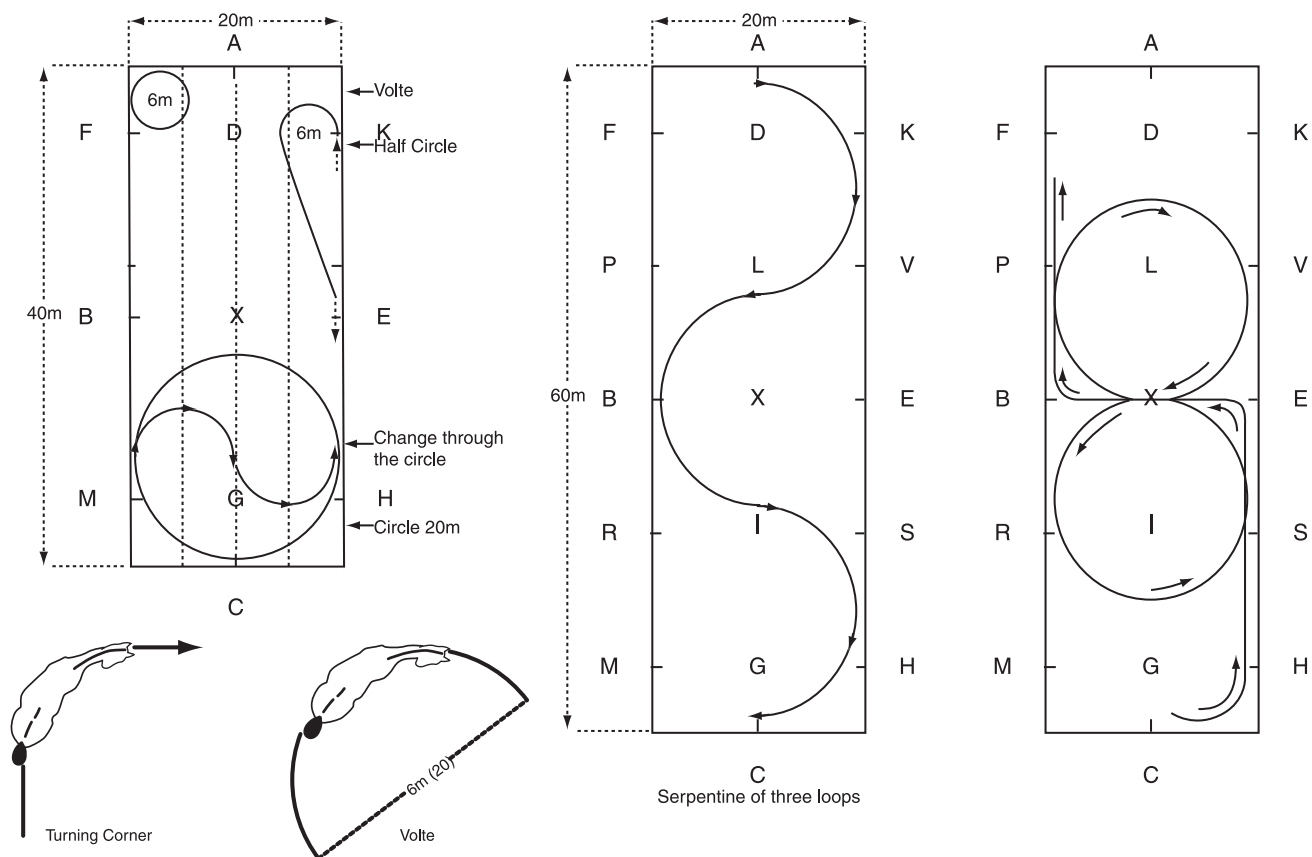
DR108 – THE TRANSITIONS

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 horse halts. The horse 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.

DR109 – THE HALF HALT

1. The half-halt is a hardly visible, almost simultaneous, coordinated action of the seat, the legs and the hands of the rider, with the object of increasing the attention and balance of the horse before the execution of several movements or transitions between gaits or paces. In shifting slightly more weight onto the horse'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 horse's balance as a whole.

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DR110 – THE CHANGES OF DIRECTION

1. At changes of direction, the horse should adjust the bend of his body to the curvature of the line he follows, remaining supple and following the indications of the rider without any resistance or change of gait, rhythm or speed.
2. When changing direction at right angles, for instance when riding corners, the horse should be correctly bent and balanced, and at Training through Fourth Levels, ridden as deeply as is appropriate to its level of training into the corner. In other words, the horse should be ridden as deeply into the corner as possible without disturbing the rhythm or balance of the horse. At FEI levels, and in FEI tests, the horse should describe one quarter of a circle of approximately 6 meters diameter at collected and working gaits.
3. When changing direction in the form of counter-change of hand, the rider changes direction by moving obliquely either to the quarter line or to the center line or to the opposite long side of the arena whence he returns on an oblique line to the line he was following when he started the movement.
4. At the counter-change of hand the rider should make his horse straight an instant before changing direction. When for instance at counter-change of hand at half-pass to either side of the center line, the number of meters or strides to either side is prescribed in the test, it must be strictly observed and the movement executed symmetrically.

DR111 – THE FIGURES AND THE EXERCISES

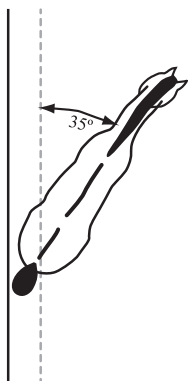
1. Volte or circle. The volte is a circle of 6, 8 or 10 meters diameter. If larger than 10 meters, one uses the term Circle stating the diameter (see diagrams above).
2. Serpentine. The serpentine consists of half circles connected by a straight line. When crossing the centerline, the horse should be parallel to the short side. Depending on the size of the half circles the straight connection varies in length (see above).
3. Figure of Eight. This figure consists of two exact voltes or circles of equal size as prescribed in the test joined at the center of the eight. The rider should make his horse straight an instant before changing direction at the center of the figure.
4. Stretching the frame. The horse gradually takes the reins, stretching forward and downward with light contact, while maintaining balance, rhythm, tempo and quality of the gait.
5. Uberstreichen. A clear release of contact where the horse maintains self-carriage, rhythm, tempo, straightness, and quality of gait.

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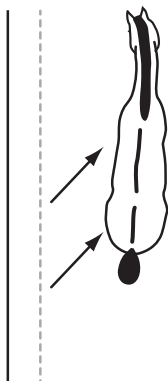
DR112 – WORK ON TWO TRACKS AND THE LATERAL MOVEMENTS

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 horse to the cooperative aids of the rider;
 - 2) To supple all parts of the horse thereby increasing the freedom of his shoulders and the suppleness 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;

Leg yielding along the wall



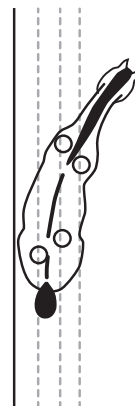
Leg-yielding on the diagonal



- b. Leg-yielding. The horse 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 horse 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 horse supple, loose and unconstrained for the benefit of the freedom, elasticity and regularity of his paces and the harmony, lightness and ease of his movements. Leg-yielding can be performed on the diagonal in which case the horse 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 horse should be at an angle of about 35 degrees to the direction in which he is moving.

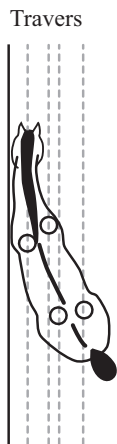
3. The Lateral Movements.
 - a. The additional aim of lateral movements is to develop and increase the engagement of the quarters and thereby also the collection.
 - b. In all lateral movements – shoulder-in, travers, renvers, half-pass – the horse is slightly bent and moves with the forehand and the 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.
 - 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 horse and pushing him sideways.
 - e. At all lateral movements the side to which the horse should be bent is the inside. The opposite side is the outside.
 - f. Turn on the Forehand – This movement is a schooling exercise which can be executed from a halt or walk and is preparatory for learning the leg-yielding. The horse's hindquarter moves in even, quiet and regular steps around the horse's inner foreleg while maintaining the rhythm of the walk. In the half turn on the forehand the horse is not required to step with its inside fore leg in the same spot each time it leaves the ground but may move slightly forward. Backing or loss of rhythm are considered serious faults. This movement may be executed through 90 degrees, 180 degrees, or 360 degrees.
 - g. Shoulder-in. This exercise is performed in collected trot. The horse is ridden with a slight but uniform bend around the inside leg of the rider maintaining cadence at a constant angle of approximately 30 degrees. The horse's inside foreleg passes and crosses in front of the outside foreleg; the inside hind leg steps forward under the horse's body weight following the same track of the outside foreleg, with the lowering of the inside hip. The horse is bent away from the direction in which it is moving.

Shoulder in



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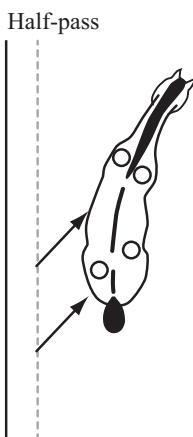
- h. Travers. This exercise can be performed in collected trot or collected canter. The horse is slightly bent around the inside leg of the rider but with a greater degree of bend than in shoulder-in. A constant angle of approximately 35 degrees should be shown; from the front and from behind one sees four tracks. The forehand remains on the track and the quarters are moved inwards. The 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. 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 counterflexion of the poll/neck as one would finish a circle.



- i. Renvers. This is the inverse movement in relation to travers, with the tail instead of the head to the wall. Otherwise the same principles and conditions are applicable as at the travers.
- j. Half-Pass. This movement is executed on the diagonal instead of along the wall. The horse should be slightly bent round the inside leg of the rider in order to give more freedom and mobility to the shoulders, thus adding ease and grace to the movement although the forehand should be slightly in advance of the quarters. The outside legs pass and cross in front of the inside legs. The horse is looking in the direction in which he is moving. He should maintain the same cadence and balance throughout the whole movement.



In order to give more freedom and mobility to the shoulders, which adds to the ease and grace of the movement, it is of great importance, not only that the horse is correctly bent and thereby prevented from protruding his inside shoulder, but also to maintain the impulsion, especially the engagement of the inside hind leg.



DR113 – THE PIROUILLE, THE HALF-PIROUILLE, THE QUARTER-PIROUILLE, 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 horse, 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 horse slightly bent in the direction in which he is turning should, remaining on the bit with a light contact, turn smoothly round maintaining the exact cadence and sequence of footfalls of that pace. The poll stays the highest point during the entire movement.
5. During the pirouettes (half-pirouettes) the horse should maintain his impulsion and never in the slightest way move backwards or deviate sideways. If the inside hind foot is not raised and returned to the ground in the same rhythm as the outside hind foot the gait is no longer regular.
6. In executing the pirouette or the half-pirouette in canter the rider should maintain perfect lightness of the horse 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 horse 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).
8. The Quarter-pirouette. As a preparatory exercise, the quarter-pirouette is usually executed on the track at a given letter, the horse 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.

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9. The Turn on the Haunches. This movement is a schooling exercise, which can be executed from a halt or walk and is preparatory for the pirouette which is executed out of a collected gait. The horse's forehand moves in even, quiet and regular steps around the horse's inner hind leg while maintaining the rhythm of the walk. In the half turn on the haunches the horse is not required to step with its inside hind leg in the same spot each time it leaves the ground but may move slightly forward. Backing or loss of rhythm are considered a serious fault. This movement may be executed through 90 degrees, 180 degrees, or 360 degrees.
3. The neck should be raised and arched, the head vertical. The horse should remain light on the bit with a supple poll maintaining a light and soft contact on a taut rein. The body of the horse should move up and down in a supple, cadenced and harmonious movement.

DR114 – 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 horse 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.
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.

DR115 – THE PIAFFE

1. The piaffe is a highly collected, cadenced, elevated diagonal movement giving the impression of being in place. The horse'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.

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 horse's eager acceptance to move forward as soon as he is asked.
5. Moving even slightly backwards, irregular steps, crossing either the fore- or hindlegs, or swinging either the forehand or the quarters from one side to the other are serious faults. A movement with hurried and uneven, unlevel or irregular steps without cadence, or spring, cannot be called a true piaffe.

DR116 – THE COLLECTION

1. The aim of the collection of the horse is:
 - a. To further develop and improve the balance and equilibrium of the horse, which has been more or less displaced by the additional weight of the rider.
 - b. To develop and increase the horse'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 horse 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 (DR112.3g) as well as half-halts (DR109).
3. Collection is, in other words, improved and effected by engaging the hind legs with the joints bent and supple, forward under the horse's body by a temporary but often repeated action of the seat and legs of the rider driving the horse 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 horse's body.
4. However, the hind legs should not be engaged too far forward under the horse 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 horse would have difficulty in finding a harmonious and correct balance.

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5. On the other hand, a horse 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 horse 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.

DR117 – THE SUBMISSION, THE IMPULSION

1. Submission does not mean a subordination, but an obedience revealing its presence by a constant attention, willingness and confidence in the whole behavior of the horse as well as by the harmony, lightness and ease he is displaying in the execution of the different movements. The degree of submission is also manifested by the way the horse accepts the bridle; with a light and soft contact, a supple poll or with resistance to or evasion of the rider's hands; being either above the bit or behind the bit respectively.
2. Putting out the tongue, keeping it above the bit or drawing it up altogether, as well as grinding the teeth and swishing the tail, are mostly signs of nervousness, tenseness, or resistance on the part of the horse and must be taken into account by the judges in their marks for the movement concerned as well as in the collective mark for submission.
3. Impulsion is the term used to describe the transmission of an eager and energetic, yet controlled, propulsive energy generated from the hindquarters into the athletic movement of the horse. Its ultimate expression can be shown only through the horse's soft and swinging back to be guided by a gentle contact with the rider's hand.
4. 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 horse spends in the air rather than on the ground: in other words, an added expression within the gaits, always provided that there is a clear distinction between the collected trot and the passage. Impulsion is, therefore, seen only in those gaits that have a period of suspension.

DR118 – THE POSITION AND AIDS OF THE RIDER

1. All the movements should be obtained without apparent effort of the rider. He should be well balanced with his loins and hips supple, thighs and legs steady and well stretched downward. The upper part of the body easy, free and erect with the hands low and close together without, however, touching either each other or the horse and with the thumb as the highest point; the elbows and arms close to the body enabling the rider to follow the movements of the horse smoothly and freely and to apply his aids imperceptibly. This is the only position making it possible for the rider to school his horse progressively and correctly.
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 horse correctly.
3. Riding with both hands is obligatory at all national and international dressage events, as well as USPC Dressage rallies. However, riding with one hand is permitted in the Freestyle Tests for Cs and above, and when leaving the arena.
4. 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.
5. Individuals holding USEF Dispensation Certificates may use bridged or special adaptive reins for use with one or no hands if their physical limitations requires such and the equipment is listed on the Dispensation Certificate.

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DR119 – TESTS FOR DRESSAGE RALLIES

1. The USPC approves tests for use at all USPC Dressage rallies and functions. Tests cannot be modified or simplified without the approval of the USPC Dressage Committee.
2. USPC uses USDF Introductory tests, USEF, FEI Level Dressage tests, Musical Freestyle tests, Pas de Deux and Quadrille tests. Tests are available for purchase through the USPC Bookstore.
3. There are USEA Novice and Training tests designed specifically for Eventing competitions and are not allowed as part of the Tests of Choice in a strictly Dressage competition.
4. At Dressage Championships, participants will ride Test 2 and Test 4 of either Training, First and Second Levels; or Test 1 and Test 3 of either Third and Fourth Levels; or FEI Young Rider Team and Individual Tests; or Intermediate I and II; or Intermediate II and Grand Prix; or Grand Prix and Grand Prix Special.
5. The recommended tests for Ds:
D-1: USDF Introductory Level Test A or USDF Introductory Level Test B
D-2: USDF Introductory Level Test B or USEF Training Level Test 1
D-3: USEF Training Level Test 1 or USEF Training Level Test 2

DR120 – RALLIES

1. Local and regional Dressage rallies are team competitions involving clubs 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 the USPC Dressage Committee.
4. Any Dressage rally may be held within the framework of a local or recognized Dressage show.

DR121 – PARTICIPATION IN RALLIES

1. Riders and Stable Managers
 - a. At local, regional, and inter-regional rallies, participants may be of any age or rating, 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 horse would be able to perform. Regions may allow Cs and up to ride the USDF Intro tests, but these will not be accepted as qualifying tests. Musical Freestyles or Pas de Deux are recommended but not required at regional rallies.
 - b. Depending on entries, at USPC Championships the teams will be divided into Training Level teams, First Level teams, and Second through FEI Level teams (or only First Level and up teams instead of Second 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 rating of at least C-1 and up and must be a “member in good standing” as defined in their club’s policies. NOTE: For First Level and up or Quadrille teams, one member may be a D-3. In addition, all participants must ride at Championships at the same rating at which they competed at the regional qualifying rally. They must ride Test 2 of Training, First, or Second Level twice and Test 4 of their qualifying level once; or Test 1 of Third and Fourth Level twice and Test 3 of their qualifying level once.
 - c. All riders at Championships must ride a Musical Freestyle or become 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 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 clubs and limited membership.
 - f. ‘Exceptions and Exemptions Procedures’ are available under ‘forms’ on the USPC website.

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2. Horses
 - a. All horses must be five years of age or greater at the time of entering local, regional, inter-regional or Championships rallies.
 - b. Horses 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 and RS.
 - c. Horse and rider qualify for national competitions as a team. Therefore, a competitor may enter a national competition only on the mount used at the qualifying rally. Rules for substitution of a horse under extraordinary circumstances see DR124.
 - d. No stallions are permitted to be ridden at ANY USPC Dressage function.

DR122 – TEAM COMPOSITION

1. Regional rallies: A team consists of three or four riding members and a Stable Manager. A region may specify the ratings for team members, or allow all ratings to mingle as a single team, or allow higher ratings to ride as individuals.
2. Championships rallies: Teams may be from a single region or from multiple regions; however, the region with the most members on the team shall be considered the sponsoring region.
3. Training and First Level and up teams are made up of 3 or 4 riders and a Stable Manager. Second level and up teams may be made up of 2 or 3 riders and a Stable Manager.
4. Unmounted Stable Managers are required at Championships. They are required at regional and qualifying rallies as well, unless waived by the Regional Supervisor.
5. For substitution of rider, see DR124.

DR123 – 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 C-1. NOTE: For First Level and up or Quadrille teams, one member may be a D-3.
2. Selections to the Championships team will be decided by criteria established by the annual Dressage Newsletter, and this Rulebook prior to the qualifying rally. A regional rally must have all competitors compete in at least two tests for them to be eligible to attend Championships. 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 Level: To qualify for a Training Level team, a rider must ride Test 2 and Test 4. At Championships, a rider will ride Test 2 and Test 4, plus a Training Level Freestyle or a Pas de Deux. 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 Training Level Champions.
4. First Level: To qualify for a first level team, a rider must ride Test 2 and Test 4. At Championships, a rider will ride Test 2 and Test 4, plus a First Level Freestyle and a Pas De Deux. 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 Horse Management penalties have been subtracted from the percentage scores in each round will be the USPC First Level Champions.
5. Second Level and Up: To qualify for a Second Level and up team, a rider must ride Tests 2 and 4 at Second Level, or Tests 1 and 3 at Third or Fourth Level. A Freestyle or Pas de Deux is also required. Depending on entries for Championships, teams of 2, 3 or 4 will be created. On a 3-rider team, 2 of the three percentage scores in each round will count, with the lowest score in each round being dropped. In the event there are only 2 riders on a team, all scores will count towards the Second Level and Up Championships.

DR124 – SUBSTITUTION OF HORSE OR RIDER & WITHDRAWN HORSE

1. Substitution of Horse. Horse 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 horse 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 horse 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 horse and rider.
2. Substitution of Rider. If a rider qualifies for Championships and cannot go, the next qualified rider is then substituted.

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3. Withdrawn Horse. A horse withdrawn during competition and remaining on site with the team shall be subject to Horse Management judging.

DR125 – WRITTEN TESTS

1. Written tests may be taken at the rally as designated by the Regional Supervisor. Written tests are not required at Championships.
2. If written tests are given, they are to be taken by all team members.
3. If written tests are given, for each five-member team, the score of the test with the most penalty points will be dropped and the penalty points of the remaining four team members will be added together.
4. If a team has only four members, no penalty points will be dropped.

DR126 – 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 ratings, 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.
3. Turn Backs: Following riding, 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 workmanlike 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.

DR127 – 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. Longeing may only be performed by C-3 and above competitors, the owner of the mount, or a person designated by the owner of the mount, following USPC standards and guidelines. A person designated by the CHMJ will supervise all longeing. Proper longeing attire includes approved helmet, proper mounted/unmounted footwear and gloves.

DR128 – 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.

DR129 – 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 may be in consultation with the Ground Jury. A competitor who leaves the ring for any reason during a test without asking permission of the judge may be eliminated.

DR130 – EXAMINATION OF HORSES (JOG OUT)

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

DR131 – CRUELTY

1. Cruelty to or the abuse of a horse by any person at a USPC Function 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 competition officials and any properly constituted humane organization to report to the USPC any person who indulges in this practice for such further action as may be deemed appropriate.

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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 there:
 - 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. (At USPC competitions, any form of rapping is prohibited.)
 - c. Use of any substance to induce temporary heat. (At USPC competitions, inducing heat for therapeutic reasons is permitted.)
 - d. Use of electric device in schooling or showing.
 - e. Use of shackles, hock hobbles and similar devices (not to be construed as rubber or elastic exercising devices).
 - f. Showing a horse with raw or bleeding sores around the coronets, pasterns, or legs.
 - g. Use of an explosive (eg 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.
 - h. Withholding of feed and water for prolonged periods.
 - i. Letting blood from a horse for other than diagnostic purposes.
 - j. Inhumane treatment of a horse in a stall, runway, schooling area, competition ring or elsewhere on the competition grounds by any person.
 - k. Killing, crippling, abandoning, mistreating, neglecting, or any other form of abuse of a horse – intentionally or unintentionally.
4. Any action(s) against a horse by a competitor or an exhibitor, which are deemed excessive by a judge, PC "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 or Organizer. 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 by filing a protest or grievance to the Ground Jury or the USPC.

DR132 – INQUIRIES AND PROTESTS

Only team captains or riders competing as individuals shall make inquiries and protests – see Inquiries, Protests and Appeals in the USPC Horse Management Handbook.

DR133 – 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 (except Test 1), Second Level tests, Third Level tests, Fourth Level tests; 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 horse'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."
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

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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.

DR134 – 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, it 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.

DR135 – 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 legging. Half-chaps or leggings not made of smooth leather are not allowed. Regulation USPC protective headgear required. Gloves of conservative color are recommended.
2. For all tests above Fourth Level, the dress code is: a dark tailcoat, with USPC Protective Headgear, or a dark jacket with USPC Protective Headgear, and white or light colored breeches, stock or tie, gloves, and black riding boots. Spurs are mandatory for FEI tests (optional for all FEI Pony and Junior tests).
3. One whip no longer than 43.3 inches (110 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 rating standard and consistent with the current USPC Horse Management Handbook. 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: All Pony Club Dressage riders must wear properly fitted and securely fastened equestrian helmets that comply with the American Society for Testing Materials (ASTM) Standard. Refer to the USPC Horse Management Handbook.
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.
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 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 DR135.1-2.
13. Braiding is allowed at all levels. See HM Rulebook HM10-10h.
14. Medical Armbands at Rallies: Starting with Championships 2008, armbands which include a copy of the individual’s medical release must be worn at all times while on the competition grounds for all rallies. Quiz will carry their medical releases in their name tag holders or in an armband. Tetrathlon will not be required to wear them while actually shooting or swimming, but must have visible and next to them for these activities and must be wearing them at all other times.

The armbands must be worn on the upper arm. If the competitor has small arms, he/she may need to safety-pin the armband to his/her sleeve area of the upper arm.

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Armbands are available for purchase from the USPC Bookstore. All officials are encouraged to work with the competitors to remind them of this requirement. Competitors repeatedly found not wearing their armbands could receive a penalty at the discretion of the Ground Jury.

DR136 – 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 horse 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 cm² on each side of the saddle cloth. Breed logos (for horses 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 horses.
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 is 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.
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).
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 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.
6. Martingales, bit guards, any kind of gadgets (such as bearing reins, side reins, running reins, balancing reins, tongue tied down, etc.), any kind of boots (including "Easy Boots"), or bandages (including tail bandages), and any form of blinkers, ear muffs or plugs, nose covers, seat covers and hoods are under penalty of elimination, strictly forbidden. However, leg bandages are only allowed in Pas de Deux, Quadrille and costume classes. Fly hoods (ear covers) will only be permitted in order to protect horses from insects. The fly hoods should be discrete and should not cover the horse's eyes and will only be permitted in extreme cases at the discretion of the presiding judge(s). Permission must be granted prior to the class and applies to all competitors in the class. A breastplate and/or crupper may be used. 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. A side rein is defined as an auxiliary rein affixed to the bit and to the girth, saddle, or surcingle on the side of the horse (not between the legs). With the exception of costume classes, any decoration of the horse with unnatural items, such as ribbons or flowers, etc., in the 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) also apply to warm-up areas and other training areas, however, running martingales (with snaffle only), boots, bandages (without magnets) and earmuffs are permitted. Single direct side reins are permitted only when longeing (mounted or unmounted). Only one lunge line is permitted while longeing. A longe line must attach only to the bridle, halter or cavesson and go directly to the hand of the longeur. Horses competing at Third Level and above may be warmed up in a snaffle if the rider so chooses. 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. **EXCEPTION FOR 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 DR136.5 for bit exceptions for Ds.

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All bits must be smooth and with a solid surface. Twisted, wire and roller bits are prohibited. 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. The mouthpiece of a snaffle may be shaped in a slight curve, but ported snaffles are prohibited. 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; flexible rubber bits are not permitted, except as noted below, under A. The diameter of the snaffle or bridoon mouthpiece must be minimum 3/8 inch diameter at rings or cheeks of the mouthpiece (exception: for ponies, the diameter may be less than 3/8 inches). Any bit combining any mouthpiece pictured in Figure 1A with any cheekpiece pictured in Figure 1A is permitted. Type of bit should not vary from those pictured below except where specified, and bits should be attached only as pictured in diagram. NOTE: FEI Level rider may warm up only in double bridle (with both bit and/or bridoon made of metal or rigid plastic) or metal or rigid plastic snaffles pictured under B. In both cases, bits may be covered with rubber and flexible rubber bits are not permitted. A cavesson, dropped, crossed, or flash noseband is allowed when a snaffle bridle is used in warm-up.

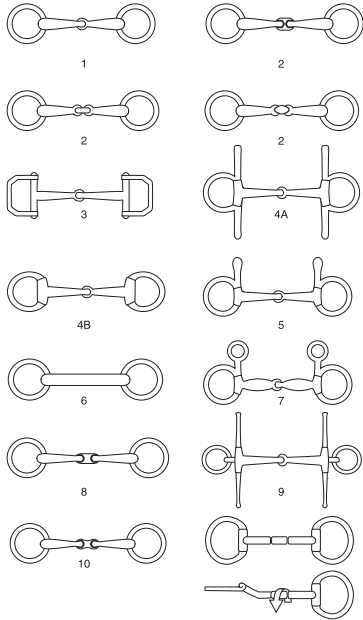


Figure 1. Bits Permitted in Dressage** 11

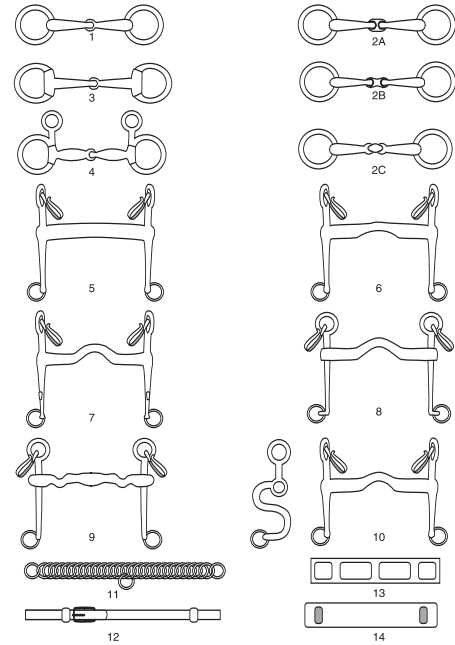


Figure 2

9. One whip no longer than 43.3 inches (110 cm), including lash, may be carried in the schooling area. One longeing whip is permitted only when longeing. One whip no longer than 43.3 inches (110 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 horse is being exercised or ridden.
 11. Horses may only be exercised and ridden in management-designated areas on the competition grounds.
 12. Braiding is optional. See Horse Management Handbook.
- A. **PERMITTED SNAFFLES*** (Must be used in Training-Second Level Tests. Optional in Third and Fourth Level Tests)
1. Ordinary snaffle with single-jointed mouthpiece.
 2. Ordinary snaffle with double-jointed mouthpiece.
 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 numbers 1-6.
 8. Dr. Bristol.
 9. Fulmer.
 10. French snaffle.
 11. Snaffle with rotating mouthpiece.

**Any of the above may be made with a rubber, plastic, or leather covering, but the bit may not be modified by adding latex or other materials. 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.

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B. PERMITTED BRIDOOON AND CURB BITS:

(Must be used in FEI Level Tests. Optional in Third and Fourth Level Tests) (Reprinted from the FEI Rules for Dressage Events, 2003 editions)

1. VARIOUS DOUBLE BRIDLE 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.)
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 and sliding mouthpiece (Weymouth).
A curb bit with a rotating lever arm is also allowed.
9. Variation of bits numbers 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.

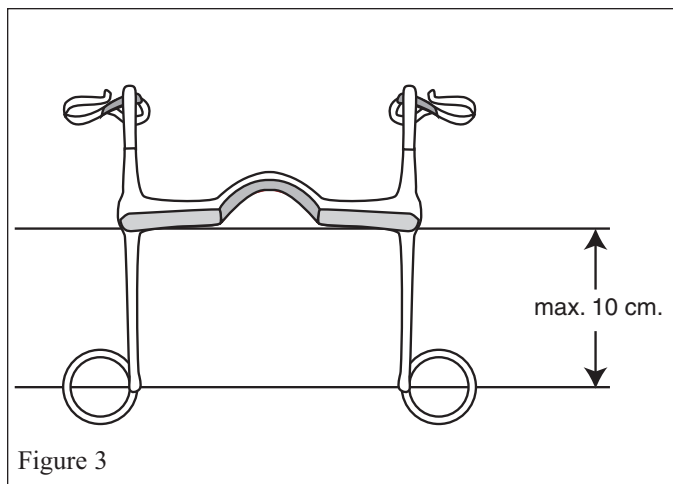
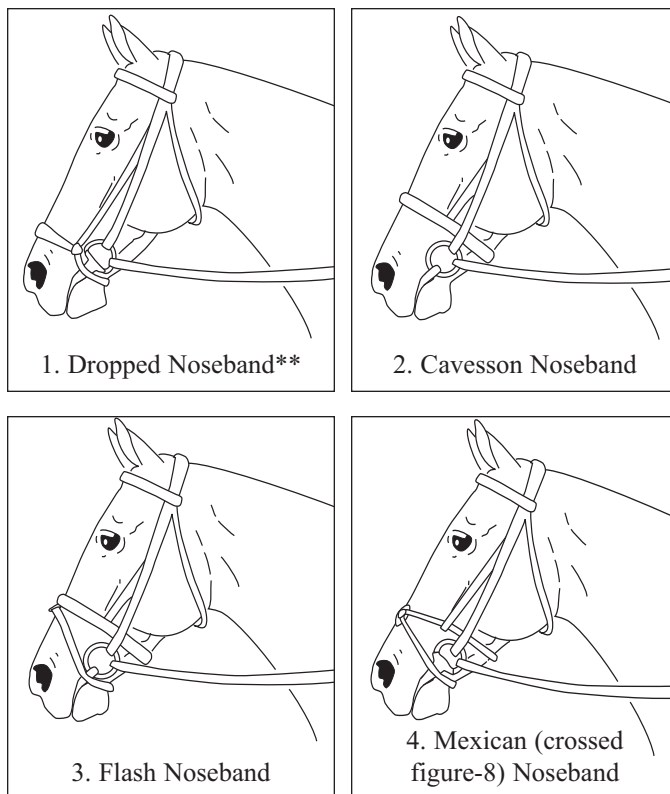


Figure 3

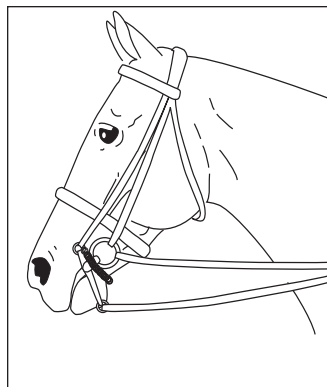
CORRECT BIT MEASUREMENT

The lever 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.

PERMITTED NOSE BANDS Figure 4



**1, 3 and 4: These nosebands are not permitted when a double bridle is used.



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

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DR137 – 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 competitor 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 horse 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 horse’s nose reaches the track at the letter so that the horse 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 horse and should be considered in the marks for each movement where they appear, as well as in the Collective Marks. Horses 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 horse/pony that is changing. The purpose of each test is printed on the cover and the horse/pony shall be considered in light of the degree of training it should have achieved to be shown at that level.
 - f. In the case of a fall of horse and / or rider the competitor will not be eliminated. He will be penalized by the effect of the fall on the execution of the movement being performed and also in the Collective Marks.
 - g. If during the test (between the time of entry and the time of exit at A) the horse/pony 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 horse 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. Horses 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. No competitor can be required to ride prior to his scheduled time.
 - l. Any resistance, which prevents the continuation of the test longer than 20 seconds, may be penalized by elimination.
 - 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.
7. The scale of marks is as follows:
 - 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 with the object of facilitating the task of the competitor is considered unauthorized assistance.
 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 DR132.
 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.

DR138 – ELIMINATIONS

1. Horse 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;

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- b. Dress code violations at the discretion of the Ground Jury (DR135);
 - c. Use of illegal equipment (DR136);
 - d. Unauthorized assistance (DR137);
 - e. Three errors of the course and/or test (DR137);
 - f. Horse's tongue tied down (DR137)
 - g. Late entry into the arena (DR137);
 - h. All four feet of the horse leave the arena with or without the rider (DR137);
 - i. Marked lameness (DR137);
 - j. Resistance of longer than 20 seconds (DR137);
 - k. Concern for the safety of rider, other exhibitors or their entries;
 - l. Evidence of blood on a horse in the competition arena shall be cause for elimination from the class by the judge at "C". Evidence of blood on a horse 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 horse 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.
 - m. Schooling in the Dressage Arena after it has been prepared for competition and before the actual competition.
 - n. Failure to wear a competitor number (DR135);
 - o. Not wearing a helmet when mounted (DR135);
 - p. 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 DR138, 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.

DR139 – PENALTIES/DISQUALIFICATIONS

1. Horse and rider may be penalized or disqualified under the following conditions:
 - a. cruelty (DR131);
 - b. abusive or unsportsmanlike conduct;
 - c. the use of drugs (other than those prescribed by a physician), alcohol, or tobacco (USPC Horse Management Handbook)
 - d. rude and disruptive behavior;
 - e. cheating;
 - f. rough or dangerous riding;
 - g. knowingly riding a lame, sick, or exhausted horse;
 - h. misuse of equine medications (USPC Horse Management Handbook);
2. Disqualified riders and their horses 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 DR139.3 and DR139.4 above, will not be assessed for a strictly Technical Disqualification.

Chapter III – MUSICAL RIDES AND OPTIONAL CLASSES

DR140 – MUSICAL FREESTYLE RIDE

1. General

Dressage musical freestyle is an artistic program created by the rider to present his/her horse 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 and USPC Score Sheets (available for purchase from the USPC Bookstore) 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 hat 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 (USPC) 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 horse 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 DR135 and DR136, but no whips are allowed at USPC Championships (DR135.3).
- 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 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).

Chapter III – MUSICAL RIDES AND OPTIONAL CLASSES

- 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

Clearly Forbidden

Zig-zag leg-yield, Leg-yield along wall, Lengthen Trot or Canter, Canter Serpentine, Simple Change, Canter-Walk/Halt, Rein back, Shoulder-In, Travers, Renvers, Half-pass, Flying Changes, Turn on Haunches, Counter Canter (any configuration)

Clearly Allowed

Trot Serpentine (any size), Trot Circles, Canter Circles, Canter-Trot, Change of Lead through Trot, Turn on the Forehand

FIRST LEVEL

Clearly Forbidden

Rein back, Shoulder-in, Travers, Renvers, Half-pass, Flying changes, Turn on haunches, Pirouette at w/c, Piaffe, Passage

Clearly Allowed

Counter canter (any configuration), Zig-zag leg-yield, Leg-yield along wall (like shoulder-in), Lengthen trot or canter on 20 meter circle, Canter Serpentine, Simple Change, Change of lead through trot, Walk-Canter-walk, Halt-Canter-halt

SECOND LEVEL

Clearly Forbidden

Half-pass, Flying Changes, Pirouette at Canter, Piaffe, Passage

Clearly Allowed

Medium canter/trot on 20 meter circle, Shoulder-in, Full/double turn on haunches, Medium canter on diagonal, Renvers Halt-Canter-halt, Travers, Rein back

THIRD LEVEL

Clearly Forbidden

Tempi changes (4s, 3s, 2s, 1s), Canter Pirouette, Piaffe, Passage

Clearly Allowed

Half-pass Zig-zag in canter with flying changes, Half-pass, Zig-zag in trot, Full and double walk pirouette, everything that is not clearly forbidden.

FOURTH LEVEL

Clearly Forbidden

Full Canter Pirouette, Temp changes (2's, 1's), Piaffe, Passage

Clearly Allowed

Everything that is not clearly forbidden.

FEI LEVEL

Clearly Forbidden

Clearly Allowed

All gaits and movements required on the FEI score at the level shown.

Chapter III – MUSICAL RIDES AND OPTIONAL CLASSES

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” must be given in half points or full points (no tenths).

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.

DR141 – PAS DE DEUX

1. General

Dressage Pas de Deux is an artistic program created by two riders to present their horses to their best advantage in an artistic, musical context. This class may be offered at Local and Regional Rallies but may be required at Championship 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 horse 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 Pony Club Approved 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 DR141 may be found elsewhere in this Rule Book 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.

Chapter III – MUSICAL RIDES AND OPTIONAL CLASSES

- 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 horse'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 DR140.4)
5. Equipment and Turnout
- a. see DR135, DR136, and DR140.5
 - 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 DR135.3)
 - 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 DR140.6)
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 horse of the pair is showing at that show. For example, a Fourth Level horse and a First/Second Level horse 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 DR140.7

DR142 – 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 horses shall be required.
 - d. Whips and spurs are allowed. Horses shall be shown in plain snaffle.
 - 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 horses 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 horses will be penalized.
 - i. Back numbers must be provided to Equitation riders and they must be positioned to be clearly visible at all times.

Chapter III – MUSICAL RIDES AND OPTIONAL CLASSES

- 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. Horses 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 horses 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 rating 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.

Chapter IV – QUADRILLE

DR143 – GENERAL RULES

1. USDF Quadrille tests are designed for teams of four horses 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 horse leaves the arena.
 - c. If, in the opinion of the judge, the team enters the arena with a lame horse, the team must be eliminated. If, however, a horse 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.

DR144 – ATTIRE AND TACK

1. Attire
 - a. Riders should be in tasteful, matching outfits. Riding coats are optional.
 - b. Riders must wear protective headgear that meets or exceeds the ASTM Standard (#F1163-88-SEI).
 - 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 horses on the team.
 - b. Horses should not have any decorations, other than matching bandages, saddle pads and/or browbands.

DR145 – COMPULSORY TESTS

1. The Quadrille compulsory tests are available from the Pony Club Bookstore 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 horses 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 horses 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 horses 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 horses 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.

DR146 – 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.

Chapter IV – QUADRILLE

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.

DR147 – 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.

DR148 – FREESTYLE QUADRILLE

1. Quadrille freestyle is an artistic program created by the Quadrille team of four riders/horses. 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 DR140-6, DR140-7, DR145. Creativity and artistic presentation, as well as technical precision, will be scored.
2. Freestyles may be offered at:
 - a. All compulsory quadrille levels: DR145.
 - 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 the Pony Club Bookstore.
8. Elements for Technical Execution: Spacing, synchrony and alignment, impulsion, submission, and performance as a group.

DR149 – 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. Horses 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 horses may also be "decorated".

DR150 – 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 horse or pair, after the initial halt and salute. Timing and judging will cease at the final salute.

DR151 – 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.

DR152 – 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.

Chapter IV – QUADRILLE

- 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.

DR153 – 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 horses 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 DR140-6 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.

DR154 – 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

- I. Materials on Quadrille riding and competitions are available from the USPC Bookstore and the USDF.
- II. Quadrilles are teams of four horses and are to be shown in the standard (20 x 60 meter) dressage arenas. Quick arena conversion ideas are available from the USPC Bookstore or from USDF.
- III. 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.
- IV. Schedule compulsory Quadrille tests at eight (8) minute intervals. Schedule Quadrille Freestyles at ten (10) minute intervals.
- V. 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.
- VI. Different level Quadrilles may be offered as separate classes or combined into one “quadrille class”.
- VII. Quadrilles are crowd-pleasers so should be scheduled during peak times.
- VIII. 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.
- IX. Warm-up: Management should be aware that Quadrille teams require more warm-up area than individual riders.

Chapter V – OFFICIALS

DR155 – 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), individuals participating in 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 (and in Eventing, the administrative) conduct of the competition. Until the TD has indicated to the Ground Jury that he/she is satisfied with all the technical (and in Eventing, the administrative) arrangements, the authority of the TD shall be absolute (except in Games).
 - e. Satisfy him/herself that the accommodations for horses, 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/Judging Committee in Games 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 horsemen, 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.

Chapter VI – SCORING

DR156 – 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 (DR137) 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. (DR137.3)
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., 58.0% = 58.0 points). 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).

DR157 – PENALTY SCORING

1. Written Tests (if required at Regional Rallies).
The written test is taken by all team members. One penalty point is assessed for each wrong answer. For each five member team, the score of the test with the most wrong answers will be dropped and the penalty points of the remaining four added together.
2. Formal Inspection Scores
 - a. One penalty point shall be assessed for each Horse Management point awarded. All penalty points from all 4 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 horse 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 horse may compete in a later test if the Inspection Panel approves. The formal score is needed for the team as there are no dropped Turnout Inspection scores. However, if for any reason the horse 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.

3. Turnback Inspection Scores

- a. Refer to Horse Management Handbook.

4. 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 DR138 and DR139 for Eliminations, Disqualifications and other possible Horse Management Penalties.

DR158 – TEAM HORSE MANAGEMENT AWARDS

At rallies where team Horse Management ribbons are awarded, written test scores are separate and are not included in the Horse Management scores.

DR159 – THE WINNING TEAM

1. The winning team is that team which has the highest total score after the penalties for written test (if given), Turnout Inspection, turnback and all other Horse Management penalties 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 for tie-breaking procedures.

DR160 – 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:

Chapter VI – SCORING

- a. The percentage scores of each competitor's rides will be added together.
- b. The total Penalty scores, including the Written Test (if given), Turnout Inspection, other Horse Management scores and turn-back will be subtracted from the competitor's positive Riding Score.
- 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 DR140, DR141, DR147 and DR152 for scoring of Musical Freestyles, Pas de Deux, and Quadrilles

DR161 – 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.

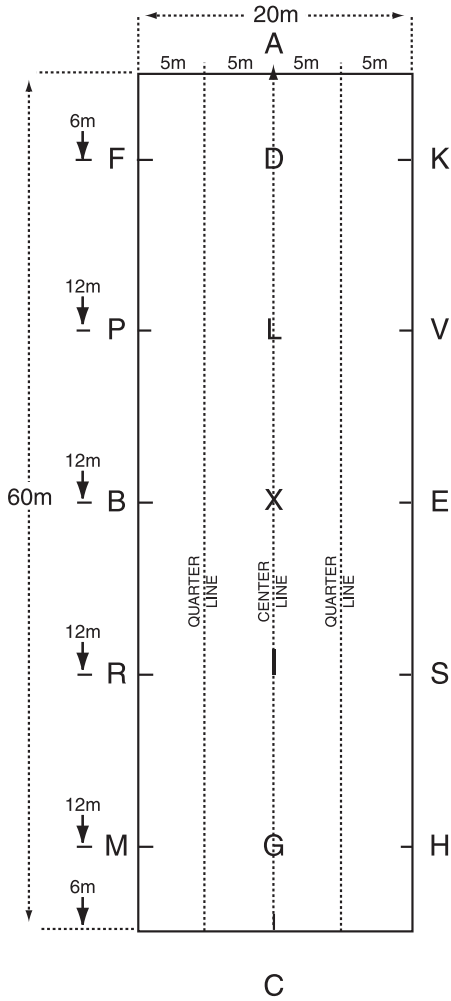
DR162 – PAS DE DEUX

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

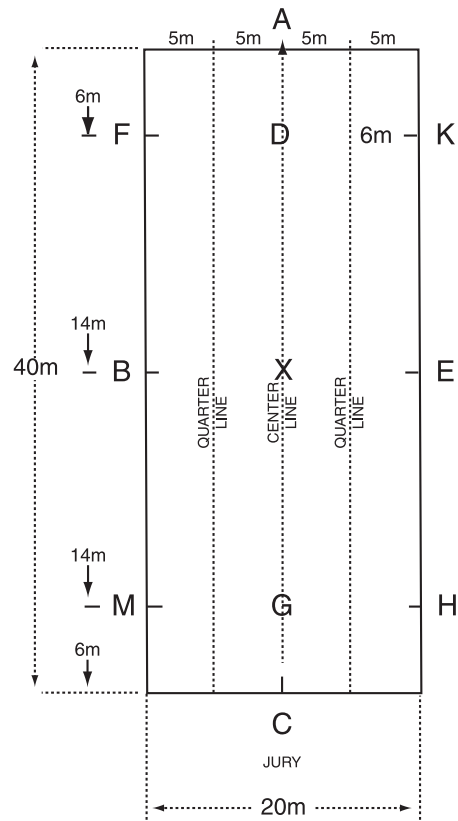
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APPENDIX I SETTING UP DRESSAGE RINGS

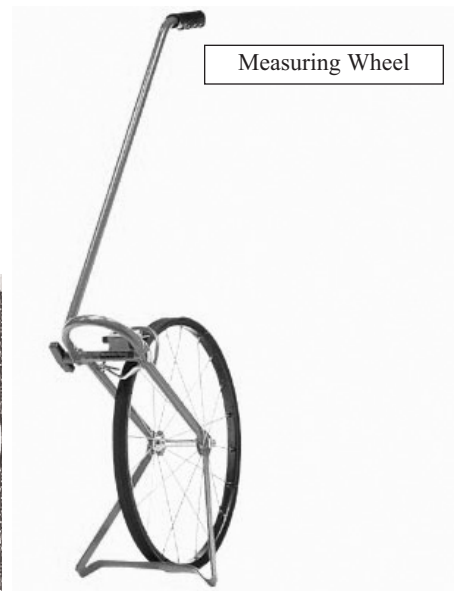
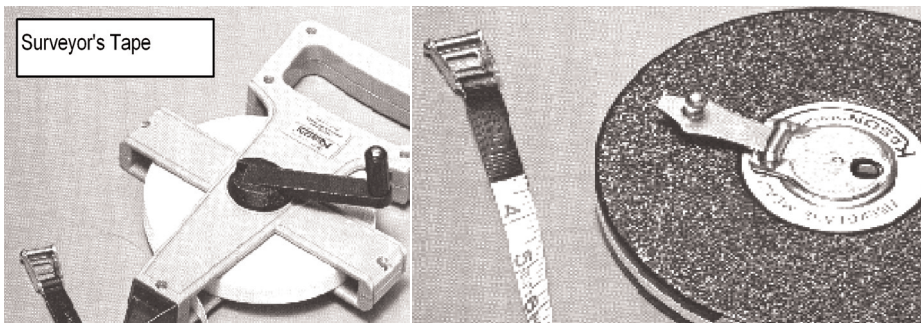
Standard Arena
(20M X 60M)
Diagonal Length:
63.25m = 207'6"



Small Arena
(20M X 40M)
Diagonal Length:
44.72m = 146'9"



Necessary Equipment



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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."*

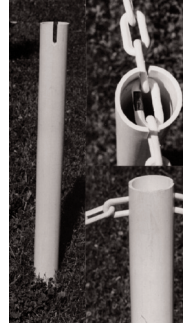
1. Inexpensive Practice Rings

- 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 Stake Covers slotted with a 2-inch x .75 inch for Design 2. 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.

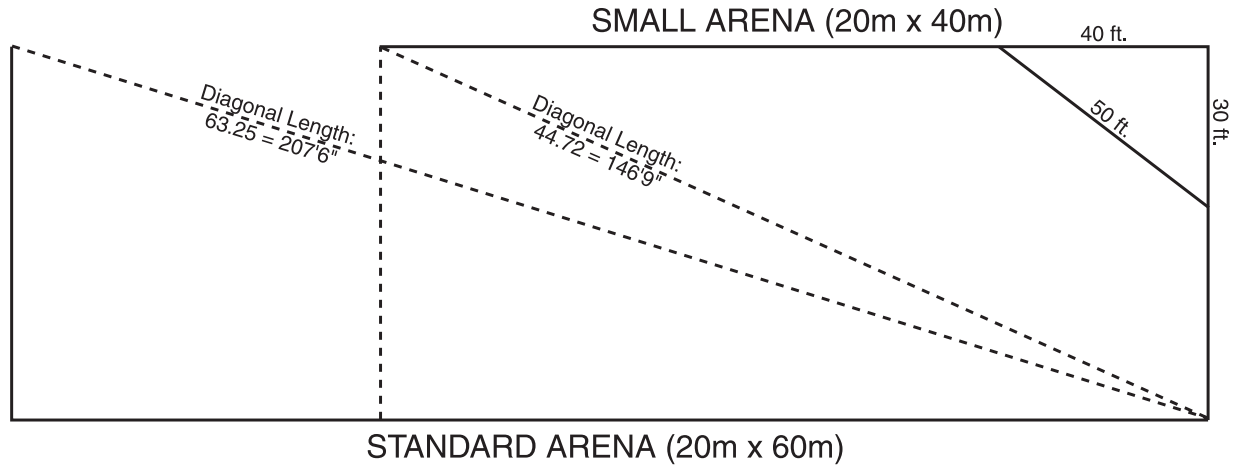
Small Ring

- 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 1/2 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 DR133). 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 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 horse.
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 horse(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.
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, horses' 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, horses' 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.

Freestyle Choreography

1. Each competitive level has specific compulsory movements which must be performed.
2. The horse 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 horse 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.
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 horse's best technical ability.

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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**
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 horses 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.
 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, clubs, 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 horses, 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).

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 USPC and 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.

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APPENDIX III 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 horse 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 horse 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.
 - 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.

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- 5) Make sure you have several sharp pencils, a pencil sharpener and erasers, a pen 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 horse.
- 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 horses, 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 horses.
- 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 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 IV ORGANIZING A RALLY

A. Initial Decisions

1. Local, regional or inter-regional rally.
2. Rally host club or clubs.
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 horses, 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 (DR155).
 - 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 officiation, unless required due to extenuating circumstances.
2. Secretary
 - a. Procure necessary Rulebooks (ca. current USPC Dressage Rule Book 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 DCs (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 USPC.
 - f. If a written test is required by the Region, determine the quantity of written tests needed for each level well before the rally, contact the Regional Supervisor who will provide tests. Plan the schedule for taking the written test at the rally.
 - g. Inform the Chair of Stabling as to total stalls required (remember to include tack rooms and feed areas).
 - h. Prepare the final schedule and program.
 - i. Keep accurate records of all payments and give payments to the treasurer.
 - j. Be sure Insurance coverage for rally has been requested. Check the Insurance Packet sent by the USPC National office and/or discuss coverage with the National Office. Apply for any additional coverage and send in the "Locations & Landowner's" form available under Forms on the web site.
 - k. 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.
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.

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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.
- 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' horses, 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 horses.
- 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 D.C.s 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 2 tests for final scoring. 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 (DR122) and levels of individual competition if offered (DR121).

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 Releases, Rally Releases, 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, medical releases, etc.

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D. Rally Materials

1. The following materials are available for purchase from the USPC Bookstore:
 - a. Dressage Tests, Musical Freestyle, Pas de Deux, and Quadrille Score Sheets
 - b. Horse Management Sheets
 - c. Master Score Sheets
2. Quadrille Compulsory and Freestyle Score Sheets are available from USDF or USPC
3. Written Tests: Obtain from the Regional Supervisor.
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 DR155 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 horses 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 horse 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 horse 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 or 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 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 rule books. 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. If the Rally is large, additional scorers may be needed to score written tests. It is helpful to have a file folder labeled for each team into which all the team Dressage tests, written 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 (DR137).
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.

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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.
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.

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 club or several clubs 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 horses 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, horses and Horse Management judges. Safety is paramount. Leave enough room between trailers for each team's tack area.
2. Stabling: If a Rally is being held over two or more days, stabling should be sufficient to provide space for horses, 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 pony club – 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 DR133.
 - a. Warm-up: This area should be large enough to allow space for the largest possible number of horses 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 DR133). 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

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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.

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 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 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 horse and rider data, as well as fees, rating 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, sunscreen, 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, DR137).
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.

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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 clubs.
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.
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 V 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, 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	_____	_____
Written Test Steward (if written tests required)	_____	_____
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/Medical Release & Competitor 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)	_____	_____
Applicable Written Tests (arrange for test location during competition if written tests are required)	_____	_____

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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	_____	_____

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18. ___ ___ Was sufficient personnel provided to manage all phases?
19. ___ ___ Were the organizers and other officials friendly and supportive to competitors and each other?
20. ___ ___ Were you satisfied with accommodations for horses?
- | | | |
|----------------------------|-----|----|
| a) stabling/tie area | yes | no |
| b) feed/hay/bedding supply | yes | no |
| c) water | yes | no |
| d) other | yes | no |
21. ___ ___ Were you satisfied with accommodations for officials?
- | | | |
|-------------------|-----|----|
| a) housing | yes | no |
| b) food/drink | yes | no |
| c) transportation | yes | no |
22. ___ ___ 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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APPENDIX VII 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 horse, 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 horses might be tied to trailers, etc.).
10. Longeing a horse 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 VIII GUIDELINES FOR COACHING AT USPC DRESSAGE RALLIES

All teams and individuals may have a coach; teams and individuals may share a coach.

A rider in the warm-up area whose coach is not present may approach another coach and ask for help.

Because teammates may have closely scheduled ride times, riders do not have to have a coach present while mounted.

By agreeing to serve as a USPC Coach, you:

- Agree to be familiar with and observe all USPC By-Laws, Policies and Competition Rules.
- Agree to adhere to the USPC Conflict of Interest and Code of Ethics Policies in all actions and decisions.
- Agree to conduct yourself in a fair and courteous manner.
- Agree to confidentiality of discussions and actions.
- Agree to disclose any possible potential conflicts of interest.
- Give permission for a criminal background check.
- Agree to uphold USPC Policy 0500 Drug/ Alcohol/Tobacco. Coaches must refrain from using alcohol or other substances when they are serving in their “official capacity” as team Coach – refer to USPC web site ponyclub.org for full policy statement.

Coaches may:

- schedule a team meeting to discuss ride times and how best to utilize the coach within the team.
- discuss warm-up area techniques and problem-solving
- aid the rider in managing the confusion of a competitive warm-up area as well as dealing with dangerous traffic situations.
- help any Pony Club competitor who asks for help or who is present without a coach
- observe, but not participate in, soundness checks.
- assist competitors in the designated Schooling Area.
- briefly meet with the rider to assess the Dressage Test just ridden and help create a plan for the next test

Coaches must:

- wear the identification provided by the organizer during the competition.
- read, sign and return to the organizer a copy of this form.
- attend the Official Briefing for Coaches.

Coaches may not:

- provide unauthorized assistance
- be a team chaperone, except with the permission of the Rally Organizer
- be the Rally Organizer, a member of the Organizing Committee or an official of the competition;
- be a Regional Supervisor at a regional competition.
- enter the stable area except at authorized visiting times

The coach is not present to give riding lessons in the warm-up area.

I HAVE READ AND UNDERSTAND THE ABOVE AND I AGREE TO ABIDE BY THESE GUIDELINES AND THE RULES OF THE COMPETITION.

Signature _____ Date _____

Print Name _____ Team (Region) _____

Coach Cell Phone Number _____

RS Signature _____

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