

Date _____ **Event** _____ **Class** _____

Rider _____ **Horse** _____

Total Points _____ **Percentage** _____ **Place** _____

		MOVEMENT	DIRECTIVES	POINTS	* COEFFICIENT		COMMENTS
					*	TOTAL	
1	A L C	Enter in working walk Working jog Track left	Straightness; smoothness of transitions; regularity and quality of the walk and jog; balance and bend in the turn				
2	S	Circle left 20m working jog. In the last quarter of the circle, develop working walk	Regularity and quality of the jog; shape and size of circle; bend; balance; smooth calm transition				
3	S E – X X - B	Straight ahead working walk Half circle left 10m, working walk Half circle right 10m, working walk	Regularity and quality of the walk; Balance and bend in the half circles; shape of half circles		x2		
4	Between P & F F – A - V	Develop working jog Working jog	Clear calm transition; regularity and quality of the jog				
5	V	Circle right 20m working jog. In the last quarter of the circle, develop working walk	Regularity and quality of the jog; shape and size of circle; bend; balance; smooth calm transition				
6	V E – X X - B	Straight ahead working walk Half circle right 10m, working walk Half circle left 10m, working walk	Regularity and quality of the walk Balance and bend in the half circles; shape of half circles		x2		
7	B – M	Free walk	Overtrack & ground cover of free walk, allowing complete freedom to stretch the neck forward and downward into a light contact		x2		
8	M – C	Working walk	Clear transition; regularity and quality of the walk				
9	Between C & H H - P	Develop working jog Change rein, working jog on the diagonal	Clear calm transition; regularity and quality of the jog; balance and straightness				
10	P – K	Working jog along the track	Regularity and quality of the jog				
11	K – R	Change rein, working jog on the diagonal	Regularity and quality of the jog; balance and straightness				
12	R – C - H	Working jog	Regularity and quality of jog				
13	H – X – K	One loop 10m from the track, working jog	Shape of figure, bend and balance through changes of direction.				
14	A X G	Down the centre line Working walk Halt. Salute.	Balance and bend in the turn; quality of the jog; smooth transition; straightness. Balance in downward transition to square, straight halt; immobility				
SUB-TOTAL MOVEMENT POINTS							

Leave arena at a Free Walk at A

***COEFFICIENT**

Collective Marks	Points	*	Total	Comments
Attitude - The ideal Western Dressage horse is willingly guided, responsive, attentive, light, smooth and confident		x2		
Rideability - The horse's self-carriage and ease of movement developed through its cadence, drive, balance, suppleness and straightness		x2		
Finesse - The rider is confident, graceful and proficient. The rider's effectiveness and connection with the horse is established and maintained through a balanced position, feel, timing and correct use of aids		x2		
Fluency - The quality of the test making it pleasing to watch and that flows through correct execution of movements and accurate pattern placement		x2		
SUB-TOTAL COLLECTIVE POINTS				

SUB-TOTAL MOVEMENT POINTS	
DEDUCT ERRORS	-
FINAL MOVEMENT POINTS	=
ADD SUBTOTAL COLLECTIVE POINTS	+
FINAL TOTAL POINTS	
DIVIDE BY MAXIMUM POINTS POSSIBLE	÷ 250
MULTIPLY BY 100	× 100
PERCENTAGE SCORE TO 3 DECIMAL PLACES	

JUDGE _____

SIGNATURE _____

Introductory Level

Expectations	Movements
The horse is safe to ride and calmly complies with the rider's commands and moves with purpose and regularity of gaits.	Working walk
The horse's nose may be slightly in front of the vertical and the poll must not be lower than the withers in working paces.	Free walk
The horse's balance and connection through the bridle is reasonably consistent.	Working jog
The rider can confidently control the horse in walk and jog to execute the movements with a fair degree of accuracy. The rider can balance and follow the horse's movement, maintaining a steady rhythm and tempo.	Free jog
All jog may be ridden sitting or rising.	Halt
	Circles, figure eights and serpentines (no less than 20m diameter of circle)
	Loops (5m and 10m from track)
	Half 10m circles
	Turns on forehand