

## HOW RIDERS THROWING AWAY VALUABLE MARKS

Movements	Comments
<b>Geometry - General</b>	Know the geometry of the arena and be very accurate with the size and placement of circles etc (circles and serpentines have no corners)
	Hind quarters should be controlled on curved lines as often they are to the outside of the fore print track and scored down according to the severity
	Ride to the marker
	When a halt or rein back is included, the rider's body should be aligned with the letter
<b>Halt &amp; Salute</b>	Find X!
	Immobility – should be for at least 3 seconds
	Be more direct in the depart after the halt – no walk steps and vice versa into the halt (unless Preliminary)
	Only need to salute the C judge - you won't lose marks though if you salute the others
<b>Circles/Half Circles</b>	When the 20m circles are at E and B you DO NOT TOUCH L and I
	When the 15m circle is at A or C the circles should be placed so that there is an equal half on either side of centerline. Smaller doesn't give you extra points
	1/2 10m R 1/2 10m L – Need to be straight on CL for 1-2 steps and show clear change of bend and flexion
<b>Corners</b>	Use them!
	Corners offer the opportunity for you to prepare your horse, incorrect bend and flexion through these will result in the opposite.
<b>Diagonal Lines</b>	If the test says HXF then the horses shoulders should leave the track at H and touch the track at F. You lose points when you drift and arrive on the long side at the RSVP letters
<b>Transitions</b>	Transitions - make them clear and direct at markers, not too progressive
	Medium/Extended paces – don't fade away - ride transitions
	Canter diagonal with change through trot over X – only 3-4 steps of trot
	Transitions should always remain with a soft back and the horse willing forward and responsive in a rounded frame, not against the hand or thinking backwards
	Downwards transitions. Vague, not shown. If you actually show a good transition back to working or collected pace the judge will love you for it!
<b>Walk - Free/Extended</b>	Collected walk should not overtrack, no more than into the fore print
	The reins need to be long! Not looping but need to keep control of the poll
	Allow the reins long to allow the horse to open and swing the back, not held in the frame
<b>Trot - Working Trot</b>	Working trot should at least track up, hind prints into the fore prints or in front, not behind
	The frame should be open without a short neck, the back swinging and elastic
<b>Trot/Canter - Collected</b>	Collected is not just a slow trot or canter!
	Collection should be light and mobile on the forehand with freedom of the shoulders
	Collected canter has to be uphill
<b>Trot/Canter - Extensions</b>	Medium and extended - Know and show the difference clearly within the paces, don't ride them both the same
<b>Flying Change/s</b>	Flying change after a diagonal of medium or extended Canter – must be on the diagonal line when the horse's nose reaches the marker and after collection has been achieved -don't do the change on the long side or use the corner
	Sequence changes – place centrally on the diagonal line
	Must count

Movements	Comments
<b>Half Pass</b>	Half passes should have clearly visible bend and positioning with the face of the horse and rider looking towards the end marker
	Circle followed by Half Pass – Finish the circle
	if you go more sideways and arrive early, judges do not give you extra credit, we actually take point off. If it says go to M, then go to M.
<b>Pirouettes/Turn on Hindquarters</b>	If you are doing a Turn on the Hindquarters or a Walk or Canter Pirouette, please read the description of the movement in the EA Rulebook. If you counter bend the horse you will lose points.
<b>Pirouette - Walk</b>	Walk pirouettes should remain in walk rhythm and the same tempo, check they don't become lateral
	Walk pirouettes should retain flexion toward the direction of the pirouette throughout
<b>Rein Back</b>	Should be initiated with the body aids, not by pulling the rein backwards
	The tempo in the rein back should be the same as the walk tempo, not hurried
	If the halt into the rein back is not square, it is nearly impossible for the first step back to remain diagonal in rhythm
	The contact should ALWAYS remain light and elastic with the poll remaining the highest point
	Don't lean forward to take the weight off the saddle to start the rein back, this is ugly to watch and incorrect aids
<b>Shoulder-In</b>	Shoulder-in on centre line – hind legs must be on CL
	Should be straightened when it is finished on centreline or coming into a corner
<b>Simple Change</b>	Must show clear walk steps – 3-5 - Transitions canter/walk and walk/canter must be direct for high marks
<b>Freestyle</b>	Know what movements are permitted and what are not for the level you are competing at
	The rules clearly state that if the movement or transition is not in the technical test of the level it is not allowed unless specifically listed under the allowed list
	If you are performing a half pirouette, then you need to show a clear line of where you are starting it and where you are finishing it. Do not come down the quarter line and turn and then immediately head on the diagonal. This is a 3/4 pirouette and if you do it the same way both direction the judge will know it is intentional not just a loss of control.
	Walk - In so many freestyles the judges are left guessing as to which walk is being ridden.
<b>Rider</b>	Riders should be quiet with their aids, horse in front of the leg, and not use noisy nagging and repetitive aids. Sit still
	Self carriage is achieved with a light and elastic contact, the horse should remain moveable with only small indications by the rider
	Impulsion should always be available at the rider's will, the feel should be you can allow it out rather than it having to be created throughout