



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

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

Approx. time 4 ½ minutes.  
 All trot work to be executed 'sitting' or 'rising'.

## CONDITIONS

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

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

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

Penalties for errors over the course

1st Error ..... 2 marks

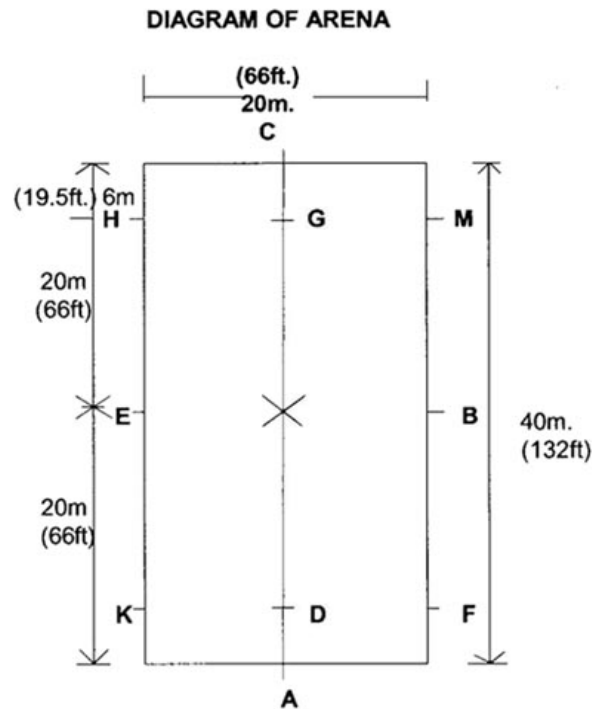
2nd Error..... 4 marks

3rd Error ..... 8 marks

4th Error ..... Elimination

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

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



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