



## 1st° VETERAN Kür

Date: \_\_\_\_\_ Rider ID#: \_\_\_\_\_ Certified Rider Level \_\_\_ /7 Horse ID#: \_\_\_\_\_ Age of Horse: \_\_\_\_\_

Trot may be done sitting or rising. Halts may be performed through the walk. May be ridden in a snaffle bridle, padded sidepull or bitless cavesson. Left and right movements are not mandatory.

Time Allowed: 3.0 – 4.0 minutes.

Co-efficient

Minimum age of horse is 15 years old.

	Technical Marks	Mark	Co	Final	Remarks
1	<b>Medium Walk 10m continuous</b>				
2	<b>Lengthened Walk 15m continuous</b>		2		
3	<b>Working Trot 10m volte</b>	L R			
4	<b>Medium Walk Leg Yield</b>	L R			
5	<b>Lengthened Trot</b>				
6	<b>Working canter OR Working Trot 15m circle</b>	L R			
7	<b>OPTIONAL BONUS: Working canter and change lead through trot</b>	L R	0.5		
8	<b>Entrance and halts at start &amp; finish</b>				
Total technical execution points		<b>80</b>			<i>Penalties to be deducted: Use of voice 2 points Illegal move 4 points</i>
		Deductions <i>Examples are use of voice or illegal move.</i>			
TOTAL TECHNICAL POINTS					

Co-efficient

	Artistic Impression Marks	Mark	Co	Final	Further Comment
1	<b>Rhythm, energy &amp; elasticity</b> <i>(Paces and Impulsion)</i>		4		
2	<b>Harmony between horse and rider</b> <i>(Submission and Rider Position &amp; Aids)</i>		4		
3	<b>Choreography &amp; Use of arena</b> <i>(Design, fluency, balance &amp; creativity)</i>		4		
4	<b>Degree of difficulty &amp; risks</b> <i>(Calculations, placement &amp; combinations)</i>		4		
5	<b>Music suitability &amp; interpretation</b> <i>(Suitability, expression &amp; emphasis)</i>		4		
Total artistic presentation points		<b>200</b>			
Time Penalty Deduction (If more or less than allowance deduct 1 point)					
Total for technical execution					
TOTAL POINTS					
DIVIDE BY POSSIBLE POINTS				<b>280</b>	
<b>FINAL SCORE</b>				%	Signature of Evaluator:

*Increased Difficulty: Inner track, Circles and half circles, Serpentine, Give and retake, Steeper Leg Yields, Stretch the trot, Change leg through trot, Lengthened paces, Some counter canter, and Multiple coefficient moves.*