



4th° VETERAN Kür

Date: _____ Rider ID#: _____ Certified Rider Level ___ /7 Horse ID#: _____ Age of Horse: ___

Left and right movements are not mandatory. May be ridden in a snaffle bridle, padded sidepull or bitless cavesson. Rugby pelhams are also allowed for veterans as long as used with the double bridle.

Time Allowed: 3.0-4.0 minutes.

Co-efficient

Minimum age of horse is 15 years old.

	Technical Marks	Mark	Co	Final	Remarks
1	Collected Walk (10m continuous)				
2	Extended Walk (15m continuous)		2		
3	Collected Trot Plié	L R			
4	Collected Trot OR Collected Canter Half Pass	L R			
5	Extended Trot		2		
6	Collected Canter Half Pass	L R			
7	Working half pirouette in walk OR canter	L R			
8	OPTIONAL BONUS: Minimum three 4-time changes if cantering		0.5		
9	Entrance and halts at start & finish				
Total technical execution points		110			<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	Rhythm, energy & elasticity <i>(Paces and Impulsion)</i>		4		
2	Harmony between horse and rider <i>(Submission and Rider Position & Aids)</i>		4		
3	Choreography & Use of arena <i>(Design, fluency, balance & creativity)</i>		4		
4	Degree of difficulty & risks <i>(Calculations, placement & combinations)</i>		4		
5	Music suitability & interpretation <i>(Suitability, expression & emphasis)</i>		4		
Total artistic presentation points		200			
		Time Penalty Deduction (If more or less than allowance deduct 1 point)			

Total for technical execution		
TOTAL POINTS		
DIVIDE BY POSSIBLE POINTS	310	
FINAL SCORE	%	

Increased Difficulty: Inner track, Rein-back, Plié on quarter-lines or centerline and with changes of bend, Extended trot to Plié combination, Flying Changes, Sections of medium and extended paces, Steeper diagonals of the half pass in trot and canter, Half passes with change of bend at trot and canter, Extended canter to Counter-canter combination, Flying change to counter-canter, Flying changes on a curved line, Counter canter on smaller curves, and Multiple coefficient moves. Up to four moves may be ridden one-handed.