

6th^o 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: 3.5-5.0 minutes.

Co-efficient

Minimum age of horse is 15 years old.

	Technical Marks	Mark	Co	Final	Remarks
1	Collected Walk (20m minimum)				
2	Extended Walk (20m minimum)				
3	Collected Trot OR Collected Canter Half Pass	L R			
4	Passage (Minimum 20m one track)		2		
5	Piaffe (Minimum 10 steps straight)		2		
6	Passage Piaffe Transitions				
7	Extended Trot				
8	Collected canter with choice of tempi changes OR School Trot				
9	Pirouette in walk or canter (enter & exit straight)	L R	2		
10	Entrance and halts at start & finish				
Total technical execution points		130			<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					

	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				330	
FINAL SCORE				%	

Increased Difficulty: Piaffe pirouettes, passage half pass and half passes in to and out of canter pirouettes, but the horse must be straight for a few strides before and after the pirouette. Take special note of the movements as they may not count as compulsory movements if they are uniquely done. If carefully done they add to the choreography mark as well. More difficult movements can be repeated but not overdone, such as anything more than a double pirouette. Movements like more sequences of changes or on a curved line or from 2-time to 1-time, more piaffe steps, double pirouettes, steep half passes with changes increase the difficulty factor. Other combinations like the canter to passage to canter, and the extended trot to piaffe, and the extended canter to pirouette, and the half pass trot into a half pass passage, and likewise movements are very difficult to perform well.

Prohibited: Airs above the ground

Choreography (not difficult): Counter-canter, medium walk, rein-back, travers, renvers, and pirouettes that lead into a walk or halt.