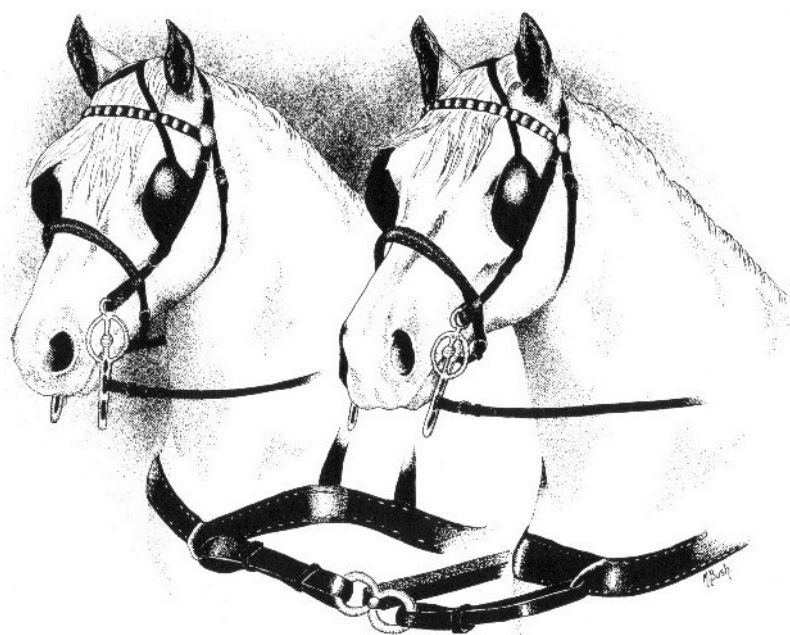


Information for Judges, Drivers,
and those wishing to become accredited
Driven Dressage Judges.

Remember: Horses Should

" Go forward calmly with straightness ,impulsion and rhythm"



New Zealand Carriage Driving Society Incorporated.

Initial Accreditation Process for driven dressage judging

1. Complete an application form and send to the Secretary of the N.Z.C.D.S. who will forward it to the Island's Judges Officer for processing and the Island Dressage Committee to consider.
2. The Secretary of the N.Z.C.D.S. will forward to the applicant a Green Judges Record Card.
3. The applicant can download the Driven Dressage Judges Manual from the Society's website (www.carriagedrivingnz.co.nz) or request one from the Society's secretary. The F.E.I. Rules for International Combined Driving Events 10th. Edition 2009 (revised) may also be downloaded from www.horsesports.org/disciplines/driving/rules .
4. The Dressage Committee may in view of the applicant's experience with judging dressage just require that they complete the self assessment before being approved as a Driven Dressage Judge.
5. Attend a Dressage Clinic either driven or ridden.
6. Complete the self assessment and examination for Driven Dressage at the end of the Manual.
7. Forward completed self assessment and examination to the Society's secretary who will forward it to the relevant Island Judges Officer.
8. The applicant can mark their own self assessment and examination.
9. Co-judge at a Driven event and confer with the other judges as to the results and comparisons.

For contact details as to the secretary visit our website or copy the details from a current copy of the Swingletree. The Island Judges Officer and the membership of the Island Dressage Committees may vary from year to year so contact through the secretary will ensure the documents go to the Officer.

GUIDELINES FOR JUDGING DRIVEN DRESSAGE

Written with permission from American Driving Society December 1996- Chapter 8, from their "Manual for Driven Dressage", prepared by the 1992 Dressage Committee of the American Driving Society.

GENERAL CONSIDERATIONS

Dressage judges (and any person who is aspiring to become a judge) should be aware of the impact their decisions and opinions can have on the sport, and the direction it will take. Judging a Dressage test is very different from judging any other equestrian performance. Just following and applying the rules is only a small part of the process. Because the main objective of Dressage competition is to evaluate the correctness of each horse's training, judging a Dressage class is almost entirely subject to the judge's opinion. Therefore, being a responsible and competent Dressage judge requires a great measure of ethical and technical qualities and a strong and courageous but humble personality.

A responsible judge must be able:

1. to fully understand the philosophy and know and understand the rules and requirements of the sport.
2. to be absolutely dedicated and committed to the purity of the Dressage principles and to the well-being of the horses.
3. to be absolutely sincere to continuously improve on one's skills and to stay current through reading, attending forums, etc.
4. to have the courage to stand on one's own convictions and judgement beyond the influence of anyone and show confidence and firmness in one's abilities and decisions.
5. to help maintain and/or improve on the existing standard of the sport through thorough considerate and honest evaluation of performances.
6. to be aware that given scores and comments may influence the competitor's future training program.
7. to help the competitor improve his/her performance through comments that are clear, precise, constructive, objective and unemotional.
8. to judge the training of the horse, regardless of who is driving.
9. to judge only what one sees in the ring during the test and not compare the horse to possible previous performances or according to a horse's reputation.
10. to be mindful not to fraternize with exhibitors at a show when officiating until after judging is finished.
11. to be most courteous and professional when dealing with competitors, show committee members and fellow judges.
12. to be neatly and appropriately attired in a style suitable for the competition slacks(suit), skirt or dress and hat, no jeans, shorts or tennis shoes, preferably not high heels, avoid excessive jewellery adornments.

Every judge should make consistent efforts to fill any gaps that may exist in their understanding of the standard of dressage involved.

ACTUAL JUDGING REQUIREMENTS

Preparation should include:

1. Secure knowledge of the test(s) to be judged. This includes knowing the pattern of the test as well as the exact content of each movement. Drawing multi coloured diagrams (or flip cards) before hand is a very helpful method.
2. A very detailed grasp of the rule book, and where to look for answers to specific problems.
3. Early arrival at the show to enable the judge to verify the test(s) being used, the starting time and the number of competitors; he/she should meet the writer and discuss ground rules for abbreviations, procedures, limits on conversation etc. This is the time to find out if the writer is equal to the job, and if not, request that management provide another. If a writer cannot reliably put down on paper what the judge wants to say to the competitor, all efforts involved are useless and the competitor goes home with a poor opinion about the show and the judge and/or possibly having received wrong advice due to the poor performance of the writer - it is the responsibility of the judge, however, to develop a very precise and "shorthand" language so the writer can fit the comments into the small spaces.
4. Instructing the show management about particular requests(e g keeping anybody out of hearing distance from the judging booth, no interruptions while judging, keeping spectators at required distance etc.).
5. Bringing every thing which might be needed during the day (rule book, pencils, sharpener, bell/whistle, sunscreen extra clothes,rain gear, extra test sheets)

Judging the test

1. The competitor deserves the Judge's full and undivided attention from the entrance into the ring to the exit. Anything less is not acceptable.
2. The judge must evaluate every step of each movement and each movement as a whole for all the required Dressage principles plus the required path and accuracy and has to decide quickly at the end of each movement what score to give and what comments to make. This requires the judge to know exactly what the competitor has to do, what it should look like and how it should be done.
3. While fully concentrating on the competitor, the judge has to try to maintain exactly the same standard of evaluation from beginning to end, between one horse and another, and for all the movements made by each individual horse. The mark of eight, for instance, must have exactly the same meaning for each and every horse. Many factors will tempt the judge to vary his standards as the hours go by and as many different types of horses and turnouts come before him.
4. The judge must be fair, and not partial to one breed or type of animal. What is to be judged is the training of the animal, not its beauty or natural ability. He/she must at all times carry a picture in his/her mind of what a horse should look like who is exhibiting all the important principles to, name a few, suppleness, regularity, straightness and engagement, and he/she must be able to adjust his picture to the various breeds, sizes and types of horses and the particular conformation of each animal. The judge should not have one ideal horse(e.g. a Warmblood, Arabian or Hackney) in a certain frame in his mind and penalize every horse which does not look like this image. This is especially important in driving as there are so many different breeds competing in one class. However, if a talented horse of any breed

shows the same correct training as a less talented horse and his (the first horse's) performance clearly exemplifies a higher quality movement, he must be rewarded for it.

5. While evaluating the ongoing test, if there is a fault, it is marked down. Should it persist it is reflected in the end marks.
6. While the horse is in the ring the judge has to try to gather through thorough observation any possible information about the horse. When giving the collective marks and final comments, any little gesture of the horse is important (e.g. the expression of the face, the motions of the mouth, the way the horse moves his ears and carries his tail) and all these factors have to be taken into consideration.
7. The judge should make as many comments as possible so the competitor can recreate the test and see it through the judge's eyes. In order to fit into the small spaces provided, however, comments must be brief and clear.
8. Every comment given should be as positive as possible without minimizing a major training problem.
9. Each score should be explained through comments. If only explaining scores of 5 and below the overall evaluation of the test may appear very negative as these scores reveal lots of problems. A competitor can also be told what was good.
10. After each test the judge has to totally clear his mind for the next competitor.

Accuracy

Accuracy is an essential element of a test performance as it is to a large extent synonymous with obedience, responsiveness and submission. However, it should not be allowed to take priority over a number of other factors which embody the very essence of Dressage training.

Especially in the Novice Tests, the emphasis should be on the basic training principles rather than on total accuracy.

For instance:

One competitor's horse is relaxed, supple and rhythmic, bends properly around turns and shows smooth transitions, but the driver is at times, two feet off the rail and does not drive the figures very accurately.

A second competitor drives six inches from the rail and drives a very accurate pattern, but the horse is tense, looks to the outside during turns and throws its the head up in almost every transition.

Of course, the first driver needs to receive some mark-down for inaccuracy, but the training of the horse is progressing correctly and therefore the future training of the horse is not jeopardized. This competitor can easily improve on the accuracy as the horse is supple and flexible.

The second horse shows insufficient or faulty training and Dressage has been misunderstood as mere pattern driving rather than the gymnastic development of the horse. This driver is on the wrong track and any future training of the horse is greatly in jeopardy. Correcting this horse may mean starting the training all over again. The scores and comments must reflect this major problem.

As the horse moves up to Open/Advanced levels, a high degree of accuracy must be expected. However, the same principles still apply; incorrect training must still be penalized more severely than inaccuracy.

Transitions

Transitions are made when the horse's nose is at the marker.

Transitions reveal more about the training of the horse than the actual movement and must be strongly considered when scoring a movement.

For instance, when lengthening the stride across the diagonal, the up and down, transitions (and in some tests the corner before and after) have to receive the same importance as the actual lengthening, therefore, a horse exhibiting an engaged, powerful and regular lengthening with poor transitions has to receive the same or even a lower score than a horse with smooth and correct transitions, but only a very moderate lengthening.

Correct lateral bend

Correct Dressage training is most evident in a properly executed lateral bend when going through a turn.

A horse who bends properly to each side must have been trained according to the Dressage principles.

Horses who bend only in one direction and not at all in the other direction must be watched very carefully as they may not be bending truly at all. They may just be very crooked and appear to be bent; however, the inside hind leg is not following the track of the inside front leg.

If in doubt, straight lines will usually tell about the true nature of a bend. If the horse moves perfectly straight on a straight line, it can be assumed that he does bend correctly this one way.

Frame

This is a relationship that must exist between engagement of the hindquarters and the resulting elevation in front. It is not a static and rigid position maintained through tenseness but rather the balanced self carriage of a correctly trained horse. Herein lies the ability and knowledge of a Judge to see what is good or bad. For judging purposes we firmly reject the notion that we can describe or define: "This is a Novice level frame, this is an Open level frame, etc."

The judge has to decide for himself about every single horse at any given level if this horse is in the appropriate frame (posture) in relation to his conformation and type for this specific level.

Scoring

Every movement should start with a 10.

A score is the sum of information that results from the evaluation of many different components.

All the important principles like freedom and regularity of the paces, good balance and rhythm, lightness of the forehand and engagement of the hind quarters, willing submission and obedience etc., must find recognition in each given score.

By following these principles, Judges will be able to remind competitors that the ultimate aims are to produce an obedient, smooth and supple horse that is pleasant in his paces as well as a pleasure to drive.

Equally important is the consideration of the level that is being judged - different problems will call for different scores in each level, and how many components of each movement have been mastered successfully by the horse.

When scoring movements with several components, each one should receive a mark in the judge's mind as each segment is equally important. The average of these mental marks should account for the total score.

For instance: If a movement contains two straight portions and two turns, connected by a short straight at a Working Trot, a Halt, Rein Back. All components are to be considered when scoring this movement.

In the rein back of a four wheeler it is very difficult to perform on uneven ground without the vehicle slewing or jack knifing; as long as the horse is straight the driver should not be penalised.

A similar consideration should be given when, for instance, the first half of a trot lengthening was very poor with several canter strides, but the second half was very nice. In the Judge's mind, this movement should be divided into a bad part and a good part, and the score should reflect these considerations.

Also, scores and comments must complement each other. For instance, it would be very wrong to score a '7' for a rein back and comment to it as a "very good rein back".

"Very good" means a "9".

Below we will assume scoring a test.

A "**zero**" or "not executed" means that almost nothing of any part of the required pattern or movement was performed.

A "**one**" or "Very bad" is usually given for travelling from one point to another regardless of assorted bucks, stalls or rears.

A **"two"** or "bad" is scored for slightly less spectacular resistances. The movement needs to be only marginally recognizable and only a small portion needs to be at the required gait. "Ones" and "twos" will not have to be given very often Hopefully.

A **"three"** or "fairly bad" will be a little more common. Basically, it means that either some almost recognizable movement was poorly performed, the horse definitely has less than four properly working legs and that there are unscheduled transitions into other gaits. In order to earn a **"four"** or "insufficient" it had to mean that the horse travelled successfully, although not necessarily accurately, through the prescribed exercise and figure in the required gait (although the gait may be too fast, too slow and/or very irregular and tense). The horse may be above or behind the bit, show lack of impulsion and submission, did not show any bend or was counter flexed. Any marked resistance or other major fault for an otherwise lovely performance may also earn a four.

A **"five"** or "sufficient" should be given when the horse maintained his gait, was relatively regular, performed the exercise without violent resistances, was somewhat accurate and at least part of the time sort of accepted the bit and showed some degree of bend in turns. A "five" would also be appropriate if the horse performed an accurate figure in a regular pace, but his steps were tense and choppy. (A "5" is a very decisive score there is a big difference between a "4" and a "5", and a "5" and a "6". When awarding either one a judge should always be sure of the decision, was it insufficient or sufficient or was it better than that?)

A **"six"** or "satisfactory" means that the movement as a whole is better than "Whew we did it!" but lacks real quality. Little things will pull an otherwise fairly good performance down to a six. A too-short neck and tense back or a severe inaccuracy combined with a lovely rhythmic trot may account for it. Or a lovely walk may earn an "eight", but poor transitions will bring it down to a "six".

A **"seven"** or "fairly good" designates moderate quality. Not only should the required movement be performed fairly accurately, but the horse should move well with balance and fairly good impulsion and elasticity. The horse should be quite steady and free of obvious resistance, bend correctly and move in a round frame. Some minor mistakes may occur, but good training must shine through each step.

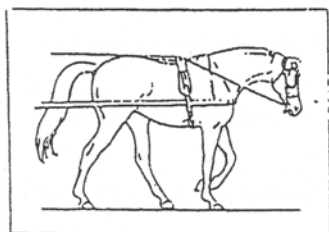
An **"eight"** or "good" is a very steady, reliable and accurate "seven". The horse may make up for a minor mistake by showing very good impulsion or bending, or absolute precision and accuracy may make up for a brief loss of impulsion or bend.

In order to receive a **"nine"** or "Very good", the horse must show a very high level of correctness. A "nine" requires a very good team effort between a competent driver and a responsive horse. No mistake may occur and all training principles must be exhibited at all times during a movement.

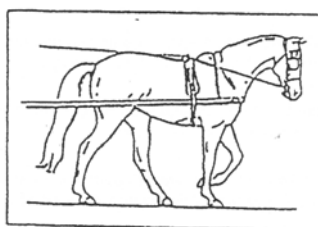
A **"ten"** or "excellent" requires absolute perfection in every regard. Both performance and execution have to be absolutely flawless.

Dressage scoring is extremely complex, requiring knowledgeable analysis of all the components that make up a performance. The goal of scoring is to place appropriate judgement on each movement and the overall test itself. This goal means that scores must be given with great consideration and common sense and the judge should mark each movement exactly the way he/she sees it, regardless of the person who is showing the horse and regardless of possible criticism by colleagues or show management. Using scores only in the range between 4 and 7 will not advance the sport and may not be fair to the horse and competitor.

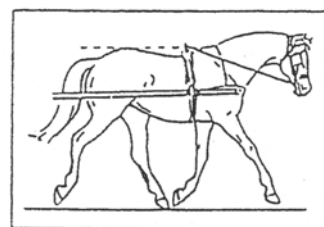
It takes courage and knowledge to use high and low scores and support them with comments that are the result of correct observation. A poor performance must receive a low mark, while a really good performance must receive a nine or ten regardless of who is showing the horse. There is an enormous pressure on a judge sometimes, but honesty must prevail if Driven Dressage is to advance.



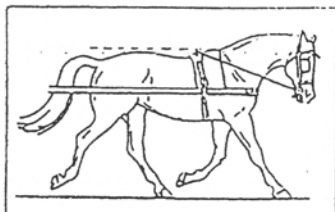
WALK



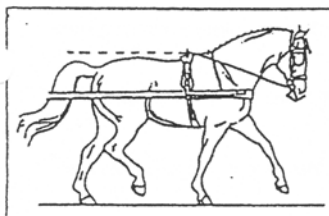
WALK-ON-BIT



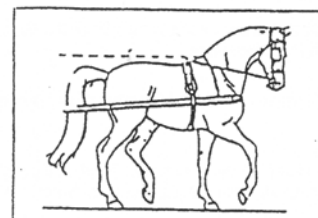
WORKING TROT



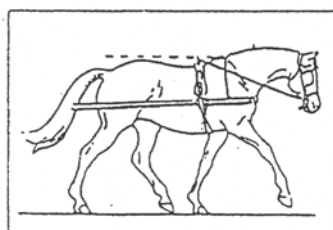
higher degree WORKING TROT



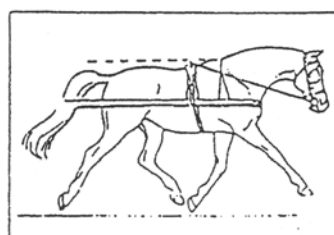
COLLECTED TROT



higher degree COLLECTED TROT



LENGTHENING
TOWARD EXTENDED TROT



EXTENDED TROT

GEMS FOR DRIVEN DRESSAGE JUDGES

1. Remember NEVER LEAVE HOME WITHOUT YOUR " F.E.I. Rules for International Combined Driving Events 10th. Edition 2009 (revised)" or this Manual which contains the Rules.
2. You are responsible for checking that the arena is correctly set up. Arrive in time to check this and have put right anything that is wrong.
3. Talk to your writer before judging begins. Run through the test together and explain what you want her/him to do.
4. You must keep to time as far as possible, so don't waste time and don't take too long writing up your sheets.
5. Don't forget to sign each sheet and initial changes.
6. Don't mark differently for Novices. DONT REWARD MEDIOCRITY. Do, however, try to make more comments for Novices and be as helpful in your comments as you can.
7. High marks speak for themselves and so you need not comment. Low marks must have comments so that the competitor will be able to tell what was wrong.
8. Remember that all Dressage requires the horses/ponies to do what is asked of them willingly. Therefore if you see resistance you must mark it down.
9. Mark what you see. If the work is poor - mark accordingly, and visa versa, but always keep in mind straightness (correct flexion) and regularity, as well as accuracy.
10. Don't forget to watch the driver as well as the horse/s. Two hands on the reins during the one- handed circle, or two hands on the reins late (denoting unpreparedness), or early (inability to maintain the circle), must be noticed by you.
11. Remember that lameness should preferably be marked down for irregularity, bearing in mind that the animal may have been checked by the Vet at the beginning of an event. If you are the judge at C ask a vet to check.
12. If a single(carrying no groom) gets into difficulties and requires assistance, you will mark as for a groom dismounting. NB(*Under discussion as we have tiny ponies and donkeys who are not required to carry a groom*).
13. If Judges have to be changed(for whatever reason) during the day, don't allow that change until the completion of a class- for instance at the end of the Open Horse Class.
14. If you have to ask a competitor to leave the arena (elimination) for instance because a groom was talking or indicating the way to go – remember to be polite but firm.

15. You must be prepared to train to be part of the Ground Jury at an Event and therefore must be conversant with the Rules of other competitions.
16. Remember that you must keep abreast of any amendments to the N.Z.C.D.S. Rules and FEI published amendments.
17. Don't allow your prejudices to show. There are good and bad in every breed. Many breeds are used in driving and you must keep an open mind about all of them.
18. Although the voice is a recognized "aid" in driving it should not be obtrusive during a test.
19. Keep the numbers and their meanings on a small sheet in front of you – long periods of concentration are tiring and you may want to check e.g. that "4" is 'insufficient etc.
20. Try to judge to a standard all day.
21. If you have given very poor marks and hard comments to a Novice, always try to put something encouraging at the bottom of the sheet. "Don't despair, keep trying, persevere, etc." can help to cheer when everything else seems bad.
22. Horses. Winkers optional; Dropped nose bands O.K.
Top reins, Over checks, Draw reins, Bandages, Boots are penalised.
(Auxiliary reins or martingales which act on the bit are forbidden.)
Driver: Hat, Gloves, Apron/Knee Rug, Whip in hand for Driver.
Groom(s) Hat, no apron necessary. No gloves will be penalised.
23. During the test, the Judge continuously watches, observes, controls, assesses, marks:
 1. That the horse is accepting the bit with a light, continuous and soft contact, head steady, slightly in front of vertical, with a supple poll at highest point of neck, jaw relaxed.
 2. That the hindquarters remain engaged, strides even and regular, forehead light, and correct impulsion.
 3. Horse supple and the lightness, softness and harmony of the movements.
 4. Paces regular. Horse relaxed, loose and unconstrained throughout body.
24. Basic faults caused by DRIVER:- Inaccurate movements.
 1. Lack of preparation BEFORE transitions/corners, changes of direction, etc.
 2. Driver not sitting straight, balanced and upright in vehicle. Jamming hands and fingers. Not truly going with horse- especially in extension.
 3. Not checking horse's straightness and balance before transitions.
Especially before extended, collected work. WHIP AND HANDS MUST WORK IN HARMONY WITH THE HORSE.

25. HORSE
Horse faults (usually created by poor driving)!
1. Unsteady outline and unbalanced.
 2. Stride irregular and uneven, especially in transitions.
 3. Lacking impulsion.
 4. Lacking straightness.
 5. Not flexing to inside on curved lines.

DEFINITIONS OF SOME BASIC DRESSAGE TERMS TO BE CONSIDERED AT ALL TIMES DURING A TEST

INTRODUCTION

There are many dressage books and articles, both ridden and driven dressage, with various definitions and interpretations of the same terms.

Do NOT be dismayed.

Study, observe, ask questions, compete, gain instruction, and read further.

Judges must note, that the F.E.I. Test column "to be judged" (or "some Judging directives") does not express all concepts to be considered and judged during a Test.

Concepts noted below must also be considered.

We must remember that riders work with one horse. Drivers work with 1, or 2, or 4. Certain aspects of driven dressage therefore do vary, e.g. "contact with the bit" concept can be somewhat different when comparing a single and a team (note "Judging Multiples" article).

Driven Dressage Judges, and drivers, must learn from ridden dressage judges, but not be "swamped" by them. A Level 1 ridden judge expressed the belief that Level 1 and 2 ridden judges would be slow to criticise driven dressage judges, whilst lower levels 3, 4 and 5 may be more inclined to do so. His comment was "the more you know, the more you realise how little you know". Supposedly it can go both ways, and we need to always listen intently to one another.

DRESSAGE TERMS EXPLAINED

CALM

The horse is mentally relaxed yet alert, keen and attentive - not dull or lazy.

SUPPLE

The horse is physically relaxed with flexibility.

CONTACT WITH THE BIT

The horse is going freely forward, calm and attentive with a steady head and even contact on the bit. The horse should seek a soft connection with the bars of his mouth on the bit. He is up to the bit and not bearing on it. Lightness is the goal but will vary with every horse. To be on the bit, the hocks must be engaged.

IMPULSION

Impulsion is shown when energy from the hindquarters is received into and contained by the hands of the driver who then controls and directs it by means of the reins (and voice). The horse desires to go forward. He thrusts from behind. When the horse shows a positive willingness and real effort to get on with the job obediently and responsively, he shows impulsion. Impulsion is not a horse trying to tear along, pulling too hard and thus excessively on the forehand.

BALANCE

Balance should be the horse's ability to control his own centre of gravity. Although at halt the front half of a horse is heavier than the rear half, once moving he balances himself on all four legs. Pulling a vehicle alters the situation and the horse must find a new balance with more weight on his haunches. He will then move with more purpose and freedom, more easily pulling the vehicle with his chest. It can also be an unwillingness to go forward "up to the bit" and to turn. Disobedience is a more deliberate resistance. It may be that the horse comes behind the vertical, shakes and tosses or tilts his head and his body language shows unhappiness to move forward.

RESISTANCE

Resistance is a polite way of saying that the team or single horse could be pulling the driver's arms "out". It is a reaction against the application of pressure on the bit.

THE HALF-HALT

The half-halt is a hardly visible action, achieved by whip, voice and/or reins, which has many degrees and subtle variations that can be used to suit circumstances. A slight forward drive (unless the horse is pulling too hard) followed by an increase in the gentle, restraining effect (contact) of the reins. It produces an increased activity of the hindlegs without a speed increase. There is no loss of calmness, regularity or impulsion. The object is to increase the attention and balance of the horse before the execution of several movements or transitions to lesser or higher paces. Once the horse is doing what you want, you drive him in a state of relaxed equilibrium, with possibly all your aids in neutral. There is no need for constant half-halts to adjust his balance, it's the horse's job, not yours, to hold himself. The half-halt is likened to a "momentary check"

RHYTHM

Each pace has its own rhythm. There must be the correct order or sequence of footfall. Four beats for the walk, two beats for trot (Various forms of music have various conventional or unusual rhythms). Rhythm remains constant for all trots - the Collected Trot, Working Trot, Extended Trot and Lengthened Trot. It is of great importance that the rhythm remains the same. It is only the length of stride that changes. The shortened higher stride of the Collected Trot and the longer stride (more ground covered each stride) of the Extended Trot must have the same speed of rhythm as Working Trot. The same rate of repetition of the rhythm (tempo). We often see the rhythm speed, sped up slightly in Extended Trot, but more often we see horses "running" with short hurried strides.

REGULARITY

Hoof-beats must be regular e.g. at the two time trot the regular hoof-beats of diagonal legs give the regularity of the movement. The “music” of movement.

STRAIGHTNESS AND BEND (Lateral Bend)

A horse is said to be straight if his body (head to tail) is straight, on a straight line or when he is curved or bent on a circle or turn. The hind feet follow the track of the forefeet in both incidents. Some use the head to tail word “straight” on the straight only and “bend” for the head to tail curve. If the horse “bends” laterally at the poll or gullet it is often called “flexion”. The word flexion is sometimes interchanged with the word bend. F.E.I. Rules for Driving only use the term “bend” with no explanation. The bend is very slight in driven dressage as circles and turns are minimal - not excessive. The position of the driven dressage horse's head should be such that the driver is just able to see the side of the horse's inside winker or eye - some say this is sufficient “bend”. Remember the neck should not be bent more than the whole body.

CADENCE

The expression of life within the movement, rhythm, elasticity (impression of springiness) and “presence”.

LENGTHENED TROT

(or lengthened stride [U.K.] or lengthened stride in trot [U.S.A.]) Lengthened trot is a longer stride with more power than Working Trot but of the same rhythm. It is the initial training prior to Extended Trot. The horse(s) must lengthen and lower their frame and stride, whilst remaining in contact. Donkeys are not asked to do a lengthened tot.

DEVELOP COLLECTED TROT or WORKING TROT

Some Tests allocate a certain distance between markers, within the dressage arena, to prepare a competitor for the Trot. This distance is designated to 'Develop Working or Collected Trot. Donkeys are not asked to do a Collected Trot.

CHOICE OF SCORE SHEET COMMENTS

Judges are advised to be familiar with Writer abbreviations.

Writers should be familiar with such abbreviations so they will know, for example, when “poor circle” is mentioned they will write “poor 0” etc.

In addition to the above, judges do have some difficulty at times verbalising small or concise sentences as comments or words, to signify some crucial aspect of a movement or performance. However, there will be times when a sentence is necessary to explain a point.

Here are a few suggestions:

- Unsteady halt. Halt not sustained. Halt not established. Restless at halt. Hurried or rushed or tense halt. Halt too abrupt, unbalanced halt.
- Calm, responsive, balanced, square, smooth - Halt. Excellent. Rock-like halt. Good move off.

- Crooked RB. Supple RB.
- Rushed CT, WT, ET.
- Pony losing rhythm on 0, 0 awkward shape, 0 too square. Dropping in on 0. Nice bend on 0.
- Head looking out on 0. (*Actually not straight on 0 is correct also, but few divers know the meaning so do not use it*)
- Flexing well to inside of turn. Not flexing (*if you are sure the driver is familiar with the term*) in 0.
- Supple change of rein through X (re figure of 8). Good flexion (bend) change at X.
- Fair or some attempt ET, lengthening insufficient.
- Running, or no ET, or some lengthening, skipping in ET. Broke pace in ET (or whatever)
- One hand not sustained. Hand on rein at X.
- Late transition, abrupt transition, rough transition.
- More preparation needed prior to transitions, change of movement etc.
- Anticipating transition. Good transition. Accurate, responsive transition. No definition of paces.
- Insufficient. Not enough. Heavy on forehand- lacking impulsion- could be lighter in front- Coming well from behind. Well trained, skilled, educated. Pony tense.
- Horse resisting through jaw. Resisting bit. Head unsteady (rather than wagging!). Tipping or tilting head – consistent good head position. Steady head.
- Hurried, over-eager. Fell into walk. irregular walk, not true walk.
- Early into walk, trot, etc. Lost impulsion.
- Overstepping well at walk.
- Horse not straight up centre, or not travelling straight.
- Wandering/meandering down centre line. Drifting off centre line – Straight and regular up centre line.
- Outline well maintained, consistent outline.
- Using quarters well, quarters not engaged.

- Cutting corners, falling in, dropping in . Loops not equal (esp. re serpentine) - OS pony little above the bit.
- Attentive pony/horse. Working well as pair (or team/tandem). Not working as a pair (or team/tandem)- Sufficient, adequate, dull, abysmal.
- Quality, Commendable, Accurate, Active, Enjoy.

It can be difficult to write specific comments for movements 12, 13 , 14, 15 when there is an overall error. Space and time is limited. Some judges write a summary.

THE ROLE OF THE DRIVEN DRESSAGE WRITER ON THE DAY OF THE EVENT

Meet your Judge 15 minutes (at least) before the start of the Competition.

You will be given:

- Clip Board and pen or Biro
- List of Competitors numbers
- Dressage Sheets

As a Writer you must be confident you can spell, and print neatly and quickly. Do not volunteer to write if you cannot fulfil these requirements.

Record the Competitor's number at the top of the sheet. The number will be tied to the back of the vehicle (or somewhere!). If by any chance there is no number write a description of the turnout at the top of the sheet to enable the competitor to be identified.

Write the Judge's comments, which refer to the movement, in the correct column. 1 – 3 lines of writing may be required per movement, so be sure to allow yourself enough space to accommodate this.

Ask the Judge (before the Competition commences) what his/her likely comments are going to be (or most frequently used words), so that you are happy about spelling of words - such as 'rhythm', or that you know the required abbreviations.

Write neatly so that competitors are able to read the comments.

Ask your Judge for a numerical mark when the movement has been completed- if he/she has failed to give you one.

Do not voice an opinion on a movement however tempting it may be to do so.
Do not chat. The Dressage Judge has an exacting job to do and must not be distracted.

A steward will (generally) collect your sheets in batches. Before parting with them please make sure that:

- 1) there is a mark against every movement even if there is no comment
- 2) if there are errors of course, there are penalties noted on the sheet in the relevant space(usually on the front), and only by the writer with the judge at C
- 3) each Test must have your Judge's signature, and printed surname
- 4) make sure to note the position your Judge is judging from.

Do not calculate the point score totals per Test yourself, that is the job for the Official Scorer.

If the last sheets have not been collected take them to the Secretary's Office together with your clipboard, pen and extra Dressage sheets.

ABBREVIATIONS FOR WRITERS

The following list of abbreviations is designed to enable writers to keep up when writing the comments required by the Judge within the limited space available on the Dressage Test sheet (Judges must be sure their writer is familiar with this list).

□	square
A of f	accuracy of figure
CL	centre line
CT	collected trot
Diag	diagonal
ET	extended trot
Ext	extended, extension
Ht	halt
Hur	hurried
Imp	impulsion
Inattn	inattentive, inattention
Insuff	insufficient
O	circle
o-h	one-handed
RB	rein-back
Reg	regular, regularity
Rt	right
Sal	salute
Serp	serpentine
St	straight
Trans	transition
↑ Trans	upward transition
↓ Trans	downward transition
WT	working trot

Multiples Only

NW or L W	near wheeler or left-wheeler
OW or RW	Off-wheeler or right-wheeler
NL or LL	near-leader or left-leader
OL or RL	Off-leader or right Leader

Judges may have many more, or alternative, abbreviations, but their writer may not know them (or visa versa).

There is an advantage in having your own writer (at their own expense) who knows your required abbreviations and who prints legibly and quickly.

JUDGING MULTIPLES

AN INTRODUCTION

- Horses should match in size, stride and temperament, movement and type. However, leaders may be smaller than wheelers.
- Hopefully horses will match in colour, judged within Presentation. Horses must not be antagonistic toward each other. Paces matching are more important than colour.
- The driver must use his/her voice and whip to their advantage when necessary. The whip is used as a leg aid for the horse to bend around. It is helpful if each horse knows its name.
- The driver must sit as per F.E.I. Rules for Driving with good rein contact with horses/ponies lightly on the bit. The brake can be used to facilitate a smooth test, prolonged locking should be avoided e.g. Halt. Breeching is often not used on wheelers, but is an acceptable addition.
- Horses must look comfortable and be harnessed correctly as per F.E.I. Rules for Driving.
 - ..The pole must be of a suitable length and horses must have enough space alongside it .
 - .. Individual pole straps must be long enough to allow the horse to turn correctly.
 - .. When in draft on a straight line, horses' noses should be level, however the inner wheeler will be slightly ahead on turns and curves to position the pole correctly evidenced by the tighter traces. (Horses that do not quite match in conformation and movement may not be level and may require harness adjustment.)
 - .. Traces must be of proper length.
- Movement:
During the entire dressage test, wheelers take the weight of the carriage whilst the leaders are virtually out of draft with traces slightly bowed.

All movements must be smooth and in unison- including transitions and rein back. Horses are judged as a team during the test and not as individual horses.

The driver makes the change of movement at the time the leaders (head) reaches the point indicated on the test. Because of the length of the turnout, the pace changes may be a little slow with the driver allowing all horses to be balanced before attempting the change of pace (especially relevant on diagonal extensions) or halting and moving off again.

All horses should bend on circles and turns. The wheeler(s) of both teams and tandems must learn NOT to turn as soon as they see the leader(s) turning. It must be momentarily delayed. The nose of teams' inside wheeler (in the relatively large dressage circles and turns) should be aimed between the quarters of the two leaders e.g. the nose of the right wheeler (when turning left) is directed toward the hindquarters of the left leader. The right wheeler is encouraged to move into the gap or daylight between the leaders. The pair of wheelers and the pair of leaders are, as it were hinged.

Wheelers should follow the line of the leaders track and not cut corners on circles and turns. All horses should move straight and not lean into or pull away from each other.

POINTS TO LOOK FOR WHEN JUDGING TANDEM

Both horses should be judged as one. It should be expected of both horses to do each movement with obedience, lightness and maintenance of pace. If one horse breaks pace or does not achieve a pace, it is considered the tandem made the error.

Judges should be especially conscious that wheelers are collecting and extending. Wheelers are also expected to be on the bit and in the correct frame. Wheeler plodding is very often missed as the judge is too involved with the leader only. Leaders must not go into draft. Corners cannot be driven correctly with a leader in draft. The wheeler will be pulled into a shorter line. Maintenance of pace cannot be achieved if a leader is going in and out of draft. In all parts of the test the wheeler must be driven forward as much as the leader.

Judges should watch the rein-backs with sympathy. It is a very difficult movement for a tandem to be straight. It is very rare to see a correct rein back but marks must be available to reward the achievement. Judges should keep an eye out for the wheeler dragging the leader backwards. This will keep the tandem in line but should not be considered correct.

Tandems should make each change of pace on the leader's head, as with a single. We often see tandem/teams driving around the arena in a nice frame, but not actually changing pace. This can sometimes look very nice to an inexperienced judge, as no pressure is applied to the horses. No resistance happens, no breaks of pace happen. They drive nicely around the corners and have nice straight lines. Often we see this sort of test score well against someone who is putting pressure on the horses to obtain collection or extensions, maybe they get some resistance or the odd break of pace, but it is up to the judges to ensure flat tests with no change of pace do not become contagious. Correct footfall, with horses on the bit in the correct frame, and horses working together as a tandem, must be an expectation of judges.

One handed movements with tandem are difficult but not impossible. Judges should expect these movements to be driven with accuracy. A large number of drivers can do this. When driving a one handed movement, the reins should be in the left hand with the right hand carrying the whip. The whip may be used as an aid without any penalty. Penalty should occur, for touching the reins with the right hand, not driving the correct pace or not being accurate.

Drivers should sit up straight on the box, knees together and with feet on the floor in front of them. Arms should be slightly bent at the elbows with the reins at discretion (reins in one hand when specified). The whip should be in the right hand. Drivers can use the whip as an aid when required. The driver's voice should not be penalised. Figures should be accurately driven with full use made of the arena. Judges should look for horses being driven in correct tandem formation, with the leader and wheeler using the same track, on the straight and around the corners. Both horses should have correct footfall for each pace with the correct frame. Don't forget the wheeler. The test should be flowing with good maintenance of pace, obedience and lightness. Tandem driving is difficult and requires a lot of work to achieve a reasonable result. Be as constructive with comments as possible. Be careful to put the correct mark to the comment.

Don't be afraid to use all marks from 1 -10.

DRESSAGE PENALTIES

Penalties refer to Articles in the F.E.I. Rules for International Combined Driving Events 10th. Edition 2009 (revised). These Articles 934 (movements), 935 (general impressions) and 936 (scoring) should be referred to and have become familiar to you.

Article 934 MOVEMENTS

934.1 Halt

The Horse must stand square and straight with the weight evenly distributed among all four legs. The Horse must remain attentive, and motionless, ready to move off at the slightest indication from the Competitor.

934.2 Walk

A regular, unconstrained walk of moderate length. The Horse, remaining in a light contact, walks energetically, but calmly with even and determined steps with the hind feet touching the ground in front of the foot prints of the fore feet.

934.3 Working Trot

A forward, active trot, with the Horse on the bit, carrying himself in balance and rhythm with even, elastic steps and good hock action. The steps of the hind feet must at least be touching the ground in the footprints of the fore feet.

934.4 Collected Trot

The Horse remains on the bit and moves energetically forward with a greater degree of engagement, leading to an increased flexion of the hocks and fetlock joints and a lightning of the shoulders thus allowing for more mobility and elevation of the steps. The neck will be raised and more arched, with the poll the highest part, the nose should not be behind the vertical, or the neck restricted.

934.5 Extended Trot

The Horse lengthens his stride to cover as much ground as possible as a result of greater impulsion from the hindquarters. The Competitor allows the Horse, remaining "on the bit" without leaning on it, to lengthen its frame to gain ground, with the nose slightly in front of the vertical. The hind feet must clearly over track the prints made by the fore feet.

The Horse must remain in balance while maintaining the same rhythm with steps of equal size. Going faster is not asked for, and is a severe fault.

934.6 Working Canter

A forward, active pace with regular steps of three time beat. The Horse, showing good balance, remains on the bit without leaning on the hand, and goes forward with light cadenced steps and good hock action.

A Canter to the right, for instance will have the footfalls follow one another in the following sequence: left hind, left diagonal (simultaneously left fore and right hind), right fore, followed by a moment of suspension with all four feet off the ground before the next stride begins.

The quality of the Canter is judged by the general impression, and the regularity and lightness of the three-beat pace. The Horse must be on the bit and well engaged in the hindquarters with good hock action, and must have the ability to maintain his rhythm and natural balance throughout the movement and the transitions. The Horse must remain straight on straight lines and correctly bent on curved lines.

934.7 Rein Back

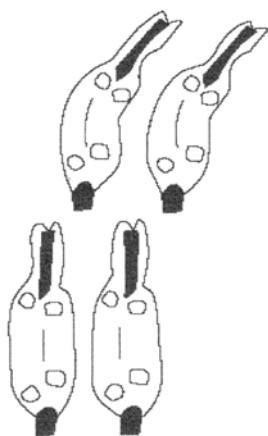
The Horse must walk backwards in a straight line, with the legs being lifted and set down in diagonal pairs. The Horse must remain on the bit, straight and not evade or resist the contact.

Transition to the next movement must be immediate and smooth.

934.8 Shoulder In

Shoulder in for the driven horse is performed in Collected Trot. The leaders are positioned so that the outside leader's tail is in front of the head of the pole. The leaders' shoulders are taken to the inside with a constant angle of approximately 30 degrees and a slight but consistent bend in the neck. The inside hind leg steps forward into the line of the outside front leg so that the Horses are working on three tracks. Impulsion, rhythm and engagement must be maintained throughout.

Too much bend in the neck results in loss of rhythm and suppleness. The wheelers must remain straight with no counter bend.



934.9 Transitions

Changes of pace must always be made smoothly and promptly with the Horse remaining in balance and on the bit. A transition must be completed as the nose of the Horse arrives at the prescribed marker, unless otherwise stated.

934.10 Change of Pace and Movement

Changes of pace and movement are made when the heads of the leaders reach the point indicated in the test.

934.11 Terminology

The following must be considered when judging Driven Dressage movements:

934.11.1 Obedience and Lightness – willing response to aids without resistance and correctness of bend.

934.11.2 Regularity – the regularity, evenness and rhythm with which the Horse puts his feet to the ground.

934.11.3 Contact – the tension/ connection in the reins between the Competitors hands and the Horse. It should be light and flexible and maintained at all times.

934.11.4 Impulsion – the willingness of the Horse to go forward energetically at all times and to respond quickly and evenly to changes of pace. The Horse must remain in balance while maintaining the same tempo with steps of equal size.

934.11.5 Straightness – carrying the head, neck and body in a straight line with the weight evenly divided among the legs.

934.11.6 Collection – roundness and engagement with good hock action, elevated poll allowing the shoulders to move with ease. The Horse's energy is contained in a more deliberate pace than the Working Trot.

The haunches are more compressed, the croup is lowered and the forehead elevated to the same degree. The stride is shorter but more powerful than the Working Trot and the front legs will move from the shoulder with greater agility resulting in lightness and greater

mobility throughout. The neck should be more arched. The shortening of the frame is not and never should be a result of pulling back but rather of asking and allowing the Horse to move forward into the Competitor's (Driver's) hand.

934.11.7 Accuracy - Accuracy of turns, circles, serpentines, along side rails, deviations.

Article 935 GENERAL IMPRESSION

935.1 Principle

There are five boxes at the end of the Judges Score Sheets for marks on General Impression.

935.2 Paces

Regularity and freedom (if Four- in- Hand, Pair or Tandem, maintenance of pace by all Horses). The quality of paces in each movement is marked under the appropriate movement. The mark for the general impression must reflect paces and transitions during the whole Test.

935.3 Impulsion

Moving forward, engagement of the hind quarters (if Four- in- Hand, Pair or Tandem, all Horses working). The level of impulsion may vary between movements and pace, but the mark for impulsion must reflect the performance of the Horses throughout the Test.

935.4 Obedience and Lightness

Responsive to aids, willing and without resistance. Correctness of bend. Suppleness, acceptance of the Bit.

935.5 Competitor

Use of aids, handling of reins and whip, position on the box, accuracy of figures. The mark must reflect the consistent level of accuracy and quality of transitions.

935.6 Presentation

935.6.1 Appearance of Competitor and Grooms, cleanliness, fitness, matching and condition of Horses, Vehicle and harness.

935.6.3 If the Competitor, Groom(s), Vehicle or harness do not comply with these Rules, or equipment or clothing is missing, the President of the Ground Jury will award 5 penalties per Article 937

Article 936 SCORING

936.1 Marks

Marks out of 10 will be awarded for each numbered movement and for each heading under General Impression on the following basis:

10: Excellent	4: Insufficient
9: Very Good	3: Fairly Bad
8: Good	2: Bad
7: Fairly Good	1: Very Bad
6: Satisfactory	0: Not Executed
5: Sufficient	

936.2 Error of Test

If a Competitor attempts to perform a movement, or attempts to maintain the pace required, and fails to do so, but does not deviate from the track, the President of the Ground Jury may either treat it as an "Error of Course" (see paragraph 3 below), or he may decide to leave the Judges to give the movement an appropriate mark. If a Competitor makes no effort to perform a movement in a Test then it may either be treated as an Error of Test or as an Error of Course at the discretion of the President of Jury.

936.3 Error of Course

936.3.1 An "Error of Course" is when a Competitor deviates from the required track or when a movement is performed at the wrong pace, or omitted altogether.

936.3.2 In the event of a Competitor making an Error of Course, the President of the

Ground Jury will ring the bell and stop the Competitor. The Competitor must then resume the Test from the beginning of the movement where the error was made. If the Competitor is in any doubt, he may ask the President of the Ground Jury for guidance, without incurring any penalties.

936.4 Disconnected or Broken Harness

If the reins, pole strap, chains or trace become disconnected or broken, or should the Horse get a leg over the pole, trace or shaft, the President of the Ground Jury must ring the bell and a Groom(s) must dismount and re-connect or repair as appropriate. The Competitor will be penalised for a Groom(s) dismounting.

936.5 Disobedience

Any resistance in the forward movement, kicking or rearing is considered to be disobedience and will be penalised by the Judge at C, as follows:-

- 1st Incident.....5 penalties
- 2nd Incident.....10 penalties
- 3rd Incident.....Elimination

Article 937 SUMMARY OF DRIVEN DRESSAGE PENALTIES

937.1 Competitors are liable to the following penalties:

937.1.1	Art. 932.1	Early or late entry	Possible Elimination
937.1.2	Art. 917.3.2	Entering the Arena without a whip	10 penalties
937.1.3	Art. 917.3.3	Dropping or putting down a whip	10 penalties
937.1.4	Art. 917.5	Incomplete presentation of Competitor	5 penalties
937.1.5	Art. 917.5	Incomplete presentation of Groom	5 penalties
937.1.6	Art. 918.2.	Incomplete presentation of vehicle	5 penalties
937.1.7	Art. 936.3	Errors of course: First occasion Second occasion Third occasion	5 penalties 10 penalties Elimination
937.1.8		Part of the turnout leaving the Arena during a movement	Mark down for inaccuracy
937.1.9		The whole turnout leaving the Arena	Elimination
937.1.10	Art. 918.1.9	Vehicle overturning	Elimination
937.1.11	Art. 926.2 & 903.3	Groom(s) dismounting First incident Second incident Third incident	5 penalties 10 penalties Elimination
937.1.12	Art. 903.3	Competitor dismounting	20 penalties
937.1.13	Art. 902.8	Lame horse	Disqualification of the Horse and elimination of the competitor
937.1.14	Art. 919.2.1	Use of bandage or brushing boots (Horse to be inspected after Test)	10 penalties
937.1.15	Art. 926.2.	Outside Assistance	Elimination
937.1.16	Art. 936.5	Disobedience: First incident Second incident Third incident	5 penalties 10 penalties Elimination
937.1.17	Art. 918.1.3	No breeching and vehicle has no brakes	10 penalties
937.1.18	Art. 913.2	Contravening the Rules on Advertising	20 penalties

NB. 937.1.18 does not apply in New Zealand, ref. To NZ deviations and rules.

PRESENTATION GUIDELINES

DRIVER, GROOM AND PASSENGERS.

Driver: The driver should be formally attired but the degree of formality should be in keeping with the style of the vehicle. Hat, gloves and driving apron or rug are mandatory and the driver should hold the whip and reins throughout the judging. While the driver's attire must be formal, it must be remembered that the driver is ultimately the horseman, and such things as high heels are definitely not appropriate. The driver should sit erect in the vehicle and be fully in control of the horse(s) at all times.

Groom: The attire of the groom should compliment the attire of the driver in all aspects. On no account should the groom be more formally attired than the driver.

HORSE(S).

Horses should be presented well conditioned for the Event, neither carrying too much or too little weight, and with good muscle. Their coats should be clean, especially manes and tails. Manes may be plaited, but this should neither attract or detract from the marking. In general horses should be shod. In some cases, particularly small ponies and donkeys, may compete unshod.

In the case of pairs and teams, each set of leaders or wheeler should be matched for size and build, and way of going. Colour variations should not cause loss of marks in this section but may be considered under general impression.

Bandages and brushing boots are not allowed.

HARNESS.

Harnesses may be either leather or synthetic and should be clean and in good condition. It must be correctly fitted and of suitable size for the animal(s) i.e. Straps should not be adjusted on the first or last hole.

Any appropriate style of harness may be used without penalty, but all horses except leaders in four-in-hand and tandem turnouts must wear effective breeching. Both full and breast collar harness may be used but in all cases the horse(s) must be properly connected to the vehicle. Different (i.e. not identical) bits are acceptable in multiple turnouts.

Tails tied to vehicles or harness are not allowed. Leaders of four-in-hands may be connected to each other only by connecting straps between collars and breast collars. Breaches of any of the rules in this paragraph must be reported to the Chief Judge.

VEHICLE.

In all cases vehicle should be clean and of appropriate size and of suitable design relative to the size of the horses and the hitch being used. The style of the vehicle is not of prime importance in this section.

The carriage of lamps is optional. NZCDS Deviation.

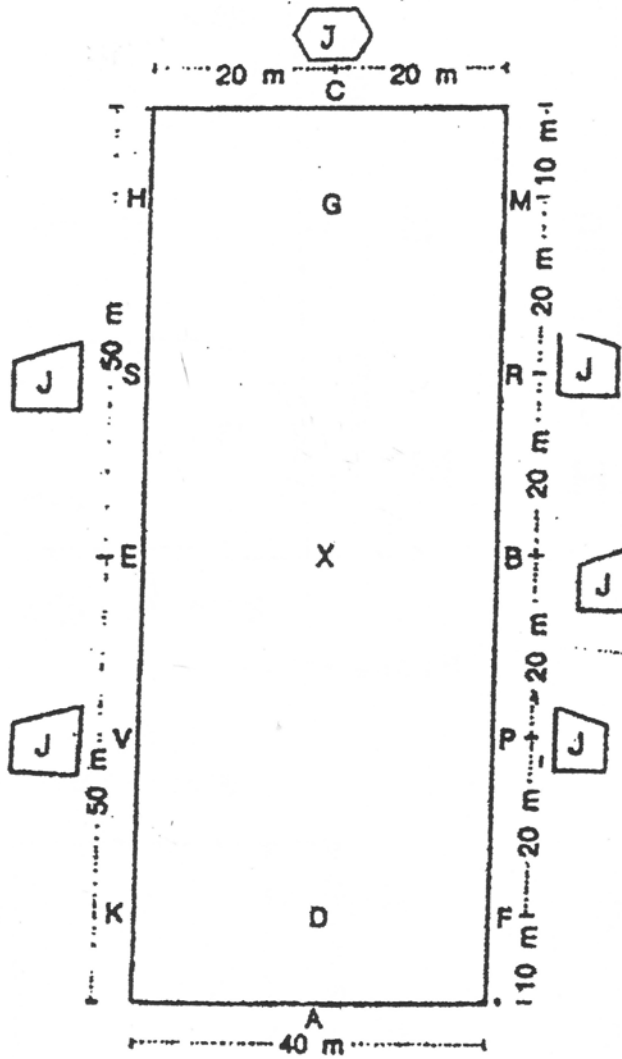
Two wheeled vehicles must be appropriately balanced with all occupants aboard.

GENERAL IMPRESSION.

This section judges the overall picture presented by the turnout, its overall completeness and suitability for work in an Arena.

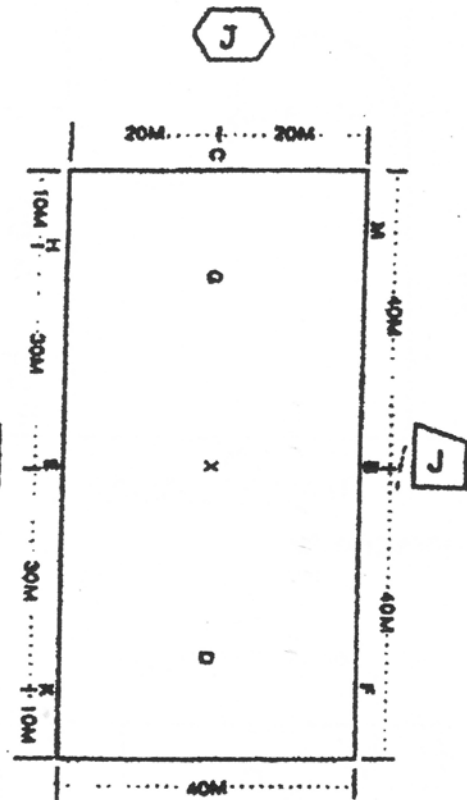
SMALL AND LARGE DRESSAGE RING

Diagram of Large Arena



100 x 40 Meter Arena
Suitable for Intermediate
and Advanced Level Tests

Diagram of Small Arena



40 x 80 Meter Arena
Suitable for Training
and Preliminary Level
Tests

Illustration 26

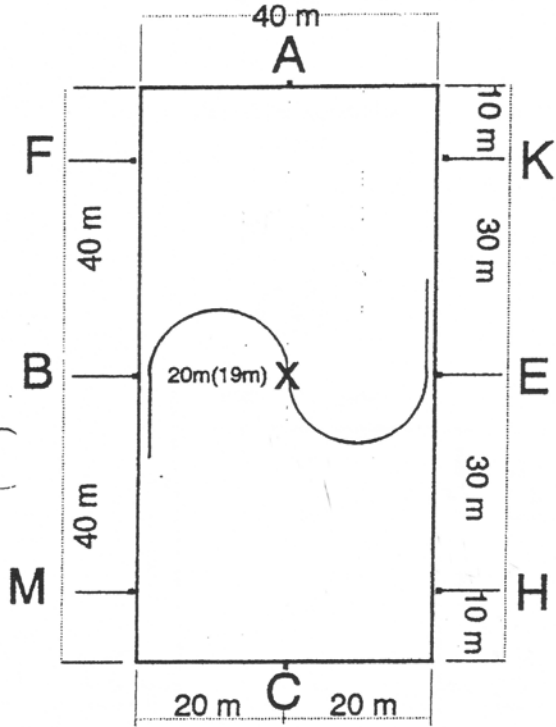


Illustration 27

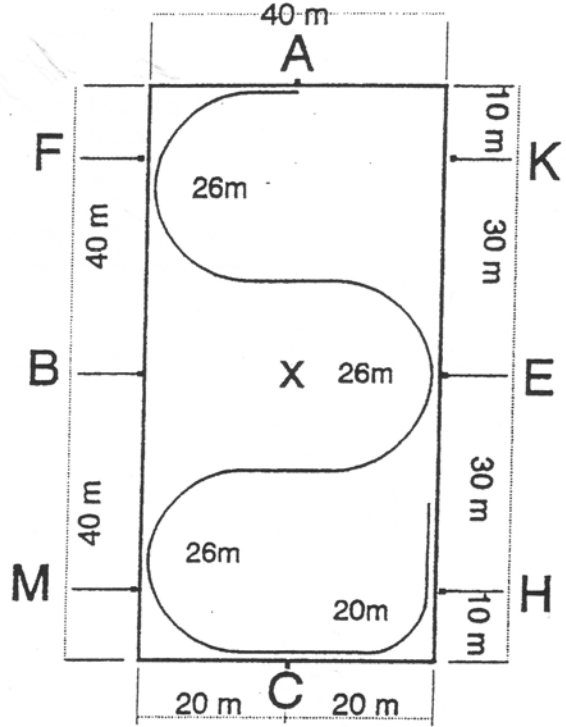


Illustration 28

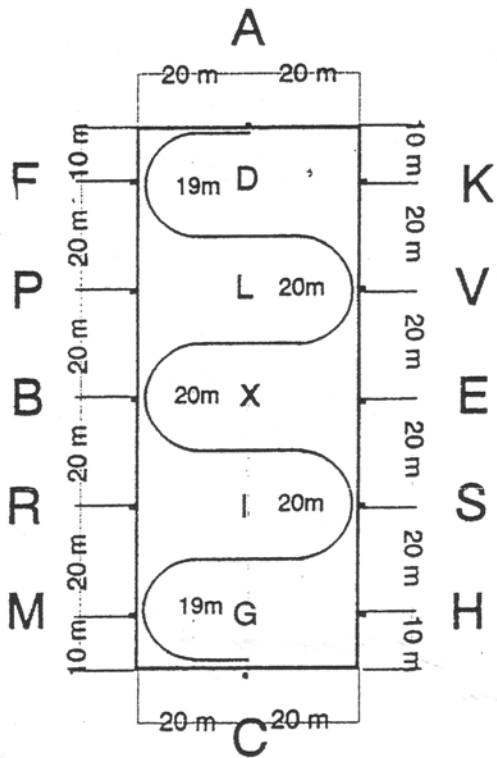


Illustration 29

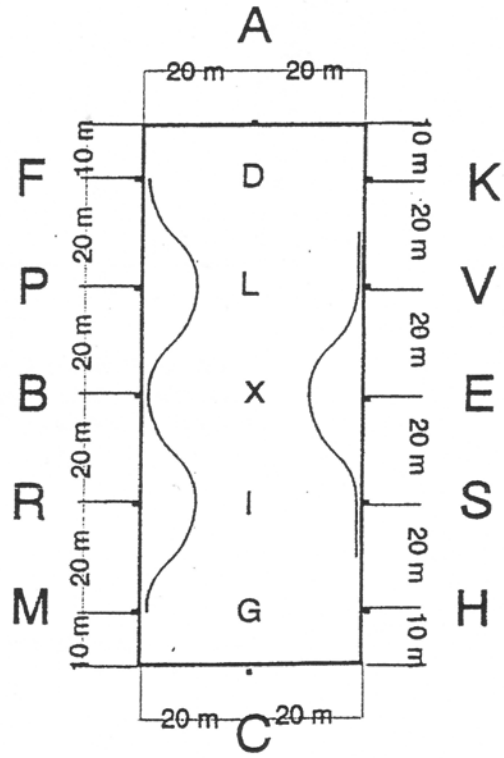


Illustration 22

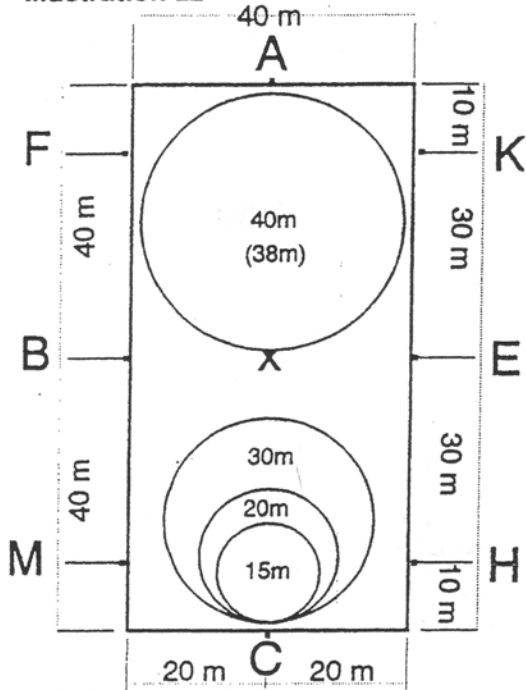


Illustration 24

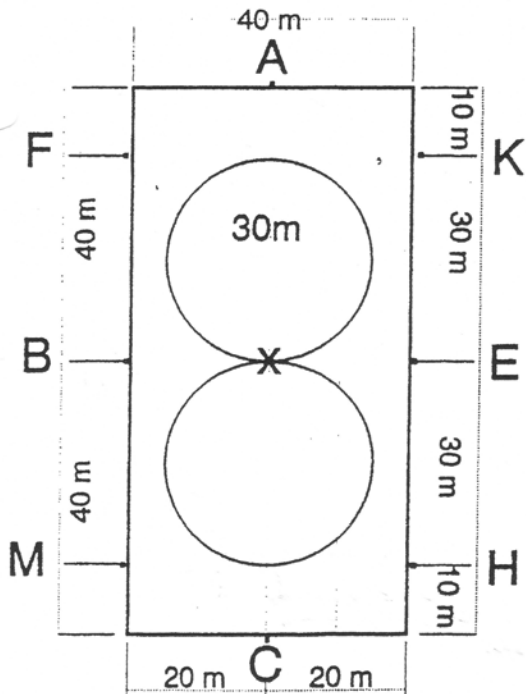


Illustration 23

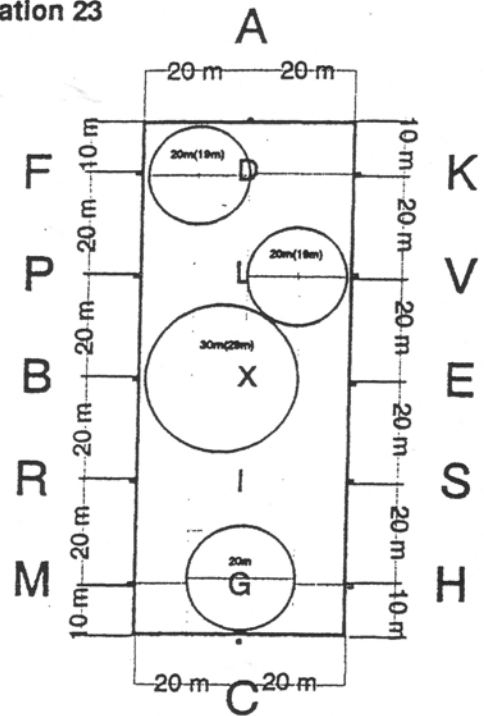
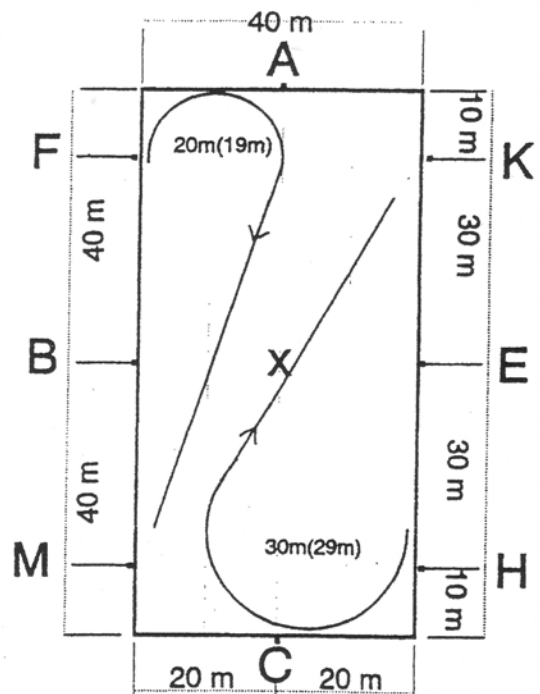


Illustration 25



SELF ASSESSMENT AND EXAMINATION FOR JUDGES OF DRIVEN DRESSAGE

1. Where should transitions be made in relation of horse to marker?
2. When judging multiples are the horses judged as individuals or a unit as a whole?
3. Are auxiliary or check reins permitted?
4. What are the penalties for a driver entering the arena without a whip?
5. What are the penalties for dropping a whip and why?
6. In a multiple hitch do the bits need to be identical?
7. Do all judges penalise an error?
8. What are the penalties if the groom has no gloves?
9. Are bandages or boots allowed and if not what are the penalties?
10. Explain these terms:-
 - a) Impulsion.
 - b) Straightness
 - c) rhythm
 - d) submission
 - e) Resistance
11. Is the accuracy of figures more important than free, unhurried forward movement?
12. What's the penalty for a groom talking?
13. In a four wheeler is the driver penalised if in a rein back is straight but the vehicle slews to the side?
14. Are drivers allowed to use their voice as an aid?
15. In lengthened walk should the horse lower head and neck?
16. Write down two ways a competitor can be eliminated from the competition?
17. If a horse shows head resistance i.e. rearing etc. what is the penalty?
18. Should the reins, pole strap, chains or traces become disconnected during the test what must the judge do and what would the penalty be?
19. What is the penalty for the whole turnout leaving the arena?
20. What is the penalty for part of the turnout leaving the arena?
21. Where does the chief judge sit?