

Freestyle to Music for Carriage Driving

General

- Time allowed 4 – 5 minutes
- First salute is the start time.
- Music can be on before the first salute. (maximum of 40 seconds from music start to halt & salute.
- Time finishes with the final salute at the end of the test.
- Movements performed after the prescribed time will not be scored.
- Music - Drivers are to supply their own music on a clearly labelled disc or USB– this is dictated by the organising committee.
- Music will be turned off at the final salute.

Levels of competition

There are two levels for Driven Freestyle to Music Dressage:

Training/Preliminary.

Only allowed to do the level movements that you would do in a normal test at these levels.

Intermediate/Advanced

You need to keep your test balanced, in other words, balance out the amount of walk, trot, canter, (collection/extension, if you are at that level)

Specifications

- Open to all horses, and drivers both registered and non-registered.
- Training, Preliminary and non – registered to be entered Training/Preliminary Level Competition
- Intermediate and Advanced are to be entered Intermediate/Advanced Level Competition
- Arena: 80 x 40 m Required Movements

Choreography and Creativity

Use of Arena – Be creative with the use of the arena, if you're driving a smaller equine, try using movements that are on the quarter lines, or smaller movements that still let you use all parts of the arena.

Mirror image movements help balance out the arena

Balance the degree of difficulty between not exceeding the ability of your horse and pushing the limits of what is allowed at your level of test.

Remember, transitions can be classed as an increased level of difficulty, depending on the level of training, and the level of the test.

Reins in one hand – can increase the level of difficulty.

Come in and make an impression, 'make a bang', and make your final movement up the centreline one to remember!

Music

The music should fit the mechanics of the horse.

Determine the beat of your horse's paces and then find music that matches that beat.

Don't drive with the music, drive **TO** the music, change with the music changes regardless of where you are.