

CHAPTER 4

FREESTYLE TO MUSIC FOR CARRIAGE DRIVING

Guidelines

1. General

Freestyle to music for carriage driving, is conducted under FEI Rules, with ACDS amendments. Organisers are encouraged to introduce Pas de Deux etc.

2. Time

On entry, the salute at X is optional. The time starts from entry at A. Time finishes with the final salute at the end of the test. Movements performed after the prescribed time will not be scored.

3. Music

Competitors supply music on one cassette or CD, clearly labelled and rewound (cassette) to the start of the music. If driving more than one test, supply a separate cassette/CD for each test. No exit music (i.e. no music after the final salute) is to be included. Music will be turned off at the final salute.

4. Costume

Costume is optional, however, if wearing costume ensure that it is safe and secure and that the horse is used to it.

5. Specifications (Required movements)

Open to all horses and ponies.

Time: 5 - 6mins 30 secs

Arena: 80 x 40 mtr (100 x 40 for teams)

6. Movements

a. For movements:

- Walk on the bit - 50m minimum;
- Working trot - left and right;
- Lengthened stride at trot; and
- Circles - must show at least one on each rein with a maximum diameter of 20m.

b. Any other movements may be included, e.g. canter, collection, etc.

c. Points will be awarded in two sections:

- Technical execution of movements - 70 points
- Artistic presentation - 100 points
- Total - 170 points

Annex A to Chapter 4

JUDGING SHEET FOR FREESTYLE TO MUSIC FOR CARRIAGE DRIVING

Time Allowed: Between 5 minutes and 6 minutes 30 seconds

Open to all horses and ponies

Arena 80 x 40 metres and 100 x 40 metres for teams

Horse:

Driver:

Date:

Venue:

No:

TECHNICAL EXECUTION		POSSIBLE MARK	MARK	COEFF	TOTAL	REMARKS
1	Walk on the bit Min 50m	10				
2	Working trot – left	10				
3	Working trot – right	10				
4	Lengthening of stride	10				
5	Transitions	10				
6	Circle – left 20m	10				
7	Circle – right 20m	10				
ARTISTIC IMPRESSION						
8	Musicality – suitability of music to theme and rhythm of paces. Flow of composition.	10		X 2		
9	Harmony, Rhythm & Balance	10		X 2		
10	Choreography – use of arena, variety of movements, originality, teamwork if more than 1	10		X 2		
11	Turnout-horses/ponies, driver, costume & vehicle	10		X 2		
12	Artistic impression-showmanship, brilliance and impact	10		X 2		
TOTAL POINTS		170				

To Be Deducted: Time Faults for over 6 min 30 secs or under 5 mins. Deduct 2 points.