

GAITS AND MOVEMENTS

Working walk and trot
 Lengthened walk
 Lengthened trot
 Halt from walk or trot
 Serpentine of 2 loops
 Rein back

FOR USE BY SCRIBE ONLY:

Color of horse _____

Distinguishing markings _____

INSTRUCTIONS

Horse must show correct longitudinal & lateral bend & increased activity of haunches. Transitions may be made through the walk.

MOVEMENT	TEST	DIRECTIVE IDEAS	MAX PTS	POINTS	REMARKS
1	AKX X	Proceed working trot from free warmup Halt, salute	Quality of trot, balance in transition, quality of halt	10	
2	XMC	Proceed working trot	Transition, quality of trot and turn at M	10	
3	C to A	Serpentine of 2 loops	Quality of trot and figure, suppleness and rhythm	10	
4	AK KX XM	Working walk Lengthened walk Working walk	Balance in transitions, lengthening of frame & stride, elasticity	10 x 2	
5	Bet. M & C CH	Develop working trot Working trot	Balance in transition, quality of trot	10	
6	HXF FA	Lengthened trot Working trot	Straightness and balance in transitions, lengthening of frame & stride, consistent rhythm	10	
7	A to C	Serpentine of 2 loops	Quality of trot and figure, suppleness and rhythm	10	
8	CHEKA	Working trot	Quality of trot & balance in turns	10	
9	AFXG	Working trot	Quality of trot & figure	10	
10	G	Halt 3 to 5 sec.	Quality of halt, obedience & balance	10	
11	G	Rein back 3 to 4 steps Walk forward	Willingness & acceptance of aids, straightness	10	
12	G	Halt, salute	Quality of halt, balance & obedience	10	

LEAVE ARENA AT WALK

COLLECTIVE REMARKS

GAITS	Freedom and regularity. If team or pair: maintenance of even pace and equality of work.	10 x 2		
IMPULSION	Desire to move forward. Elasticity of steps. Relaxation of back. Engagement of hindquarters.	10 x 2		
SUBMISSION	Acceptance of the bit. Correctness in lateral bend. Attention and confidence. Calmness, lightness and ease of movements.	10 x 2		
DRIVER	Use of aids, handling of reins, whip and voice. Driver's position.	10 x 2		

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

- Errors
- Error in course or groom dismounting:
- 1st incident = 5 points
 - 2nd incident = 10 points
 - 3rd incident = Elimination
- Disobedience:
- 1st incident = 5 points
 - 2nd incident = 10 points
 - 3rd incident = Elimination

Maximum Points: 210

Total points given: _____

Factor: x 0.714 _____

Factored points: 150 minus _____ =

_____ Penalties

+ _____ Errors

Judge's Signature: _____

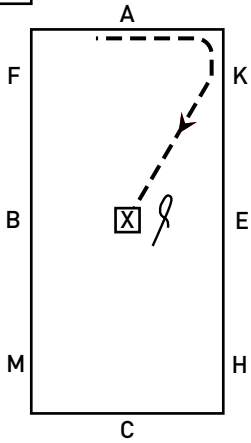
Position: _____

Arena Driving Trial

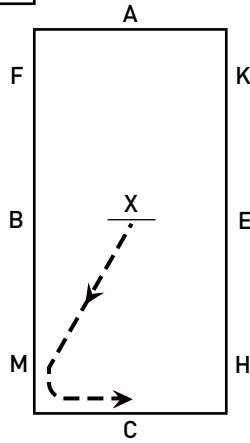
The American Driving Society
ADT PRELIMINARY LEVEL TEST 1 (2005)

Name of Competition _____

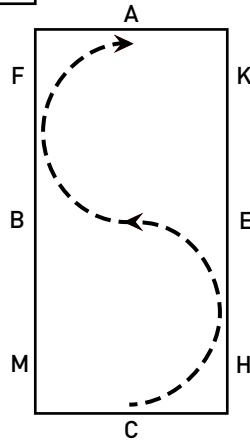
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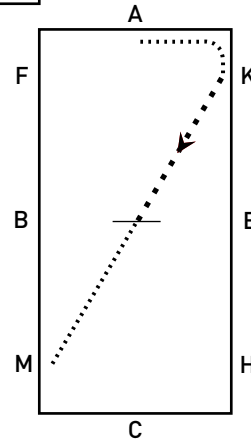
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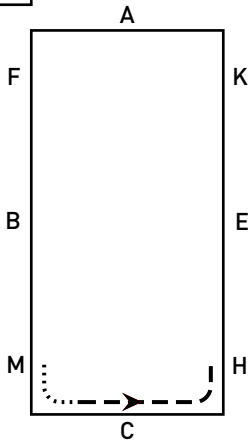
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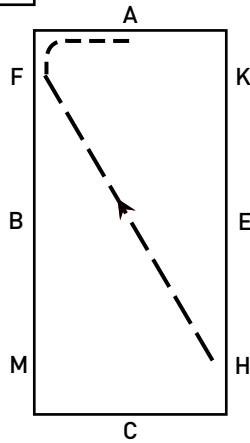
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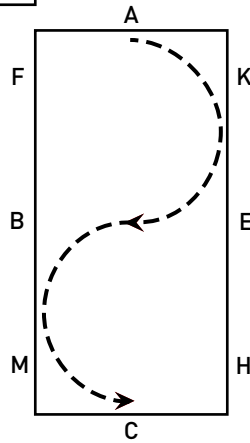
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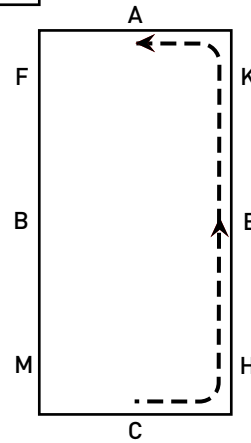
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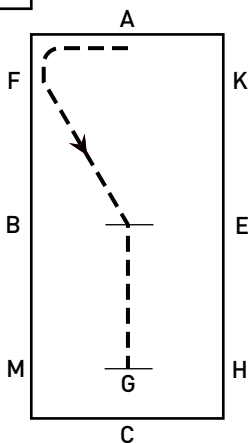
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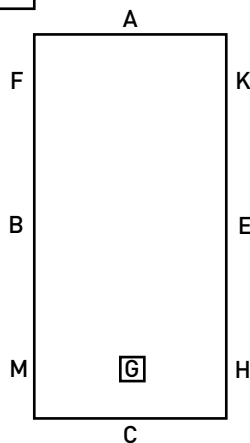
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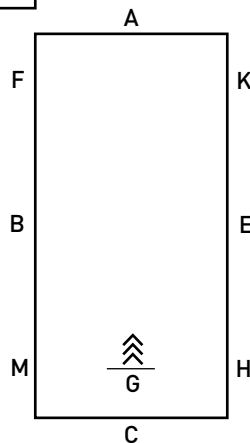
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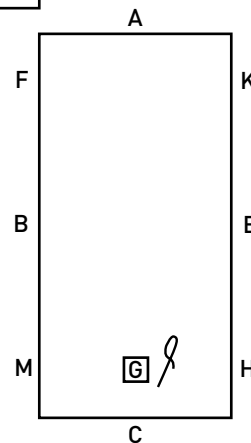
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PURPOSE

To establish that the horse has acquired a greater degree of balance and suppleness in addition to the rhythmical, free forward movement expected at the training level. While consistently working towards the bit, the horse exhibits more activity of the haunches in his movement. To be demonstrated in: Lengthened walk and lengthened trot. The rein back should show a greater degree of submission than expected at Training Level.

CONDITIONS

Arena Driving Trial tests should only be used for arena sizes too small for regular ADS Dressage Tests.

Arena size: as available.

Average driving time: 4-5 minutes. Average driving time may vary depending on arena size.

FOR JUDGING PURPOSES ONLY

If not clearly defined, each movement ends at the beginning of the next movement.
 Depending on local conditions, show management may waive the initial halt and salute.