

NORTH LOBURN EQUESTRIAN CENTRE: DRESSAGE AT RANGIORA

BRIEF FOR DRESSAGE WRITERS

Thank you for writing for one of our competition judges. A dressage judge and writer are an essential partnership in any dressage competition and your help is greatly appreciated. The following notes are intended as a checklist of what a dressage writer must ensure is included on a Test Sheet and some guidelines on making the job a bit easier.

1. Read through the test so you are familiar with the movements to be marked and can keep up with the flow of the test.
2. Ask the judge how they operate i.e comments then mark or vice versa and be clear who fills in the collective marks.
3. Ensure there is a mark in every box and that it is legible.
4. Ensure that the judge has initialed any changes to marks / alterations and has signed the completed sheet.
5. Mark each sheet with the **class number, competitor number, competitor name** and the **horse name**.
6. Do not assume a number is what it should be – if things are not right then let the judge know before the test starts and make sure everything is correct before the bell is rung. **This is particularly important for graded classes where numbers are long and difficult to see and/or where a rider may be competing more than one horse.**
6. Any errors of course or test need to be clearly marked on the sheet by writing C/E next to the movement where the error happened and ticking the appropriate error box on the bottom of the sheet.
7. If the judge deducts penalty points (such as for inappropriate dress) then the penalty and the reason for it needs to be clearly written on the sheet.
8. Tick off each rider on the class summary paper and write N/S next to any rider that did not appear. Ensure the summary paper and any unused test sheets are returned to the scorers in the office once the class has been completed.
9. Keep completed test sheets together and safe – it is easy for a loose sheet to disappear under the seat of the car!

BAL – balance
EXT – extension
FWD – forward
RET – retired
¼ s – quarters

CL – centre line
F/H – forehand
IMP – impulsion
TRANS – transition
O – circle

COL – collection
MED – medium
SUFF – sufficient
- square