

SKÅNSKA KÖRSÄLLSKAPET PRESENTS

DRIVING FOR DUMMIES

DRESSAGE



How does it work?
What to look for?

Learn the basics!



FEI
DRIVING
EUROPEAN
CHAMPIONSHIP
FLYINGE
2024
U25, JUNIORS
& CHILDREN

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FLYINGE KINGSKÅRD, SWEDEN



FEI EUROPEAN CHAMPIONSHIP

Driven Dressage is a sport where drivers guide horses through a series of movements to showcase their skill, control, and the horse's abilities. Think of it as a choreographed dance where both the driver and horse are judged on precision, elegance, and harmony.

The Dressage Test

1. **Entering the Arena:** Drivers must enter within 90 seconds of the signal or face possible elimination.
2. **Memory:** The test must be driven from memory. Any hints or guidance from the groom will incur penalties.
3. **Lameness:** If a horse is visibly lame, the driver will be eliminated. The final decision is made by the President of the Ground Jury or a designated vet.

Judging

- **Judge Positions:** Judges are positioned around the arena.
- **Marking:** Judges score each movement individually without consulting each other. Only the judge at C can penalize for presentation issues.
- **Team Judging:** For pairs or Four-in-Hand, the whole team is judged together, not individually.
- **Start and Finish:** The test starts when the driver enters the arena and ends with the final salute. The driver must exit at a trot.

Key Movements

1. **Halt:** Horse must stand still and straight.
2. **Walk:** A steady, four-beat gait where the horse moves with energy and suppleness.
3. **Trot:**
 - Working Trot: Active and balanced with elastic steps.
 - Collected Trot: Shorter, more energetic strides with a raised neck.
 - Extended Trot: Long strides covering more ground.

4. **Canter:**

- Working Canter: A forward, three-beat gait.
- Collected Canter: Shorter strides with the horse's weight more on its hind legs.
- Extended Canter: Longer strides, covering as much ground as possible.

5. **Reinback:** The horse walks backward in a straight line.

6. **Shoulder-In:** The horse moves with its shoulders slightly inward, maintaining a bend in its body.

7. **Transitions:** Smooth changes between different gaits and movements are essential.

Scoring and Penalties

- **Marks:** Movements are scored from 0 to 10. Half marks can be given.
- **Errors:** Mistakes like taking the wrong path or failing to perform a movement correctly can result in penalties or elimination.
- **Disobedience:** Resistance or misbehavior from the horse incurs penalties. Multiple incidents can lead to elimination.
- **Breakdowns:** If the harness breaks or a horse gets tangled, the driver is penalized if the groom dismounts to fix it.

Overall Impression

- **Driver's Skill:** How well the driver uses aids, handles reins, and maintains position.
- **Presentation:** The appearance of the driver, grooms, harness, and carriage, as well as the condition and harmony of the horses.

Winning

- **Scoring:** The driver with the lowest penalty points wins. Scores are averaged and adjusted if necessary, with penalties subtracted from the final score.



Driven Dressage is all about showcasing the partnership between driver and horse through precise and elegant movements. By understanding the basics, anyone can appreciate the skill and dedication involved in this beautiful sport.

www.drivingflyinge2024.se

