

# Gæðingalist

English version 2025



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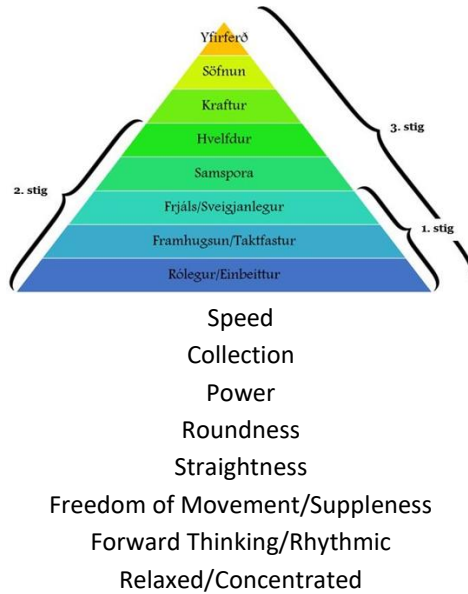
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# GL Gæðingalist Level 1

## GL1.1 Introduction

The idea behind Gæðingalist is to show a well trained gæðingur, with music, such that all the elements of the training scale are shown as they appear in the training pyramid shown below.



Level 1 is for less experienced riders

Level 2 is for more experienced riders

Level 3 is an Open division

Riders in Level 1 (L1) weave together gaits and exercises into one show that demonstrates harmony, balance, agility and athleticism of the horse.

Before the competition the riders will submit a list of exercises that they intend to include in their show, but does not need to list them in the order they intend to demonstrate them.

L1 shows are intended to demonstrate the first three stages of the training pyramid:

Relaxation/Concentration, Forward Thinking/Rhythm and Freedom of Movement/Suppleness.

In L1 the rider may show the gaits where it suits the horse.

In all levels the rider is expected to demonstrate the fundamentals and a horse without signs of tension.

## GL 1.2 Arena

The competition arena must be a minimum size of 18m x 40m or an oval track with an open area in the center. If a pace track is present it may be used as part of the competition arena.

## GL 1.3 Time Limit

The time and music both begin when the rider nods, no later than 30 seconds after the rider enters the competition area. The speaker will indicate when there is one minute left in the allowed time.

The time limit depends on the size of the competition arena:

- 18x40m-50m arena: max 4½ minutes
- 18x60m-80m arena: max 5 minutes
- Oval track: max 5½ minutes

The show organizers will indicate the time limit no later than when the competition is advertised. If the rider continues to show their program after the speaker has indicated that the time limit has been reached they will receive a score of 0 for all elements shown after.

## GL 1.4 Element Weights in Final Mark

- Exercises comprise 40% of the final mark
- Gaits comprise 40% of the final mark
- Flow, equitation and general impression comprise the final 20% of the total score

## GL 1.5 Relative Exercise Values

All exercises in Level 1 have a coefficient of 1,0.

The LH Gæðingalist's professional committee has the authority to review and make changes on coefficients of exercises to be published December 1<sup>st</sup> each year.

## GL 1.6 Other Rules/Finals

The show organizers can determine whether finals will be ridden, with the determination being made before the beginning of the competition. Finals will consist of three to five riders. The organizers decide how many riders will participate in the finals.

If there are more than 15 horse and rider combinations in the preliminary round it is considered desirable to have finals, but it is not required. Riders in the finals are allowed to adjust their list of exercises for their show no later than 15 minutes before the finals begin. The pace track may be used only once and only for showing gaits, not exercises.

## GL 1.7 Judges

Judges in Gæðingalist shall fulfill at least one of the following requirements:

- Be a Sport and/or Gæðingakeppni judge with a license to judge Icelandic riding levels /Knapamerki exams and/or have a riding instructor certification level 3 in the FEIF Matrix.
- Have judged Gæðingafimi regularly between 2000 and 2020.

Three or five judges should be present to judge the competition and each judge must have one secretary to assist them. If there are five judges present the highest and lowest scores are voided. The judges will be positioned along the long side of the arena, outside of the riding arena.

## GL1.8 Competition Execution

### GL1.8.1 Level 1 Requirements and Judging

In Level 1 the show should demonstrate the first three elements of the training scale. The horse must be relaxed and keen, be forward thinking, rhythmic and show freedom of movements and suppleness. This stage is considered to be the foundation upon which the skills of Levels 2 and 3 are built. The rider may show the gaits of the horse at the speed that shows the horse and rider combination at their best.

### GL1.8.2 Exercises

The riders will submit their list of exercises, indicating if they wish to use a free choice exercise, no later than 48 hours before the start of the competition. For the purpose of this competition a free choice exercise is one not listed in the potential exercises indicated for Level 1 below. In Level 1 (L1) the rider may apply to show exercises that are listed for a higher competition level as a free choice exercise.

The rider's exercise list may not be published or shown to unauthorized individuals before the competition begins.

The exercise list must have all exercises the rider wishes to show clearly marked.

If the exercise list is not submitted, the registration for the competition will be considered invalid.

It is the responsibility of the rider to be aware of how and where to show their exercises such that the judges have as good of a view as possible.

The rider must show a minimum of three exercises, including the required exercise of shoulder in.

All lateral exercises, voltes and circles must be shown in both directions.

The rider must indicate at least three exercises on their turned in sheet, and may indicate an intention to show as many exercises as they wish. The rider will earn a score for the two highest judged exercises alongside any and all required exercises.

The riders must show all exercises that they have indicated their intention to show. Any indicated exercises that are not shown will automatically receive a score of 0.

The exercise should be shown clearly and have a positive effect on the horse. Lateral exercises must be shown long enough to be judged for quality, with a minimum length of 10m.

In L1 the rider may show any exercise where they choose in the competition arena, however should place them such that they can be clearly seen by the judge. All exercises are assumed to have a weighting coefficient of 1,0.

#### GL1.8.2.1 Level 1 Exercises

All exercises in Level 1 have a coefficient of 1,0:

- turn on the haunches in walk
- backing up
- volte (6-12m), walk / tölt / trot / canter
- simple change of lead in canter
- turn on the forehand in, walk
- free choice exercise (may be an exercise from a higher level of Gæðingalist)
- transitions, walk-trot-walk x3 / walk-tölt-walk x3
- speed changes (two short or one long), tölt / trot / canter
- leg yield in walk,
- haunches in, walk
- shoulder in, walk/tölt/trot/canter
- riding on a circle (13-25m), tölt / trot / canter
- figure eight, walk / tölt / trot
- change rein over the long diagonal / riding down the center line, tölt / trot
- loose rein tölt, loose reins shown on one longside
- serpentine, walk/tölt/trot
- square halt from walk/tölt/trot/canter
- stretching down and forward into rein contact in walk/tölt/trot/canter
- sberstriecken (clearly loosening the reins forward to demonstrate self carriage), tölt / canter 3x for 3 seconds.
- hindquarter out on a circle (on four tracks), walk

### GL1.8.3 Gaits

The rider shall show at least three gaits, with tölt required as one of the three gaits shown. Tölt will count as  $\frac{1}{3}$  of the score for both gaits and form under rider regardless of whether more than three gaits are demonstrated.

Showing four or five quality gaits will increase the mark for execution.

Only the three best gaits will count towards the gait score; however if tölt is not one of the top three scores, its score automatically replaces the third highest score.

If a variety of speeds, exercises and figures are shown within a gait this can increase the score for that gait if it is performed well, but will decrease the score if performed poorly. For example performing canter on a circle would have an effect on the canter score if it had not otherwise been indicated as an exercise.

Flying pace must be shown for at least  $\frac{3}{4}$  of a long side in order to have an effect on the gait score.

The gaits tölt, trot or canter must be shown at least one long side, long diagonal, quarterline or center line in order to receive full marks

If the rider shows more variations of the gait, demonstrating secure, high quality gaits in each variation, this will have a positive effect on the score for that gait.

Walk must be shown for a minimum of 20m in total in order to receive a score. If the rider shows multiple variations of quality walk this can have a positive effect on the score for walk. For example walk can be shown as collected walk, medium walk or extended (demonstrating shortening and lengthening of the stride).

The quality of the gait in exercises will be taken into consideration when giving the total score for the corresponding gait.

### GL1.8.4 Flow, equitation and general impression

The mark for flow, equitation and general impression is based on how well the rider prepared and executed their show, as well as how demanding or difficult the setup of the show is. It is desirable that the rider shows exercises, transitions and program composition that has a good effect on the horse, as well as demonstrating good flow. The equitation should demonstrate lightness, skill and respect for the horse, and the communication between horse and rider should be excellent.

General impression shall be judged based upon the posture of the horse, how the head and neck are carried and the beauty of the movements. The entire show will be taken into account when judging general impression. The horse must be rhythmic, have good beat in the gaits and be in good balance. The horse must also demonstrate suppleness to both sides and be soft.



A show with good flow, with each element leading seamlessly into the next, will receive a score in the range of 7.0 – 10.0.

The rider is free to choose to ride a circle or volte at any time, which can serve to increase the score of the gait ridden. For example, the rider can always add an extra circle or volte when showing canter, which would serve to increase the score for canter.

**GL1.8.4.1 Examples of aspects of a Level 1 show that would increase the score:**

- Showing four or five quality gaits
- Demanding and beautifully executed show that requires a high quality of riding skill and harmony between horse and rider
- Rider uses nearly invisible aids to guide their horse through the show, and has a good effect on the horse and the quality of their movements
- Good control of the energy level of the horse. For example after showing a powerfully forward movement, like gallop, demonstrating a movement that requires calm, such as loosening the reins.
- Demonstration of the exercises and demonstration of the gaits are woven together nicely
- The show is well set up and has good flow
- Riding exercises, gaits or figures one handed
- Good execution of a challenging transition
- Gait shown in diverse variations
- Exercises shown in more than one gait
- Rider brings out the keenness and energy in their horse
- Rider shows elements that they have begun to teach their horse to make the show more interesting, even if it not considered an exercise at this level, for example rearing or bowing

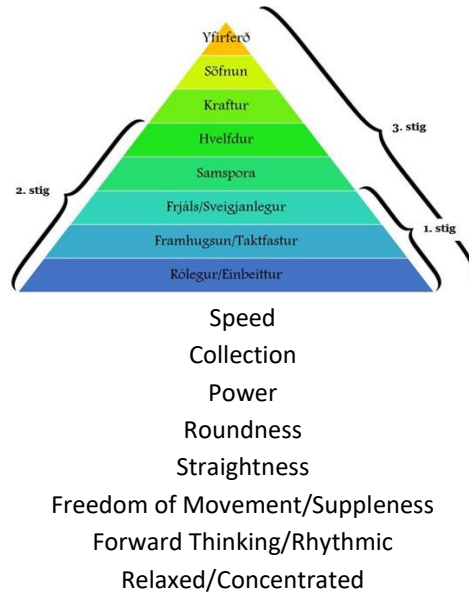
**GL1.8.4.2 Examples of aspects of a Level 1 show that would decrease the score:**

- Exercise, figure or variation that is too complicated or difficult for horse and rider, leading to poor execution
- Rider uses rough aids
- Exercise, figures or variations are chosen that do not show the horse's gaits at their best
- Poor set up in the show with lack of flow
- Illogical show setup that has a negative effect on the ability to perform the exercise, gait or figure intended.
- Bad gait transitions
- Clear and visible tension in the horse
- Elements repeated often due to large mistakes
- Horse and rider not confident or clearly afraid
- Horse does not carry themselves well or has bad posture
- Incorrect bend or flexion for the exercise or figure intended

# Gæðingalist Level 2

## GL2.1 Introduction

The idea behind Gæðingalist is to show a well trained gæðingur, with music, such that all the elements of the training scale are shown as they appear in the training pyramid shown below



Level 1 is for less experienced riders

Level 2 is for more experienced riders

Level 3 is an Open division

Riders in Level 2 (L2) weave together gaits and exercises into one show that demonstrates harmony, balance, agility and athleticism of the horse.

Before the competition the rider will submit a list of exercises that they intend to include in their show, but does not need to list them in the order they intend to demonstrate them.

L2 shows are intended to demonstrate the first five stages of the training pyramid. This includes the first three stages emphasized in L1, Relaxation/Concentration, Forward Thinking/Rhythm, and Freedom of Movement/Suppleness, as well as stages that begin to be emphasized at this level, Straightness and Roundness.

In all levels the rider is expected to demonstrate strong fundamentals and a calm horse with no signs of tension.

## GL 2.2 Arena

The competition arena must be a minimum size of 18m x 40m or an oval track with an open area in the center. If a pace track is present it may be used as part of the competition arena.

## GL 2.3 Time Limit

The time and music both begin when the rider nods, no later than 30 seconds after the rider enters the competition area. The speaker will indicate when there is one minute left in the allowed time.

The time limit depends on the size of the competition arena:

- 18x40m-50m arena: max 4½ minutes
- 18x60m-80m arena: max 5 minutes
- Oval track: max 5½ minutes

The show organizers will indicate the time limit no later than when the competition is advertised. If the rider continues to show their program after the speaker has indicated that the time limit has been reached they will receive a score of 0 for all elements shown after.

## GL 2.4 Element Weights in Final Mark

- Exercises comprise 40% of the final mark
- Gaits comprise 40% of the final mark
- Flow, equitation and general impression comprise the final 20% of the total score

## GL 2.5 Relative Exercise Values

- Exercises are differently weighted.
- These coefficients of exercises are indicated in the chapter for each level and reflect relative difficulty of execution

The LH Gæðingalist's professional committee has the authority to review and make changes on coefficients of exercises to be published December 1<sup>st</sup> each year.

## GL 2.6 Other Rules/Finals

The show organizers can determine whether finals will be ridden, with the determination being made before the beginning of the competition. Finals will consist of three to five riders. The organizers decide how many riders will participate in the finals.

If there are more than 15 horse and rider combinations in the preliminary round it is considered desirable to have finals, but it is not required. Riders in the finals are allowed to adjust their list of

exercises for their show no later than 15 minutes before the finals begin. The pace track may be used only once and only for showing gaits, not exercises.

## GL 2.7 Judges

Judges in Gæðingalist shall fulfill at least one of the following requirements:

- Be a Sport and/or Gæðingakeppni judge with a license to judge Icelandic riding levels /Knapamerki exams and/or have a riding instructor certification level 3 in the FEIF Matrix.
- Have judged Gæðingafimi regularly between 2000 and 2020.

Three or five judges should be present to judge the competition and each judge must have one secretary to assist them. If there are five judges present the highest and lowest scores are voided. The judges will be positioned along the long side of the arena, outside of the riding arena.

## GL2.8 Competition Execution

### GL2.8.1 Level 2 Requirements and Judging

In Level 2 the show should demonstrate the first five elements of the training scale, including the first three stages emphasized in L1, with the addition of Roundness and Straightness. The horse must be relaxed and keen, be forward thinking and rhythmic and show freedom of movement and suppleness. In addition the horse should be round through the back and neck, as well as straight and balanced in their movements.

### GL2.8.2 Exercises

The riders will submit their list of exercises no later than 48 hours before the start of the competition, including indicating if they wish to use a free choice exercise as well as a description of their intended free choice exercise (see the necessary documentation for a free choice exercise in the Appendices).

The rider's exercise list may not be published or shown to unauthorized individuals before the competition begins.

Free choice exercises are intended to contribute to the development of new ideas and imagination in horsemanship and should be evaluated with an open mind.

If the free choice exercise is rejected the rider must be informed within one day of the exercise list being submitted. The rejection must be accompanied by the reasoning for doing so and should only be done if the exercise is considered too easy for the level of competition or is inappropriate for the competition as a whole.

The exercise list must have all exercises the rider wishes to show clearly marked. If the exercise list is not submitted the registration for the competition will be considered invalid.

It is the responsibility of the rider to be aware of how and where to show their exercises such that the judges have as good of a view as possible.

The rider must indicate their intent to show at least three exercises. Of the three exercises indicated there must be a minimum of two lateral exercises and one of these two must be shown at tölt, trot or canter.

All lateral exercises, voltes and circles shall be shown on both reins.

The rider may indicate that they wish to ride as many exercises as they would like, however must choose at least three. Any indicated exercises that are not shown will automatically receive a score of 0. If four or more exercises are indicated the lowest scored exercise from each judge are excluded from the final mark. However the final score must include the two highest judged lateral exercises, one of which must have been performed at tölt, trot or canter.

For coefficients over 1,0 to start working, the exercise has to be performed for a mark 5,0 or more. A total score for an exercise can never be more than the mark 10,0.

Exercises must be visible to the judges and should have a positive effect on the horse and their quality of movement. Lateral exercises must be performed sufficiently long enough in order to judge their quality, with a minimum length of 10m.

All exercises should be performed without the support of the arena wall or barrier with the exception of those listed below. The rider should ride exercises at a distance of at least two meters away from the wall or edge of the arena. If the exercise is performed up against the wall the exercise can receive a maximum score of 5.0.

The following exercises are exceptions and may be performed along the wall or edge of the arena:

- Pace
- Speed changes in tölt
- Loose rein tölt

#### **GL2.8.2.1 Level 2 Exercises and Corresponding Coefficients**

The following exercises have a coefficient of 1,0:

- Turn on the haunches in walk, 1m
- Backing up from halt
- Volte (6-12m), tölt / trot / canter
- Simple changes of lead

- Turn on the forehand in walk
- Transitions, walk-tölt-walk x3
- Speed changes (two short or one long), tölt / trot/ canter
- Leg yield in walk
- Haunches in on the center line or circle (travers) in walk
- Haunches in on a diagonal line or half pass and haunches in on a volte in walk
- Circle (13-25m) in tölt / trot / canter / counter canter
- Loose rein tölt from the middle of the short side to the middle of the opposite short side
- Halt from tölt / trot /canter
- Überstreichen (clearly loosening the reins to show self carriage) tölt / canter 3x for 3 seconds

The following exercises have a coefficient of 1,03:

- Leg yield in tölt/trot
- Figure eight in tölt or trot
- Serpentine in tölt / trot / canter
- Stretching down and forward into rein contact in tölt / trot / canter

The following exercises have a coefficient of 1,07:

- Flying lead change once (one lead to another)
- Speed changes in tölt (performed in both directions), from the middle of the short side to the middle of the opposite short side
- Haunches in on a circle in tölt /trot / canter
- Haunches in on a straight line in tölt /trot / canter
- Shoulder-in in tölt / trot / canter

The following exercises have a coefficient of 1,10:

- Haunches in on a volte in tölt / trot / canter
- Half pass
- Figure of eight in canter (simple lead change)
- Pace (performed in both directions)
- Renvers on a circle or volte in tölt / trot / canter

### GL2.8.3 Gaits

The rider shall show at least three gaits, with tölt required as one of the three gaits shown. Tölt will count as  $\frac{1}{3}$  of the score for both gaits and form under rider regardless of whether more than three gaits are demonstrated.

Showing four or five quality gaits will increase the mark for execution. Only the three best gaits will count towards the gait score; however if tölt is not one of the top three scores, its score automatically replaces the third highest score.

If a variety of speeds, exercises and figures are shown within a gait this can increase the score for that gait if it is performed well, but will decrease the score if performed poorly. For example performing canter on a circle would have an effect on the canter score if it had not otherwise been indicated as an exercise.

For those riders that do not show flying pace, in order to receive full marks for tölt they must show at least two variations in tölt, with one of those variations being slow tölt. Other possible tölt variations are medium tölt, fast tölt, loose rein tölt or speed changes.

Riders that do show pace need to show at least one tölt variation in order to receive full marks for tölt.

Flying pace as a gait must be shown for at least  $\frac{3}{4}$  of a long side in order to affect the score. Pace has a coefficient of 1.1, the same as a number of other exercises.

The gaits tölt, trot or canter must be shown at least one long side, long diagonal, quarterline or center line in order to receive full marks.

Walk must be shown for a minimum of 20 m in total in order to receive a score. If the rider shows multiple variations of quality walk this can have a positive effect on the score for walk. For example walk can be shown as a collected walk, medium walk or extended.

The quality of the gait in exercises will be taken into consideration when giving the total score for the corresponding gait.

#### GL2.8.4 Flow, equitation and general impression

The mark for flow, equitation and general impression is based on how well the rider prepared and executed their show, as well as how demanding or difficult the setup of the show is. It is desirable that the rider shows exercises, transitions and program composition that has a good effect on the horse, as well as demonstrating good flow. The equitation should demonstrate lightness, skill and respect for the horse, and the communication between horse and rider should be excellent.

General impression shall be judged based upon the posture of the horse, how the head and neck are carried and the beauty of the movements. The entire show will be taken into account when judging general impression.

In order to earn a score in the range of 7.5 – 10.0 the horse must be rhythmic, have good beat in the gaits and be in good balance. The horse must also demonstrate suppleness to both sides and be soft. A show with good flow, with each element leading seamlessly into the next.

The rider is free to choose to ride a circle or volte at any time, which can serve to increase the score of the gait ridden. For example, the rider can always add an extra circle or volte when showing canter, which would serve to increase the score for canter.

**GL2.8.4.1 Examples of aspects of a Level 2 show that would increase the score:**

- Showing four or five quality gaits
- Demanding and beautifully executed show that requires a high quality of riding skill and harmony between horse and rider
- Rider demonstrates a high degree of quality in the gaits while using nearly invisible aids to guide their horse through the show, and has a good effect on the horse and the quality of their movements
- Good control of the energy level of the horse. For example after showing a powerfully forward movement, like gallop, demonstrating a movement that requires calm, such as loosening the reins
- The gaits and exercises are chosen such that they weave together nicely (leg yield in trot as an example)
- Good control of the degree of collection of the horse, as an example showing a well executed turn on the haunches and then transitioning directly into canter
- The show is well set up and has good flow
- Riding exercises, gaits or figures one handed
- Good execution of a challenging transition
- Gait shown in diverse variations
- Exercises shown in more than one gait
- Rider brings out the keenness and energy in their horse
- Rider shows elements that they have begun to teach their horse to make the show more interesting, even if it not considered an exercise at this level, for example rearing or bowing

**GL2.8.4.2 Examples of aspects of a Level 2 show that would decrease the score:**

- Exercise, figure or variation that is too complicated or difficult for horse and rider, leading to poor execution
- Rider uses rough aids
- Exercise, figures or variations are chosen that do not show the horse's gaits at their best
- Poor set up in the show with lack of flow
- Illogical show setup that has a negative effect on the ability to perform the exercise, gait or figure intended.
- Bad gait transitions
- Clear and visible tension in the horse
- Elements repeated often due to large mistakes
- Horse and rider not confident or clearly afraid
- Horse does not carry themselves well or has bad posture
- Incorrect bend or flexion for the exercise or figure intended

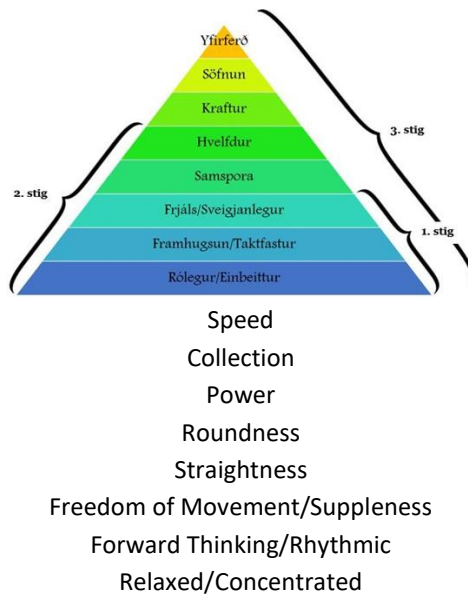


# Gæðingalist Level 3

## GL3.1 Introduction

The idea behind Gæðingalist is to show a well trained, Gæðingur in an artistic way, with music, such that all the stages of correct systematic training are shown as they appear in the training pyramid shown below.

The idea behind Gæðingalist is to show a well trained gæðingur, with music, such that all the elements of the training scale are shown as they appear in the training pyramid shown below.



Level 1 is for less experienced riders

Level 2 is for more experienced riders

Level 3 is an Open division

Riders in Level 3 (L3) weave together gaits and exercises into one show that demonstrates harmony, balance, agility and athleticism of the horse. Before the competition the rider will submit a list of exercises that they intend to include in their show but does not need to list them in the order they intend to demonstrate them.

L3 shows are intended to demonstrate all of the stages of the training pyramid. This includes the first three stages emphasized in L1, Relaxation/Concentration, Forward Thinking/Rhythm, and Freedom of Movement/Suppleness, as well as stages that were emphasized in L2, Straightness and Roundness. In addition to these, an L3 show is expected to demonstrate Power, Collection and Speed.

It is expected at this level that horse and rider combination will perform demanding exercises.

The posture and form of the horse should be correct, with large movements and high and long strides. The show should show a beautiful example of a powerful horse with impulsion, an engaged hind end, and movement through the back. The horse should be light, raised in the shoulders, with freedom of movement and in beautiful self carriage.

In all levels the rider is expected to demonstrate strong fundamentals and a horse without signs of tension.

## GL 3.2 Arena

The competition arena must be a minimum size of 18m x 40m or an oval track with an open area in the center. If a pace track is present it may be used as part of the competition arena.

## GL 3.3 Time Limit

The time and music both begin when the rider nods, no later than 30 seconds after the rider enters the competition area. The speaker will indicate when there is one minute left in the allowed time.

The time limit depends on the size of the competition arena:

- 18x40m-50m arena: max 4½ minutes
- 18x60m-80m arena: max 5 minutes
- Oval track: max 5½ minutes

The show organizers will indicate the time limit no later than when the competition is advertised. If the rider continues to show their show after the speaker has indicated that the time limit has been reached they will receive a score of 0 for all elements shown after.

## GL 3.4 Element Weights in Final Mark

- Exercises comprise 40% of the final mark
- Gaits comprise 40% of the final mark
- Flow, equitation and general impression comprise the final 20% of the total score

## GL 3.5 Relative Exercise Values

- Exercises are differently weighted.
- These coefficients of exercises are indicated in the chapter for each level and reflect relative difficulty of execution

The LH Gæðingalist's professional committee has the authority to review and make changes on coefficients of exercises to be published December 1<sup>st</sup> each year.

## GL 3.6 Other Rules/Finals

The show organizers can determine whether finals will be ridden, with the determination being made before the beginning of the competition. Finals will consist of three to five riders. The organizers decide how many riders will participate in the finals.

If there are more than 15 horse and rider combinations in the preliminary round it is considered desirable to have finals, but it is not required. Riders in the finals are allowed to adjust their list of exercises for their show no later than 15 minutes before the finals begin. The pace track may be used only once and only for showing gaits, not exercises.

## GL 3.7 Judges

Judges in Gæðingalist shall fulfill at least one of the following requirements:

- Be a Sport and/or Gæðingakeppni judge with a license to judge Icelandic riding levels /Knapamerki exams and/or have a riding instructor certification level 3 in the FEIF Matrix.
- Have judged Gæðingafimi regularly between 2000 and 2020.

Three or five judges should be present to judge the competition and each judge must have one secretary to assist them. If there are five judges present the highest and lowest scores are voided. The judges will be positioned along the long side of the arena, outside of the riding arena.

## GL 3.8 Competition Execution

### GL 3.8.1 Level 3 Requirements and Judging

In Level 3 the show should demonstrate all stages of the training pyramid, including the first five stages emphasized in L2, with the addition of Power, Collection and Speed. The horse must be relaxed and keen, be forward thinking and rhythmic and show freedom of movement and suppleness. The horse should also be round through the back and neck, as well as straight and balanced in their movements. In addition the show should demonstrate a high amount of power as well as both high amounts of collection as well as the ability to extend into fast, powerful gaits.

### GL3.8.2 Exercises

The rider will submit their list of exercises no later than 48 hours before the start of the competition, including indicating if they wish to use a free choice exercise as well as a description of their intended free choice exercise (see the necessary documentation for a free choice exercises in the Appendices).

The rider's exercise list may not be published or shown to unauthorized individuals before the competition begins.

Free choice exercises are intended to contribute to the development of new ideas and imagination in horsemanship should be evaluated with an open mind.

If the free choice exercise is rejected the rider must be informed within one day of the exercise list being submitted. The rejection must be accompanied by the reasoning for doing so and should only be done if the exercise is considered too easy for the level of competition or is inappropriate for the competition as a whole.

The exercise list must have all exercises the rider wishes to show clearly marked. If the exercise list is not submitted the registration for the competition will be considered invalid.

It is the responsibility of the rider to be aware of how and where to show their exercises such that the judges have as good of a view as possible.

The rider must indicate their intent to show at least three exercises. Of the three exercises indicated there must be a minimum of two lateral exercises and one of these two must be shown at tölt.

All lateral exercises, voltes and circles shall be shown on both reins.

The rider may indicate that they wish to ride as many exercises as they would like, however must choose at least three. Any exercises that are not shown will automatically receive a mark of 0. If four or more exercises are indicated the lowest scored exercise from each judge are excluded from the final mark. However the final score must include the two highest judged lateral exercises, one of which must have been performed at tölt.

For coefficients over 1,0 to start working, the exercise has to be performed for a mark 5,0 or more. A totalscore for an exercise can never be more than the mark 10,0.

Exercises must be visible to the judges and should have a positive effect on the horse and their quality of movement. Lateral exercises must be performed sufficiently long enough in order to judge their quality, with a minimum length of 10m.

All exercises should be performed without the support of the arena wall or barrier with the exception of those listed below. The rider should ride exercises at a distance of at least two meters away from the wall or edge of the arena. If the exercise is performed up against the wall the exercise can receive a maximum score of 5.0.

The following exercises are exceptions and may be performed along the wall or edge of the arena:

- Pace
- Speed changes in tölt
- Loose rein tölt

### **GL3.8.2.1 Level 3 Exercises and Corresponding Coefficients**

The following exercises have a coefficient of 1.0:

- Turn on the haunches in walk
- Back up from a halt
- Volte (6-12m), tölt / trot / canter
- Simple leadchanges in canter
- Transitions, walk-tölt-walk x3
- Speed changes (two short or one long), tölt / trot / canter
- Riding a circle (13-25m), tölt / trot / canter / counter-canter
- Loose rein tölt, from the middle of one short side to the middle of the opposite short side
- Halt from tölt / trot / canter
- Überstreichen, clearly loosening the reins to demonstrate selfcarriage tölt / canter 3x for 3 seconds each

The following exercises have a coefficient of 1.03:

- Leg yield in tölt / trot
- Figure eight in tölt / trot
- Serpentine tölt / trot / canter
- Stretching down and forward into rein contact in tölt / trot / canter

The following exercises have a coefficient of 1.07:

- Flying lead change once (lead change from one lead to the other)
- Speed changes in tölt (performed on both hands), from the middle of the short side to the middle of the opposite short side
- Haunches in on a circle in tölt / trot / canter
- Haunches in on a straight line in tölt / trot / canter
- Shoulder-in in tölt / trot / canter

The following exercises have a coefficient of 1.10:

- Haunches in on a diagonal or Half pass
- Haunches in on a volte in tölt / trot / canter
- Figure eight in canter (simple lead change)
- Pace (performed in both directions)
- Renvers on a circle or volte in tölt / trot / canter

The following exercises have a coefficient of 1.23:

- Pirouette in tölt / canter
- Flying changes on both leads
- Passage
- Piaffe (collected trot in place)

### GL3.8.3 Gaits

The rider shall show at least three gaits, with tölt required as one of the three gaits shown. Tölt will count as  $\frac{1}{3}$  of the score for both gaits and form under rider regardless of whether more than three gaits are demonstrated.

Showing four or five quality gaits will increase the mark for execution. Only the three best gaits will count towards the gait score; however if tölt is not one of the top three scores, its score automatically replaces the third highest score.

If a variety of speeds, exercises and figures are shown within a gait this can increase the score for that gait if it is performed well, but will decrease the score if performed poorly. For example performing canter on a circle would have an effect on the canter score if it had not otherwise been indicated as an exercise.

For those riders that do not show flying pace, in order to receive full marks for tölt they must show at least two variations in tölt such as slow tölt, medium tölt, fast tölt, loose rein tölt or speed changes.

In order to receive a score of 7.0 or higher the rider must show both slow and fast tölt, with slow tölt shown on a distance that amounts to at least  $\frac{2}{3}$  of the long side. In order to receive a high mark for tölt it is extremely important that the rider demonstrates well performed slow tölt. The transition between walk and slow tölt can increase the score for tölt if it is performed well.

For full marks in fast tempo tölt, fast tempo tölt needs to be shown from the middle of a short side to next middle of a shortside at least.

Riders that do show pace need to show at least one tölt variation in order to receive full marks for tölt.

Flying pace as a gait must be shown for at least  $\frac{3}{4}$  of a long side in order to affect the score. Pace has a coefficient of 1.1, the same as a number of other exercises.

The gaits tölt, trot or canter must be shown at least one long side, long diagonal, quarterline or center line in order to receive full marks.

Walk must be shown for a minimum of 20m in total in order to receive a score. If the rider shows multiple variations of quality walk this can have a positive effect on the score for walk. For example walk can be shown as a collected walk, medium walk or extended.

The quality of the gait in exercises will be taken into consideration when giving the total score for the corresponding gait.

### GL3.8.4 Flow, equitation and general impression

The mark for flow, equitation and general impression is based on how well the rider prepared and executed their show, as well as how demanding or difficult the setup of the show is. It is desirable that the rider shows exercises, transitions and program composition that has a good effect on the horse, as well as demonstrating good flow. The equitation should demonstrate lightness, skill and respect for the horse, and the communication between horse and rider should be excellent.

General impression shall be judged based upon the posture of the horse, how the head and neck are carried and the beauty of the movements. The entire show will be taken into account when judging general impression. The horse must have good beat in the gaits and be in good balance, demonstrate suppleness to both sides and be soft.

An excellent show must have a good flow, with each element leading seamlessly into the next. In order to receive a score in the range of 7.0 – 10 the rider must in addition demonstrate the highest three stages of the training pyramid, which are power, collection and extension.

The rider is free to choose to ride a circle or volte at any time, which can serve to increase the score of the gait ridden. For example, the rider can always add an extra circle or volte when showing canter, which would serve to increase the score for canter.

#### **GL3.8.4.1 Examples of aspects of a Level 3 show that would increase the score:**

- Showing four or five quality gaits
- Demanding and beautifully executed show that requires a high quality of riding skill and harmony between horse and rider
- Rider demonstrates a high degree of quality in the gaits while using nearly invisible aids to guide their horse through the show, and has a good effect on the horse and the quality of their movements
- Good control of the energy level of the horse. For example after showing a powerfully forward movement, like gallop, demonstrating a movement that requires calm, such as loosening the reins
- The gaits and exercises are chosen such that they weave together nicely (leg yield in trot as an example)

- Good control of the degree of collection of the horse, as an example showing a well executed turn on the haunches and then transitioning directly into canter
- The show is well set up and has good flow
- Riding exercises, gaits or figures one handed
- Good execution of a challenging transition
- Gait shown in diverse variations
- Exercises shown in more than one gait
- Rider brings out the keenness and energy in their horse
- Rider shows elements that they have begun to teach their horse to make the show more interesting, even if it not considered an exercise at this level, for example rearing or bowing

**GL3.8.4.2 Examples of aspects of a Level 3 show that would decrease the score:**

- Exercise, figure or variation that is too complicated or difficult for horse and rider, leading to poor execution
- Rider uses rough aids
- Exercise, figures or variations are chosen that do not show the horse's gaits at their best
- Poor set up in the show with lack of flow
- Illogical show setup that has a negative effect on the ability to perform the exercise, gait or figure intended
- Bad gait transitions
- Clear and visible tension in the horse
- Elements repeated often due to large mistakes
- Horse and rider not confident or clearly afraid
- Horse does not carry themselves well or has bad posture
- Incorrect bend or flexion for the exercise or figure intended



# Definitions, Accompanying Documents and Guidelines

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# Exercise Definitions

## Definitions of Lateral Exercises

### Shoulder in

The horse travels bent on three to four tracks. The hind end travels straight forward, while the front end moves laterally. The horse maintains a clear and consistent rhythm in the gait shown. If the horse is on four tracks there must be even spacing between each hoof track when viewed from the front.

### Turn on the Forehand

The horse is straight in the body but flexed in the poll in the opposite direction of movement of the hind end. The horse travels in a clear and consistent rhythm and beat in the gait shown, with the hind end traveling on a 180° arc around the inside front leg. The inside front steps up and down on the spot or in a small, (30 cm) circle. The inside hind crosses in front of the outside hind leg, which then steps forward.

### Leg Yield

The horse is straight in the body but flexed in the poll in the opposite direction of travel. The horse maintains a clear and consistent rhythm in the gait shown and travels equally forward and sideways. The inside front and hind legs cross in front of their corresponding outside legs, which in turn step forward.

### Haunches in

The horse travels bent on three to four tracks and in the same direction as they are facing. The horse maintains a clear and consistent rhythm in the gait shown. If the horse is on four tracks there must be even spacing between each hoof track when viewed from the front. Haunches in may be performed on a straight line or on a circle.

### Half pass

The horse travels equally forward and sideways on a diagonal line of the arena. The horse is bent and flexed in the direction of travel. Both the front and hind legs cross and the inside leg of the horse steps forward. The front end of the horse is slightly ahead of the hindquarters. In tölt it is sufficient that the horse steps with the outside hind leg directly in front of the inside hind leg as, since it is a gait without suspension, completely crossing in the hind is therefore extremely difficult.

### Turn on the Haunches in Walk

The front end of the horse travels on a 180° arc around the inside hind leg. The horse is bent and flexed in the direction of travel. The inside hind leg may step on a 20 cm circle but must step slightly forward and flex well in the hock. The outside hind should step in front of the inside hind without crossing. The outside front does cross in front of the inside front. The horse maintains a clear and consistent rhythm in the gait shown. Showing an entire 360 turn on the haunches may also be shown, which will be considered a higher difficulty level. Conversely walking a larger circle with the inside hind foot will lower the exercise score.

### **Turn on the Haunches (Pirouette) in Tölt/Trot/Canter**

The horse travels a half circle around the inside hind leg and is bent in the direction of travel. The inside hind leg may trace a circle of 4 m in diameter but must step underneath and flex well in the hock. The outside hind steps in front of the inside hind leg without crossing. The horse maintains a clear and consistent rhythm in the gait shown. Riding an entire circle around the inside hind leg will be considered for a higher mark. Conversely traveling on a larger circle with the inside hind leg will lower the exercise score.

## **Definitions of Other Exercises**

### **Überstreichen in Tolt**

The horse begins in slow to medium tolt. The rider then clearly loosens the reins three times for at least three seconds each time. The reincontact shall loosen clearly on both reins. The horse should maintain the same form and posture in that time. The rein contact is softly reestablished. It is not a serious fault if the horse lengthens the neck slightly and rounds more in the topline, however loosening the reins for less than three seconds will be considered a fault in the exercise.

### **Loose Rein Tolt**

The horse is in slow to medium tolt. The rider clearly loosens all rein contact in the middle of the short side of the arena and holds the reins in one hand. The reins should hang in a U shape. Meanwhile the horse should change very little in both form and speed. The rein contact is softly reestablished in the middle of the next short side. This exercise may be performed against the wall or along the edge of the arena or track.

### **Überstreichen in Canter**

This exercise begins in slow to medium canter. The rider then clearly loosens the reins three times for at least three seconds each time. The reincontact shall loosen clearly on both reins. The horse should maintain the same form and posture in that time. The rein contact is softly reestablished. It is not a serious fault if the horse lengthens the neck slightly and rounds more in the topline, however loosening the reins for less than three seconds will be considered a fault in the exercise.

### **Serpentines**

This figure consists of three to six loops with 0 to 10m ridden straight before switching the bend and direction of travel between each, or three to six  $\frac{3}{4}$  circles with no straight sections between changes of bend and direction. The horse should clearly and correctly bend in accordance with the line of travel and should change bend and direction while maintaining balance. If ridden in canter the loops can be 25m in diameter. It is important that the arcs are equal in size and the straight portions between loops are equally long.

### **Figure 8 in Tolt or Trot**

This figure consists of two voltes of equal size 6-12m in diameter. The horse bends clearly and correctly in the direction of travel and changes bend and direction while maintaining balance. Both a change of direction from left to right and a change of direction from right to left must be shown.

### **Circles and Voltes in both directions in tolt, trot, canter and counter canter**

Voltes are 6-12m in diameter while circle are defined as 13-25m in diameter. Voltes and circles must be equal in size on both hands but do not have to be shown in the same location in the arena.

**Halt from Walk, Tolt, Trot or Canter**

The horse halts square while maintaining engagement and form then stands calmly and in rein contact.

**Rein Back**

The horse backs up at least three steps softly and in balance with engagement of the hind while maintaining proper form and posture. The poll should be the highest point of the neck with the nose in front of the vertical. The hind end should lower and be engaged.

**Collected Trot in Place (Piaffe)**

The horse is in a clear, clean beated gait, and should move very slightly forward while maintaining suppleness and a high degree of collection, with a lowered croup. The poll is the highest point of the neck and the nose should be in front of the vertical. The rider must demonstrate at least 5 steps.

**Slow, Collected Trot with a High Amount of Impulsion (Passage)**

The horse is in a clear, clean beated gait, with slow, light steps with a high degree of impulsion and increased movements. The horse demonstrates an elevated cadence and seems to pause in the elevated movement, appearing to hover in place. The horse is elevated in the shoulders and has the poll as the highest point of the neck, with the nose in front of the vertical.

**Short Speed Changes in Tolt, Trot or Canter at least Twice**

The horse begins in slow tempo, clearly increases the speed, softly slows down, increases the speed and then slows down again. Rider has free choice of figure ridden in the speed changes. Rider must show at least 5 meters in slow tempo and 15 meters of increased speed.

**Speed Changes in Trot or Canter**

Clear speed changes on the diagonal or straight lines of the arena.

**Speed Changes in Tolt**

Speed changes in tolt shall be performed between the midpoints of the short sides of the arena. This exercise is allowed to be performed along the edge of the arena.

The horse begins in slow tolt. When they are straight after bending through the short side the horse shall maintain a slow tolt for at least two horse lengths and then clearly increase the speed. The rider shall determine the length of the speed change. Long speed changes are considered to be higher in difficulty. While slowing down the horse should be straight and should be in slow tolt for at least two horse lengths before reaching the corner of the short side. The speed of the slow tolt at the end of the exercise should be the same as that of the beginning of the exercise.

**Pace**

This exercise is allowed to be shown along the edge of the arena. The horse should be in good balance in canter and then increase the speed. The transition to pace should occur at the speed reached in the faster canter without a large change in form. The horse should be straight when they reach pace. Pace should extend down the longside and be secure and powerful. Slowing down should be in balance.

**Transitions walk-tolt/trot-walk Three Times**

The horse transitions from clean beated walk up to correct and clear beated tolt or trot for around 10 meters before slowing down again to walk. This may be done through collected walk.

### **Simple Changes of Lead in Canter**

From canter the horse transitions to tolt, trot or walk, maintains the chosen gait for a maximum of one horse length then transitions back to canter on the opposite lead.

### **Flying Lead Change**

In canter the horse changes directly from one lead to the opposite (for example from right to left lead)

### **Flying Lead Changes**

In canter, the horse changes between leads, from right lead to the left and from left to the right. The changes do not need to come directly one after the other.

### **Stretching into Rein Contact, forward and down in Walk, Tolt, Trot or Canter**

The horse is in rein contact in working tempo and stretches the neck forward and down into rein contact. The beat should be maintained and the horse should be engaged, with the stride length increasing as the horse stretches. The nose should be in front of the vertical and the poll should be below the withers. This exercise should be shown for at least 10 seconds and rein contact should be maintained throughout.

### **Free choice Exercise**

The rider may submit a description and/or name of an exercise or figure that is not currently on this list. The exercise should be at the difficulty level that the rider is competing at, or, at the very least, should not be considered to be a level lower than the one the rider is currently competing at. The purpose of this is to encourage continuous growth and development in the sport and to receive new exercises with an open mind. The rider may choose to show more than one free exercise in their show.

Applications for exercises can be submitted to the Gæðingalist committee throughout the year and can be submitted directly to [lh@lhestar.is](mailto:lh@lhestar.is). In this case the email should be addressed to the Gæðingalist Committee. Applications can also be submitted to the show organizer, where it will be brought to the attention of the head judge. The committee will then create a description of the exercise as well as the difficulty value of the exercise. It is ideal if the applicant also submits a diagram or video of the exercise with the application. Applications will be anonymous. The head judge of the competition will submit the application to the committee no later than the registration deadline and the committee will reply as soon as possible. If there are delays in the decision from the committee the head judge may create the description of the exercise and its weight themselves.

### **The application should contain**

- A detailed description of the exercise and ideally include a diagram of the exercise
- A short supporting argument for what the applicant believes should be the difficulty weight of the exercise.

### **Exercise Evaluation**

- The weight of the exercise should be no higher than the exercise it contains. However exceptions can be made if the applicant can propose a strong argument
- The author of the exercise cannot be the one evaluating its inclusion by the committee
- If a member of the committee is participating in the event for which the exercise is being proposed they must recuse themselves from its evaluation.

- When needed the committee should write for the judge a description of a satisfactory exercise which would receive a mark of 5,0 and a description of this exercise performed perfectly, which would receive a mark of 10,0.

# Appendices

Appendix 1: Checklist for competitors

Appendix 2: Checklist for Competition Organizers

Appendix 3: Guidelines

- i) Guidelines for Gaits; tölt, walk, trot, canter, pace
- ii) Guidelines for Exercises
- iii) Guidelines for Flow, Equitation and Form under Rider

## Appendix 1: Checklist for riders competing in Gæðingalist

### **Before the competition:**

- Submit the exercise list at least 48 hours in advance
- Mark the exercises that you intend to show and send to the show organizers
- If you intend to show a free choice exercise you must define it and send in your application for the exercise at the same time as your exercise list. The head judge can deny any exercise that they believe is below the level at which you are competing.
- Send in music

### **At the competition**

- When you ride into the arena the speaker will remind you that you have 30 seconds to begin the show
- The rider will begin their show with a clear nod, which will also cue the music.
- The speaker will let you know when there is one minute remaining as well as when you have run out of time. Judges will no longer judge the show as soon as time expires. If the rider shows any exercises after this point, these exercises will automatically receive a score of zero.
- Rider will clearly nod at the end of their show.

### **Finals:**

- The show organizers will decide whether finals will be ridden
- Riders have the opportunity to change their exercise list for the final and will submit their new list to the show organizers as soon as possible after they are made aware that they have made it into finals
- There must be a break of at least 15 minutes between the end of preliminaries and finals



## Appendix 2: Checklist for Show Organizers

### **When advertising the competition:**

- Specify the levels available at the competition
- Specify the maximum show time in accordance with the size of the competition space
- Send links to riders and potential riders containing the rules for Gæðingalist
- Specify the deadline for registration, sending in the exercise list and where and how to submit each
- Find out whether anyone will be submitting free exercises and forward these applications to the head judge for approval

### **At the competition grounds:**

- Set up judge's tables with computers and ensure that the excel sheets and internet connection is working. There should be two computers per station if scores are also sent out live onto a screen or through a link.
- Give riders time to show the judge's tables to the horses.

### **Speaker:**

- Welcome each rider and announce that they have 30 seconds to begin their show.
- Let riders know when they have one minute left and when time has expired
- Read the total scores when they are submitted by the judges
- Announce what position the rider who has just finished their show is now in as well as who is in first and with what score.

### **Before finals:**

- Set up a new order of go in reverse order of their position going into finals (IE the competitor with the lowest score going into finals shows their finals show first)
- Obtain the new exercise list from competitors if they wish to submit one and set up the excel sheets with the new exercises. The competitors must submit their new list no later than 15 minutes before the start of finals
- Give at least a 15 minute break between the end of preliminaries and the beginning of finals.

### **If scores are posted live:**

- The judges sheets are either cast onto a large screen or the audience has a link which allows them to see the sheet being updated in real time. This can be very informative, educational, interesting and fun for the audience to follow along with the scores, making the competition more exciting.
- It is important for the audience and the competitors to know that until the judge submits their final score the score can change from the initial input into the judging sheet. Reasons for changes could be a mistake from a scribe, a reevaluation from the judge or the rider and horse retrying an exercise later in their show.

## Appendix 3: Judging Guidelines

### **Gaits**

## Tölt

SAME AS FEIF GUIDELINES FOR TÖLT

### Speed changes as an exercise

Speed Changes	Scores 0-3	Scores 3-5	Scores 5-7.5	Scores 7.5-10
Execution	Rough aids/riding Stiffness Imperceptible difference in speed Gait shown less than half of the required length	Increase in speed too early Did not completely achieve slow tölt before the corner	Straight when speed was increased and decreased Good speed in both slow and fast tempo Good longitudinal balance throughout	Short distance needed to increase and decrease speed Aids are only slightly visible Collection in slow tölt Excellent longitudinal balance

The horse should be in a clean four beated tölt that flows through the body in an even cadence. Topline should be round and engaged through the back without stiffness.

#### *Slow tölt*

The horse bends the hocks and lowers the croup, with the hindlegs bearing weight for a longer time than the front legs. The horse should raise in the withers, with the front end light and moving freely. The horse moves in balance with a strong, supple back, an active hind end and soft movements that flow through the body.

#### *Medium Tölt*

In medium tölt the horse should have longer strides and slightly increased tempo. The horse stretches the neck slightly more forward, with a more open throat latch than in slow tölt but otherwise holds the other aspects of the desired form and posture. The horse moves in balance with a strong, supple back, an active hind end and soft movements that flow through the body.

#### *Extended/fast tölt*

In fast tölt the horse should further increase stride length and tempo. The horse stretches the neck even more forward and increases the opening of the throat latch in comparison with medium tölt. However the horse should still maintain the engagement and bearing of the hind end. The horse moves in balance with a strong, supple back, an active hind end and soft movements that flow through the body.

## **Walk**

SAME AS FEIF GUIDELINES FOR WALK MINUS EXECUTION

The mark for walk can be raised by a whole point if a variety of walk types and walk exercises are shown with finesse and confidence.

### *Slow walk*

The horse walks with rather short steps in a calm, clear four beat walk. The steps of the hind leg should land either in or behind the steps of the corresponding front leg.

### *Collected walk*

The horse should walk with all of the characteristics of collection. It is not expected or required that the hind leg approaches the hoofprint of the corresponding front leg, however the horse should travel with engaged hind legs.

### *Medium walk*

The horse travels with relaxed steps in a clean four beat. The steps of the hind leg should reach (track up) or overstep (over track) the corresponding front leg. The movement of the back should be evident in the movement of the neck.

### *Extended walk*

The horse travels with energetic, extended strides in a clean four beat with clear over tracking. The movement of the back should be evident in the movement of the neck.

## **Trot**

SAME AS FEIF GUIDELINES FOR TROT minus the execution

### *Slow trot*

A slow trot should demonstrate a clear beat and good carriage through the back. The hindlegs are engaged under the horse. The steps do not have to be long. Slow trot is not expected to have a high amount of suspension or impulsion.

### *Slow, Collected trot*

The horse should trot with all the characteristics of collection including lowering of the croup, lifting of the middle of the back, and increased elevation of the neck, shoulders and forequarters. The poll should be the highest point, with the nose in front of the vertical.

### *Medium Trot*

Medium trot should demonstrate a clear beat and carriage of the back. In comparison to slow trot, the horse should have longer strides and a clearer, more elongated moment of suspension. The overall form of the horse may also be slightly longer than in slow trot. In combination, the impulsion, stride length and suspension work together to increase the speed and ground coverage of the medium trot in comparison to slow trot.

*Impulsion:* Trot with impulsion should demonstrate graceful movements, with increased bending of the joints and corresponding increased upwards spring.

*Carriage/Longitudinal Balance:* A horse demonstrating an elevated carriage gives the appearance of traveling uphill. The horse should be balanced well longitudinally.

### *Trot with Lengthened Strides*

The horse increases both suspension and stride length while maintaining the same form. The tempo may also increase slightly.

### *Extended Trot*

The extended trot is demonstrated out of collected trot, showing highly extended strides with very little change in tempo. The horse maintains approximately the same tempo and carriage as they had in the collected trot, though some slight lengthening and lowering of the form is accepted. The extended trot can also end with a return to collected trot while maintaining the same elevated carriage. Extended trot should show a high degree of impulsion and power.

### *Fast Trot*

The horse increases the stride length, suspension and tempo of the trot, demonstrating a lengthened topline and lifted back. The combination of these result in a clear increase of speed. The horse should maintain good longitudinal balance. It is natural to expect a small amount of four beatedness at this speed, and the trot should appear smooth to ride.

## **Canter**

SAME AS FEIF GUIDELINES FOR CANTER minus the execution

### *Slow canter*

Slow canter should demonstrate clear beat with correct, back bearing carriage. The hind legs should be engaged and underneath the horse. The stride length is not required to be long, and the emphasis is not placed on a high amount of suspension, rather that the movement travels through the body. As a high amount of impulsion, stride length, and suspension would increase the speed of the canter they are also not required, as this would necessitate that the canter is no longer slow.

### *Collected canter*

A collected canter should demonstrate all the added characteristics of collection including lowering of the croup, lifting of the middle of the back, and increased elevation of the neck, shoulders and forequarters. The poll should be the highest point, with the nose in front of the vertical. Half suspension of the forequarters will be higher and more obvious. Extremely collected canter may show some slight positive four beatedness where the inside hind leg lands slightly in advance of the outer foreleg. IE DAP >50%

### *Medium canter*

Medium canter should demonstrate a clear beat and correct back-bearing carriage. In comparison to slow canter, medium canter has increased stride length, suspension and impulsion. The overall form of the horse may also be slightly longer than in slow canter.

*Impulsion:* Canter with impulsion should demonstrate graceful movements, with increased bending of the joints and corresponding increased upwards spring.

*Carriage/Longitudinal Balance:* A horse demonstrating an elevated carriage gives the appearance of traveling uphill. The horse should be balanced well longitudinally.

### *Lengthened Strides in Canter*

The horse increases both suspension and stride length while maintaining the same form. The tempo may also increase slightly.

### *Extended Canter*

The extended canter is demonstrated out of collected canter, showing highly extended strides with very little change in tempo. The horse maintains approximately the same tempo and carriage as they had in the collected trot, though some slight lengthening and lowering of the

form is accepted. The extended canter can also end with a return to collected canter while maintaining the same elevated carriage. Extended canter should show a high degree of impulsion and power.

### *Gallop*

The horse clearly increases the stride length and tempo, lengthening the form and stretching forward, with clear forward reach through the shoulders. The increased power and impulsion result in a highly increased speed. The horse should maintain good longitudinal balance and should appear comfortable to ride. From gallop it should be easy to transition into the presentation of other gaits at a fast speed, such as tölt, trot or pace.



## Pace

SAME AS FEIF GUIDELINES FOR PACE

### Pace as an exercise

<i>Pace as an exercise</i>	Score: 0-5	Score: 5-7.5	Score: 7.5 - 10
<b>Execution</b>	Very slow Shown too short of a distance Rough riding No canter beforehand	Soft transition at the correct location Acceptable speed Acceptable transition Harmonious slowdown Acceptable longitudinal balance Correct distance of pace shown	Good balance in canter Maintains speed and form in pace transition Power Good pace form Harmonious slow down with good balance Good longitudinal balance Subtle aids used

Pace is only ridden fast

The horse should transition into pace from canter/gallop

In the transition to pace the horse should not decrease the speed from the canter/gallop immediately preceding.

Exercises	Slök sýning			Sýning í tæpu meðallagi			Sýning í rúmu meðallagi			Góð sýning			Frábær sýning							
	0	0,5	1	1,5	2	2,5	3	3,5	4	4,5	5	5,5	6	6,5	7	7,5	8	8,5	9	9,5
<b>Lateral Exercises</b>	Opposition Tension Stiffness Very bad posture	Bad posture Bad longitudinal balance/ On the forehand Repeated beat problems	Exercise does not end well To short distance shown/in and out of the exercise Some beat problems	Correct form and path Correct bend and flexion Good quality of gait Clean beat	Agility Positive effect on horse Supple Gait very good Good flow	Lightness Collection Impulsion Excellent gait shown Secure and confident in exercise Excellent flow														
<b>Riding Curved Figures</b>	Opposition Tension Stiffness Very bad posture Very unclear riding path	Bad posture Bad longitudinal balance/ On the forehand Counterbent Repeated beat problems	Exercise does not end well Asymmetric/ irregular figure No bending Some beat problems	Straightness on the curve Lateral balance Correctly bent Good quality of the gait Clean beat	Clean beat Positive effect on horse Supple Gait very good Good flow	Lightness Collection Impulsion Excellent gait shown Excellent flow														
<b>Stretching Forward and down</b>	Tension Disobedience Unsufficient lengthening or lowering of form Shown for too short of a distance	Bad posture Bad longitudinal balance/ On the forehand Repeated beat problems	Exercise does not end well To short distance shown/in and out of the exercise Some beat problems	Maintains the correct beat Clear lengthening of the neck Clear stretching of the topline forward and down Change of directions	Maintenance of rein contact Poll lower than the withers Nose on or in front of the verticle Ends well in exercise	Lightness Maintaining the quality of the gait No change in beat/cadence Thinking forward in direction Excellent ending in exercise														
<b>Überstreichen/ Loose rein tölt as an exercise</b>	Tension Disobedience Breaking gait Shown for too short a time	Bad posture Bad longitudinal balance/ On the forehand Repeated beat problems	Changes form quickly To short distance shown/in and out of the exercise Some beat problems	Maintains the gait Even speed Clear loosening of the reins	No change in beat or rythm Form changes little Deftly performed Soft and supple aids	Maintains quality of elevation and outline Maintains quality of the gait Collection Impulsion/ schwung														

**Flow,  
Equitation and  
Form under  
rider**

Poor performance

Lower than  
average  
performance

Higher than average  
performance

Good  
performance

Excellent  
Performance

**0** 0,5 **1** 1,5 **2** 2,5 **3** 3,5 **4** 4,5 **5** 5,5 **6** 6,5 **7** 7,5 **8** 8,5 **9** 9,5 **10**

<b>Flow</b>	Derived flow	Lack of flow	Good flow	Very good flow	Excellent flow
	Illogical or monotonant setup	Setup lacking in some way	Rather logical and good setup	Logical and challenging show	Excellent and challenging show Gaits and exercises shown with variety
<b>Equitation</b>	Exercises have a bad impact on the horse		Excercises acceptable and have mostly positive impact on the horse	Challenging exercises and have good impact on the horse	Excellent exercises wiht a good impact on the horse Originality
	Rough or ineffective riding Rider disturbs the horse		Riding acceptable based on the skill level and training	Good riding, lightness, aids nearly invisible	Excellent riding Bold Daring Considerate
	Bad transitions Horse repeadetly loses form and balance	Transitions lacking Horse loses form and balance	Transitions acceptable Form and balance mostly good	Transitions in good balance Good carriage balance and form	Excellent, secure, and graceful transitions, high quality gaits right after the transition
<b>Form under rider</b>	Vary bad posture	Bad posture	Posture acceptable	Posture generally good	Excellent posture
	Horse is very earthbound and/or with low movements	Horse is earthbound, Heavy stepping Short stepping	Horse with rather good impulsion and movements	Horse with good impulsion and svhwung, good movements	Horse with high amount of impulsion and schwung, excellent movements, high and beautiful
	Bad impression Consistend opposition Very bad head and neck carriage	Lacking impression Lack of harmony False head and neck carriage	Acceptable impression Acceptable harmony Well carried head and neck	Good impression Good harmony Very good head and neck carriage, nose in front of vertical	Excellent impression Excellent harmony Excellent head and neck carriage, nose in front of vertical
	Horse very much on the forehead, tension/stiffness	Horse is heavy on the forehead Lacking suppleness	Acceptable balance Acceptable suppleness	Good logitudinal and lateral balance Supple	Excellent longitudinal and lateral balance Excellent suppleness

