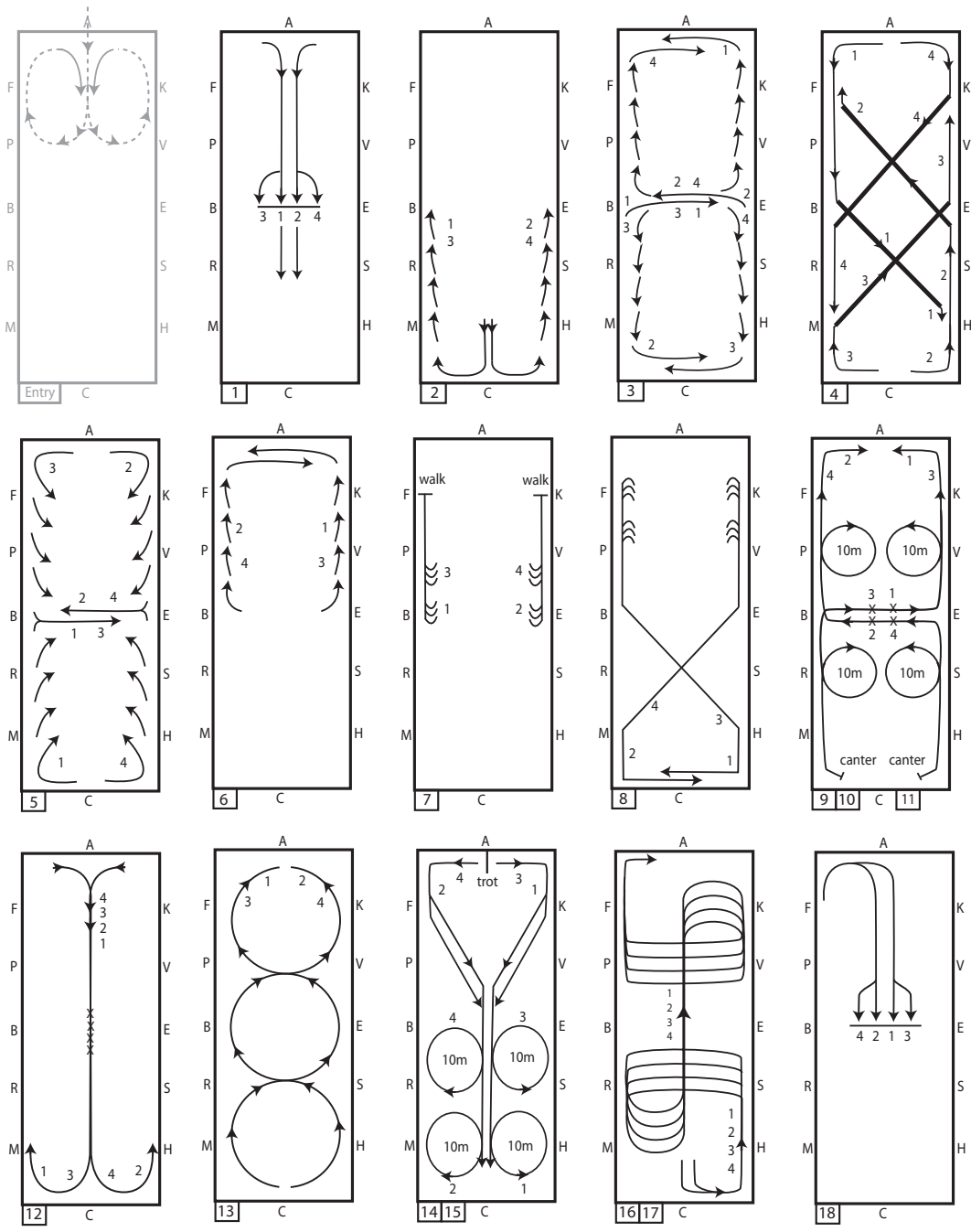




# Quadrille Second Level

## Quadrille Movements



May be ridden by two or more riders.

### TIPS FOR QUADRILLE JUDGES

- All of the quadrille tests are done in a full arena.
- All quadrilles will enter the ring in single file and execute a prescribed staging pattern to form pairs on the centerline and advance toward X to halt in a fan formation and salute the judge.
- The prescribed staging pattern is indicated on the test diagram in a half tone and on the score sheet by an unnumbered box describing the pattern.
- The judging starts as the horses move onto the centerline and form pairs. The first part of the pattern before the formation of pairs on the centerline is not judged. The first movement with a number on the score sheet starts with the team forming pairs on centerline.
- Judging quadrille has its own special principles, concepts and considerations. Although all the basic principles of dressage make for the best performance, it is very difficult for four horses to perform "as one" and the judge should realize that often the horses in any given team are not at the same level of training.
- Therefore the three PRIMARY considerations in each movement of the compulsory tests, as well as the freestyle presentations, are spacing, synchrony, and alignment.
- Throughout the body of the test the judge concentrates on:
  - Spacing (longitudinal and lateral)
  - Synchrony (timing of turns, circles, transitions, crossovers, pass-throughs)
  - Alignment (longitudinal and lateral)
- With additional attention to: (especially in the collective marks)
  - Impulsion (if negative can deduct from a movement as well as in collectives)
  - Submission (obedience to aids in order to perform patterns accurately is as important as the dressage sense of submission being "on the bit")
  - Performance as a group (uniform and harmonious)

### TIPS FOR SHOW MANAGEMENT

- Show management does not have to make any changes to the dressage arena to accommodate quadrille rides. The team enters the ring in single file in order to be able to use any size gate and to reduce any need for a larger than usual staging area outside the dressage ring. The teams will use the prescribed pattern to organize themselves inside the dressage ring.

Name of Competition
Class
Date
Numbers and Names of Horses
Names of Riders
<b>MAXIMUM POSSIBLE POINTS: 240</b>
<b>FINAL SCORE</b>
Points                      Percent
Name of Judge/Position
Signature of Judge

United States Dressage Federation™

4051 Iron Works Parkway • Lexington, KY 40511

Phone (859) 971-2277 • Fax (859) 971-7722

usdressage@usdf.org • www.usdf.org

Score sheet effective date: December 1, 2018

# Quadrille Second Level Test

Purpose: To confirm that, in addition to the requirements of the USEF Second Level tests, the horses and riders have developed submission and confidence to be able to work with ease in file and individual movements at all gaits, and in pairs at the walk and trot, while maintaining their spacing, alignment and synchrony. They should not be expected to do medium gaits in pairs.

Conditions: Arena 20 m x 60 m

Approximate Time: 6:00 minutes

	TEST	POINTS	COF	TOTAL	REMARKS
	<b>A</b> Enter single file at walk or trot <b>L</b> Divide, On half circle to track, 1's right, 2's left. Between <b>P &amp; F, V &amp; K</b> files trot as one <b>A</b> Turn down centerline in pairs				
<b>1. D</b> <b>X</b>	Proceed in pairs at collected trot Halt, fan formation, salute. Proceed collected trot in pairs				
<b>2. C</b> <b>H-E &amp; M-B</b>	Divide 1's right, 2's left Travers				
<b>3. B &amp; E</b> <b>X</b> <b>B &amp; E</b> <b>A &amp; C</b>	Files left and right turn across the arena Cross over Files turn right and left and proceed in shoulder-in (1 & 4 towards A, 2 & 3 towards C) Cross over				
<b>4. MEK, HEF, FBH, KBM</b> <b>A &amp; C</b>	1 and 2 collected trot F-B/H-E; medium trot B-H & E-F 3 and 4 medium trot M-E/K-B; collected trot B-M/E-K Medium trot arrives at B-E ahead of collected trot Cross over				
<b>5. F-B/K-E M-B/H-E</b> <b>E &amp; B</b> <b>X</b>	Shoulder-in from four corners Turn across arena forming files 2 and 4 on A side, 1 and 3 on C side Cross over				
<b>6. E &amp; B</b> <b>E-K &amp; B-F</b> <b>A</b>	Files turn left and right toward A Files travers Cross over, left to left				
<b>7. F &amp; K</b> When Leaders reach <b>B &amp; E</b>	Files walk as one when leaders reach F and K Individual half turn on haunches 1's left, 2's right				
<b>8. When leaders reach F &amp; K</b> <b>B-H &amp; E-M</b> <b>C</b>	Individual half turn on haunches 1's right, 2's left Files across 1/2 diagonal threading the needle, 2's ahead of 1's Cross over				
<b>9. Before H &amp; M</b> <b>R &amp; S</b>	Canter as one when leaders reach corner Files 10 meter circle				
<b>10. B &amp; E</b> Centered on <b>X</b> <b>B &amp; E</b>	Files turn across arena, cross over right to right Simple change of lead as one while crossing over Files turn right and left toward A				
<b>11. V &amp; P</b>	Files 10 meter circles				
<b>12. A</b> Centered over <b>X</b>	Files turn up centerline to form single file (1, 2, 3, 4) Simple change of lead as one				
<b>13. C</b> <b>C to A</b>	Divide 1's right, 2's left Three loop serpentine no change of lead, 1 & 3 cross over on A side; 2 & 4 cross over on C side				
<b>14. A</b> Between <b>F &amp; P, K &amp; V</b>	Cross over and trot Individual obliques to centerline to form pairs				
<b>15. Between X &amp; G</b>	Individual 10 meter circles to form cloverleaf				
<b>16. C</b> Centered between <b>H &amp; E</b>	Track left forming single file 1, 2, 3, 4 Individual left turns across arena, upon reaching rail individual left turns and immediately individual 10 meter half circles to centerline forming single file				
<b>17. Centered between X &amp; D</b>	Individual 10 meter half circles right, upon reaching rail individual right turns across the arena and upon reaching the rail track right				
<b>18. F-A-D</b> <b>X</b>	Form pairs and turn up centerline Halt, fan formation, salute				

## COLLECTIVE MARKS

<b>Spacing</b> (longitudinal and lateral)					
<b>Synchrony</b> (timing of turns, circles, transitions, crossovers, pass-throughs)					
<b>Alignment</b> (riders' bodies as seen from side and front)					
<b>Impulsion</b>					
<b>Submission</b> (obedience to aids in order to perform patterns accurately)					
<b>Performance as a Group</b> (uniform and harmonious)			2		

## FURTHER REMARKS:

Sub Total: \_\_\_\_\_ Total points possible: 240

Error(s): \_\_\_\_\_

Total: \_\_\_\_\_