

SAHARA EQUESTRIAN RESORT DRESSAGE PRACTICE EVENT

DENOMINATION OF THE EVENT:

Event: Practice Dressage Show (TRAINING, BASIC LEVEL)

Place: Sahara Equestrian Resort

Date: 28 JUNE 2025

VENUE

The event will take place Indoor (Morouj Arena)

TECHNICAL INFORMATION

1. COMPETITION ARENA

Arena: Morouj Arena

Dimensions: 25m x 60m

Type of footing: Fiber Sand

2. WARM UP ARENA

Arena: Future 1

Dimensions: 25m x 40m

Footing: Fiber Sand

3. TEST ARE AVAILABLE ON SAHARA INSTAGRAM AND WILL BE AVAILABLE FOR ALL RIDERS. TRAINING AND BASIC LEVEL ONLY ONE TEST PER LEVEL.

ENTRIES

Entries closing date: 26 June 2025 at 6:00PM

Entry Fee per combination 10 KD

Entries have to be sent to: events@saharakuwait.com

RULES: regular KEF Dressage rules apply. Rules will be made available and can be accessed on the KEF Dressage Instagram page.

DRESSAGE TEST: TRAINING LEVEL

Date:

Rider:

Time:

Horse:

Arena Size: 20x40

		Points	Cor.	Assessment Criteria	Remarks
1	A – X - C down the centre line in working trot without halting C Turn Right			Balance, straightness, quality of trot, riders' position Bend and balance through turn	
2	M - X - K change direction in working trot			Maintaining straightness and rhythm, preparation through corners	
3	A - X - A Big Circle left			Bend, balance, tempo, over X	
4	B Turn Left E Turn Right			Balance through the turn, straightness	
5	C – X- C Big circle right			Bend, balance, tempo, over X	
6	B Turn Right E Turn Left			Balance through the turn, straightness	
7	Between K & A Transition to medium walk			Engagement through clear transition, quality of the walk, effectiveness of the aids	
8	K – A - F medium walk			Regularity and quality of the walk, reach and ground cover of the walk allowing stretch through the stride, clear over step, straightness	
9	F – X – H Change rein in a free walk on a long rein before H retake the reins			preparation through corners, straightness, stretching down in to the bit, clarity of release	
10	H Medium Walk Between H & C Transition to working trot			Regularity and quality of the walk, reach and ground cover of the walk allowing stretch through the stride, clear over step. Clear and balanced transition.	
11	C – X – C Big circle allow the horse to stretch the neck			Bend, balance, not over X Balance and engagement through the transition	
12	M -X - K change direction in working trot			Maintaining straightness and rhythm, preparation through corners	
13	A Down the centre line			Engagement, uphill balance, quality of the trot, straightness with a clear transition	
14	Before X transition to working walk			Balance, straightness, engagement in a clear transition	
15	X halt immobility, salute			Straightness, balance, acceptance of the halt, transition	

16	Gaits of the horse			Tact, rhythm, regularity of the gaits	
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17	Impulsion			Desire to move forward, elasticity of strides, suppleness of the back, engagement of the hindquarters	
18	Straightness, relaxation, contact			Maintaining contact, straightness, relaxation	
19	Effectiveness of aids			Clear communication between rider and horse, correctness and effectiveness of the aids	
20	Rider position and seat	X2		Alignment, posture, stability, weight placement, following mechanics of the gaits	
21	General Impression and harmony	X2		Harmonious presentation of the rider/ horse combination and general impression	

Subtotal	
Min Points (of 230)	
Total Score	
Percentage (Total points earned ÷ 230) x 100	

DRESSAGE TEST: BASIC LEVEL

Date:

Rider:

Time:

Horse:

Arena Size: 20x40

		Points	Cor.	Assessment Criteria	Remarks
1	A – X - C down the centre line in working trot without halting C Turn Left			Balance, straightness, quality of trot, riders' position Bend and balance through turn	
2	E – B - E Big circle left EKAF Working Trot			Bend, balance, tempo	
3	F – X – H Change direction and show min 5 strides medium trot			Moderate lengthening of frame and stride with engagement, uphill balance, transitions, staginess and preparation through the corners	
4	B – E - B Big circle right BFAK Working trot			Bend, balance, tempo	
5	K – X - M Change direction and show min 5 strides medium trot			Moderate lengthening of frame and stride with engagement, uphill balance, transitions, staginess and preparation through the corners	
6	Between C & H Medium Walk			Transition, balance, lengthening of stride	
7	H – X – F Change rein in a free walk on a long rein before F retake the reins			Forward and downward stretch, walking with a clear over track, freedom and regularity in the walk, maintaining contact and control	
8	FA Medium Walk A Transition to working trot			Clear and balanced transition, regularity and quality of the gait	
9	Between H & C transition to working canter right			Clear and balanced up hill transition, clear three beat rhythm	
10	B – E - B Big circle right			Bend, regularity of the gait, balance, rhythm	
11	Between F & A Transition to working trot			Balanced and clear transition	
12	E Turn to B B Track Left			Balance through the turn, straightness	
13	Between M & C Transition to working canter left			Clear and balanced uphill transition, clear three beat rhythm	
14	E – B – E Big circle left			Bend, regularity of the gait, balance, rhythm	
15	K Transition to working trot A Down the centre line			Engagement, uphill balance, quality of the trot, straightness with a clear and balanced transition	
16	Before X transition to working walk			Balance, straightness, engagement in a clear transition	
17	X halt immobility, salute			Straightness, balance, acceptance of the halt, transition	
18	Gaits of the horse			Tact, rhythm, regularity of the gaits	
19	Impulsion			Desire to move forward, elasticity of strides, suppleness of the back, engagement of the hindquarters	
20	Straightness, relaxation, contact			Maintaining contact, straightness, relaxation	
21	Effectiveness of aids			Clear communication between rider and horse, correctness and effectiveness of the aids	

22	Rider position and seat	X2		Alignment, posture, stability, weight placement, following mechanics of the gaits	
23	General Impression and harmony	X2		Harmonious presentation of the rider/horse combination and general impression	

Subtotal	
Min Points (of 250)	
Total Score	
Percentage (Total points earned ÷ 250) x 100	

KUWAIT EQUESTRIAN FEDERATION DRESSAGE RULES AND REGULATIONS



GENERAL CONDITIONS:

- Rules and Regulations for KEF National Dressage Competitions apply (Attached Below)
- There have been some Rule changes. Kindly Revise.

THE FEI CONDUCT FOR THE WELFARE OF THE HORSE:

The Fédération Equestre Internationale (FEI) expects all those involved in international equestrian sport to adhere to the FEI's Code of Conduct and to acknowledge and accept that at all times the welfare of the horse must be paramount and must never be subordinated to competitive or commercial influences.

1. At all stages during the preparation and training of competition horses, welfare must take precedence over all other demands. This includes good horse management, training methods, farriering and tack, and transportation.
2. Horses and Athletes must be fit, competent and in good health before they are allowed to compete. This encompasses medication use, surgical procedures that threaten welfare or safety, pregnancy in mares and the misuse of aids.
3. Events must not prejudice horse welfare. This involves paying careful attention to the competition areas, ground surfaces, weather conditions, stabling, site safety and fitness of the horse for onward travel after the event.
4. Every effort must be made to ensure that horses receive proper attention after they have competed and that they are treated humanely when their competition careers are over. This covers proper veterinary care, competition injuries, euthanasia and retirement.

RULES AND REGULATIONS

- For every competition, the Federation decides which tests you have to ride in that level
- Every combination CAN compete in TWO tests per level per day, except for *Training Level* (One Test)
- Should the RIDER choose to ride ONE Test, The Rider MUST Mention the test chosen in the Entry Sheet submitted. If NOT, the OC will put the riders' entry in the FIRST test by default
- A combination CAN ride in a lower level for "schooling purposes" but their results will not be counted therefore not competing towards prizes of that level
- Every horse has a maximum of 2 riders in a competition:
(Can form 2 combinations)
- Every rider has a maximum of 3 horses in a competition:
(Can form 3 combinations)
- **Passport of the horse is required at registration**
- All horses must be correctly vaccinated following official regulations
- Riders have the option to memorize their test, otherwise if they decide to have someone read their test they must personally arrange it. Only reading is allowed, any tips or advice from the reader will lead to instant disqualification. Every exercise can only be repeated 3 times by the reader, on the 4th time the combination receives -2 points on their scoring of the exercise
- If the rider makes a direction mistake (wrong way) the penalty will be -2 points on their scoring of the exercise
- If the rider makes a direction mistake (wrong way) the second time, the penalty will be -4 points on their scoring of the exercise
- If the rider makes a direction mistake (wrong way) a third time during the test, then it leads to instant disqualification of the combination
- All combinations who are not on time will be instantly disqualified
- Once a rider has 2 horses registered in a certain level with 2 scores above 65% then the rider can sign in with another horse in in the highest level of the rider (if they have 2 horses competing in that level with 2 scores above 65%.)

ELIMINATION / DISQUALIFICATION:

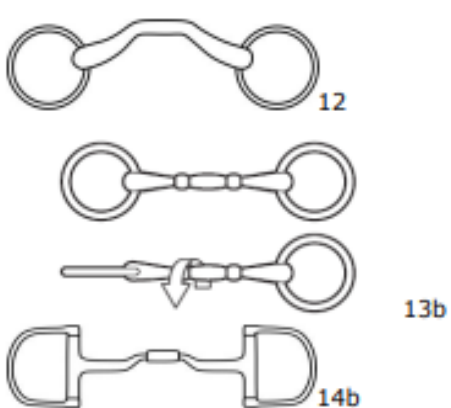
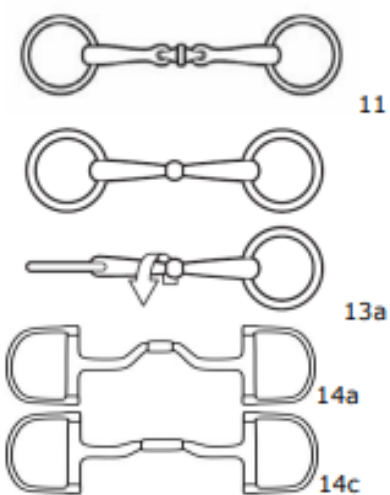
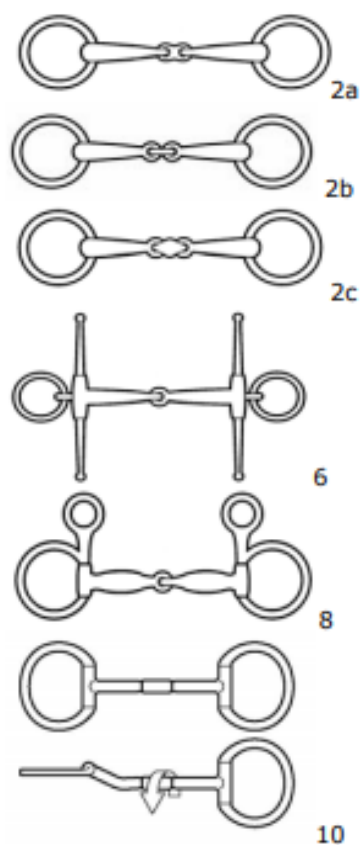
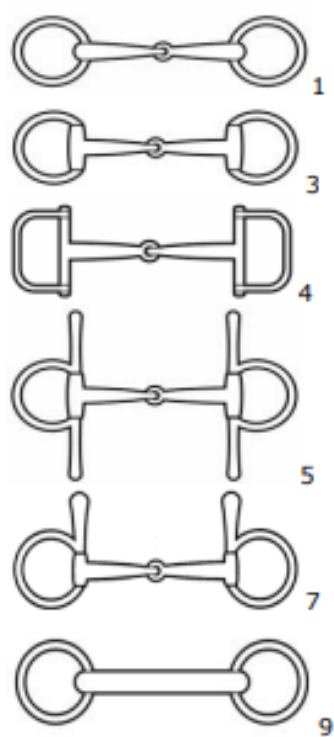
- Wrong equipment leads to instant elimination
- Horse lameness / blood / unhealthy appearance will lead to instant elimination
- It is NOT allowed to let someone else warm up your horse, this will lead to instant elimination
- When the warmup official steward notices unfair handlings towards the horse this will lead to instant elimination
- Fall off from the horse during the test leads to disqualification
- 3 times the wrong direction leads to disqualification
- Help from your test reader leads to disqualification
- The horse is out of the dressage arena with four legs leads to disqualification

RIDERS EQUIPMENT

- Short riding jacket or coat, or a cutaway coat (modified tailcoat) with short tails. All colors allowed
- Tie, choker, stock tie or integrated stand-up collar in white or off-white
- Riding pants or leggings in white or off-white
- Approved safety equipment helmet, all colors allowed
- Riding gloves are allowed in all colors
- Only one whip, not longer than 120 cm
- Spurs are allowed, not longer than 2 cm, and must not be sharp

HORSE EQUIPMENT

- Bandages/leg protectors/ hoof boots are only allowed in warm-up, they are not allowed in tests
- White or off-white saddle blankets
- Jumping saddle, recreation saddle or dressage saddle are allowed
- Martingale, side-reins, draw-reins, elastics or any sort of training equipment are not allowed
- Only a single / snaffle bridle is allowed. The double bridle is allowed at advanced levels +
- Bits (please refer to the FEI approved bits' chart): see the next page



DRESSAGE LEVELS :

Every competition the federation will decide which tests per level will be ridden.

TRAINING LEVEL TEST :

Training level test 1

BASIC LEVEL TEST :

Basic level test 1 / Basic level test 2 / Basic level test 3 / Basic level test 4

LIGHT LEVEL TEST :

Light level test 1 / Light level test 2 / Light level test 3 / Light level test 4

MEDIUM FIRST LEVEL TEST :

Medium first level test 1 / Medium first level test 2

MEDIUM SECOND LEVEL TEST : Medium second level test 1 / Medium second level test 2

POINT SYSTEM

- All the points/results at every competition are officially registered by the KEF.
- The registration is per combination, meaning that it is registered per individual horse and rider as a combination.
 - In the *Training Level* test you need one score above 65 % +
After a combination in *Training Level* receives 3 times a score above 65% the combination MUST upgrade in level
 - In the *Basic Level* tests / the *Light Level* tests you need 2 scores of 65%+ to move on to a higher level
After a combination in the *Basic Level* or *Light Level* receives 5 times a score above 65% the combination MUST upgrade in level
 - From the *Medium First Level* tests up to the other levels you need 2 scores of 63% + to move to a higher level
After a combination in the *Medium Level* receives 5 times a score above 65% the combination MUST upgrade in level

This can be done in one competition weekend or divided over other competitions.

For example:

- *Training Level*: one scores above 65% the combination may move up to *B Level*
- *Basic Level*: 2 scores above 65% the combination may move up to *L Level*
- *Light Level*: 2 scores above 65% the combination may move up to *M Level*
- *Medium First Level*: 2 scores above 63% the combination can move up to *Medium Second Level*
- *Medium Second Level*: 2 scores above 63% the combination can move up to *Advanced First Level*
- And so it continues up till the *Prix Saint George Level*
- After the *Prix Saint George Level*, you need a score above 60% to move up to the next levels

- Once a combination scores two times lower than 56% in the tests then the combination must be downgraded in level.
- If you have a score above 63%, after the score of <56% then the lowest score will be eliminated.

For example:

- *B Level*: 2 scores lower than 56% combination downgrades to *Training Level*
- *B Level*: 1 score lower than 56% and if scored 63%+ at the next test then the lowest test score result will be erased
- *L Level*: 2 scores lower than 56% combination downgrades to *B Level*
- *L Level*: 1 score lower than 56% and if scored 63%+ at the next test then the lowest test score result will be erased

- Every combination can sign in a level of their own choice in either *Training Level*, *Basic Level*, *Light level* or *Medium First Level*. It is best to discuss this with the trainer, so the combination joins the most appropriate test for their riding abilities

- **For example**, once a combination starts in a *Light Level* test, it is obligatory to stay in that level until the combination receives a 65%+ twice to upgrade to a higher level.

- For Riders in Light Level and Higher, the Combination MUST have a score of 56% or higher per test and/or overall to be considered in the prize giving