



MUSICAL RIDE COMPETITION

Information Guide

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Irish Pony Club – The Musical Ride

Objective

The objective of the Musical Ride competition is to provide an entertaining spectacle for both competitors and spectators.

Scoring

The competition will be judged according to the IPC Musical Ride Official Judges Score Sheet. In the event of a tie, the ride with the higher Artistic Impression marks shall take the higher placing.

Tack

There will be a safety tack check for the team at the collecting ring before they enter the arena. No marks are awarded for tack but it must be in good condition and be safe.

Categories & Prizes

There are a number of categories in the competition as follows, each receiving it's own cup/award. Along with cups, first place rosettes will be also be presented to the winners in each category. Participation rosettes will be presented to all other competitors.

1. Best Overall Musical Ride

- | | | |
|--|---|-------------------------|
| 1 st Place | - | Vivienne Hillery Trophy |
| 2 nd Place | - | Evelyn Coyle Trophy |
| 3 rd to 6 th Place | - | Rosettes |

2. Best Team Artistic Presentation

- | | | |
|-----------------------|---|-------------|
| 1 st Place | - | Brandon Cup |
|-----------------------|---|-------------|

3. Best Team Entering for 1st time after an interval of 5 years

- | | | |
|-----------------------|---|-----------------|
| 1 st Place | - | Ponsonby Trophy |
|-----------------------|---|-----------------|

4. Best Under 12 Team (all riders to be aged under 12 on 1st January)

- | | | |
|-----------------------|---|----------|
| 1 st Place | - | U 12 Cup |
|-----------------------|---|----------|

5. Best Small Branch Team

- (max 8 riders in team from a branch with less than 30 members registered in previous year)
- | | | |
|-----------------------|---|---------------------|
| 1 st Place | - | Tuam & District Cup |
|-----------------------|---|---------------------|

Two small Branches may join to enter a team. *The total membership of both branches must not have exceeded 60 in the previous year.*

Rules of the Competition

1. Minimum of 6 riders, maximum of 20 riders in the ride.
2. All riders over 6 years of age on 1st January of the current year.
3. Any person in the arena must be a current member of the Irish Pony Club.
4. Dress – hats and footwear to comply with current Dressage Tack sheet.
5. Tack - any normal tack and riding bit is permitted.
6. The arena will be a maximum of 30m x 60m and a minimum of 20 x 40m.

7. The duration of the display within the arena should be no longer than 8 minutes. In addition to this time one minute maybe added for entry and one minute for exit. A total of 10 minutes. Music is permitted throughout the full time.
8. Outside assistance – voice, bell, whistle, signal, etc is not permitted.
9. Props are not permitted within the arena.
10. A P.A. system will be made available for use. Each ride must provide their music on a CD or other suitable media. The introduction to their ride can be given by their own commentator or by the MC on the day.

ENTRY FOR THE IPC MUSICAL RIDE

Entry Information

The Musical Ride will take place at the Irish Pony Club Festival.

Entries for the Musical Ride will open when all of the Festival Competition Entries open on Its Plain Sailing.

Therefore, entries for the Musical Ride will be made using Its Plain Sailing. Parents will enter their child through their Branches Its Plain Sailing page. The Branch DC or Branch Its Plain Sailing Administrator will then submit the entry to the Irish Pony Club.

Branches who do not use the Its Plain Sailing system will submit their entries using an excel sheet which will be e-mailed to each Branch before the Festival.

DCs are advised that timetabling may be very difficult if children are involved in both Mounted Games and Musical Ride so they may have to choose between these competitions.



The Irish Pony Club

MUSICAL RIDE – OFFICIAL JUDGES SCORE SHEET

Venue: _____ Date: _____

Branch: _____ Ride Name: _____

Age Range: _____ Total Number in Ride: _____

	Max Mark	Judge's Mark	REMARKS
WALK Activity and regularity	5		
TROT Rhythm and activity Flow of ride	10		
CANTER Regularity and smoothness of paces	10		
TRANSITIONS Smoothness and accuracy of execution	10		
TEAM WORK Dressing, distances and lines	15		
TEAMWORK TOTAL (out of 50)			
INITIAL IMPACT OF RIDE and ARENA ENTRY	10		
CHOREOGRAPHY Balance, design and variety Use of arena space	20		
MUSIC AND COSTUME Suitability of	10		
OVERALL IMPRESSION Continuity of flow of ride and interest	10		
ARTISTIC IMPRESSION (out of 50)			
TOTAL SCORE (Out of 100)			

Any other remarks by the Judge:

Judge's Signature: _____

Musical Ride Hints

A Musical Ride should be enjoyable for the riders and interesting for the spectators. Above all it should be fun. Anybody can be involved in a Musical Ride regardless of ability, experience, type of horse or a uniform team. Participation, practice and ultimately teamwork are what is called for

Remember you are performing to an audience who enjoy watching diverse movements involving changes of direction, changes of rein and 'collision course' movements (eg. four way crossovers).

Whilst walking as a team shows obedience, it can be uninteresting to an audience. If you are going to include walking in your ride, perhaps do it as a 'coming together' movement or as a final gesture at the conclusion, remembering to thank your mount for a job done (well or otherwise).

Music is important. Whilst you may enjoy 'heavy metal' or alternative music, think of the audience. A definite beat and foot tapping music keeps your audience interested and keeps the horses together. Select music which suits the gait. Common or 4/4 time for trotting and 3/4 time for cantering. Some modern music (eg. Tina Turner type) and some older (eg. William Tell Overture) is ideal. Think about the music as it can make or break your ride. Remember you are working at attracting an audience then keeping them interested.

It doesn't matter if your horses are different colours, nor does it matter if they are different sizes. Work around the slowest mount and put it on the inside of any movement and temper the gait of the bigger or longer striding mounts accordingly.

Work at keeping the ride flowing. Stop midstream and your audience will lose interest. When working apart, keep your eye on your partner and if necessary alter your stride to keep up or drop back, whichever is necessary. One member of the ride should be the 'boss' and dictate speed etc. Cantering can be more eye catching, but it is easier to lose your dressing and become ragged, so be careful. A well-presented ride of mainly trotting with good lines, dressing and distances is more pleasing to the eye than a ragged canter ride.

If your horse explodes or plays up - don't worry. If you do you'll only make him worse. Concentrate on relaxing and staying in your position. If you are supposed to be trotting and your horse decides he is more comfortable cantering, don't try and bring him back.

Just keep your distance, line and dressing right. He will settle in time. The practice ring is the place for discipline, not in front of an audience.

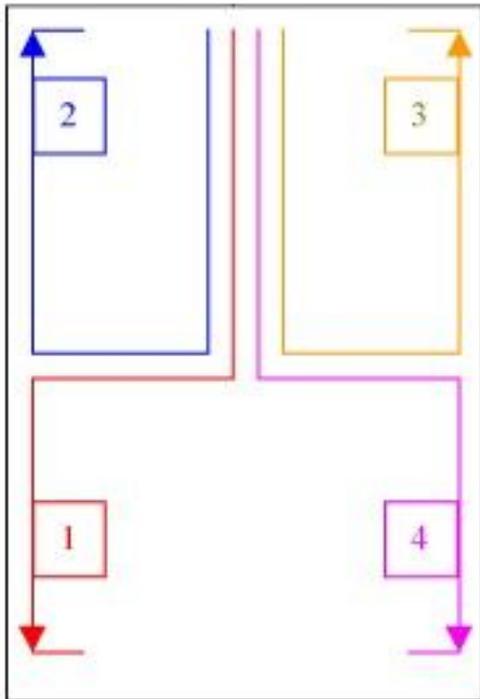
Keep your ride simple. Don't ask for two track or rein back work if all the horses are not up to it. It shows. A simple ride (where everyone is relaxed) of a wide variety of movements and full use of the arena is far more enjoyable for everyone concerned.

You are showing the judge and the audience that your horses can work together or apart. The movements attached are only a small example of things you can easily do. The important thing is they flow and are joined. With cross throughs, the closer you are the better. With wheels, ride knee to knee. If you have a horse which may kick, keep it on the outside.

Above all show the judge, audience and yourselves that you are enjoying what you are doing. This is the fun part of the Festival.

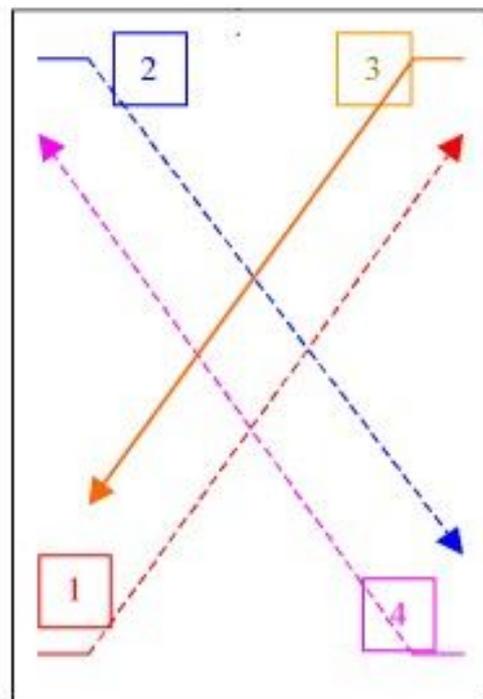
Musical Ride Hints

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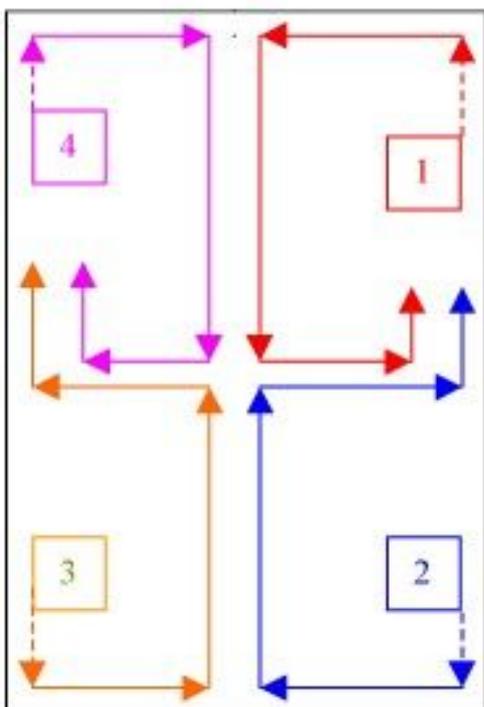
Setting up a 4 way Crossover

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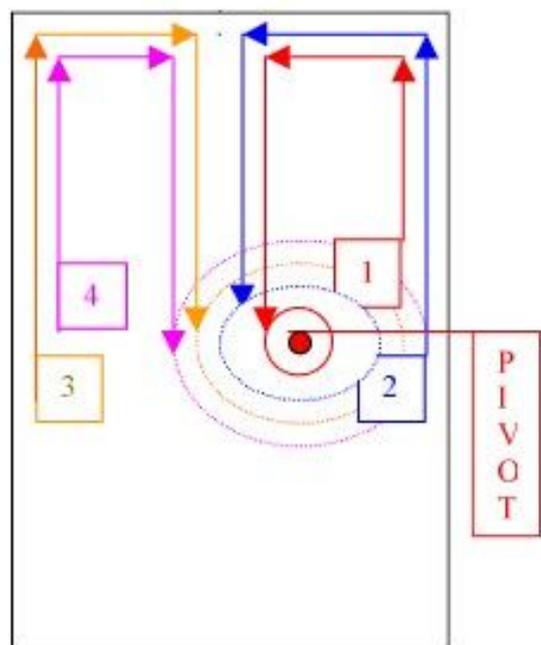
4 way Crossover - closer the better

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Setting up the wheel

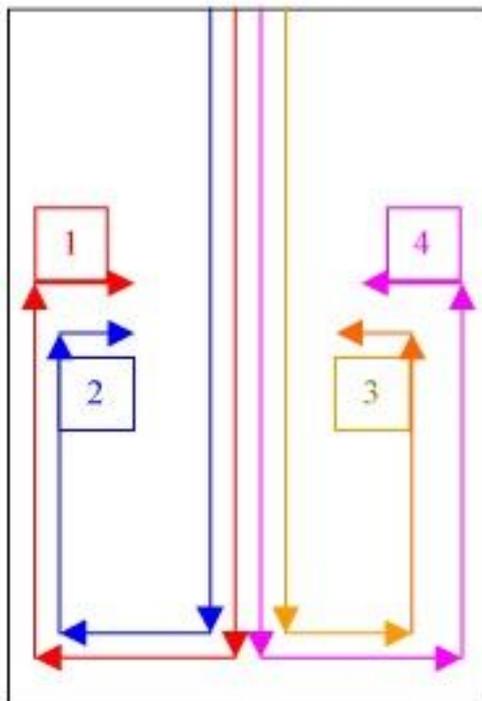
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Wheel - Centre Rider 1 is Pivot
Reverse wheel (No 4 Inside Rider)

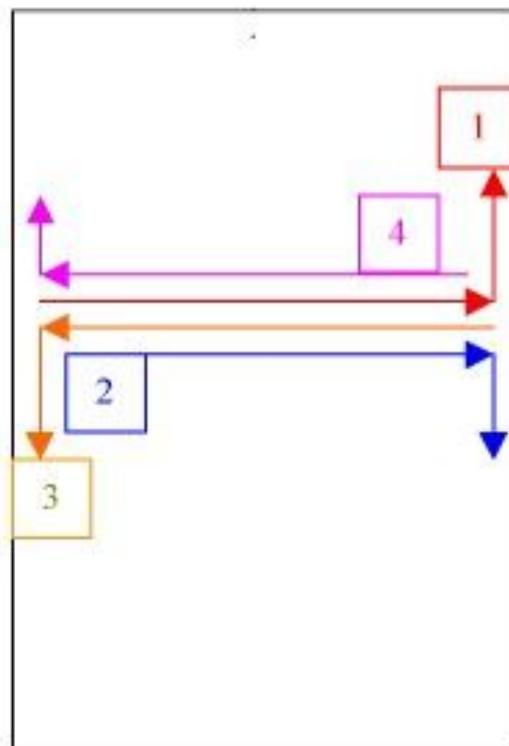
Musical Ride Hints

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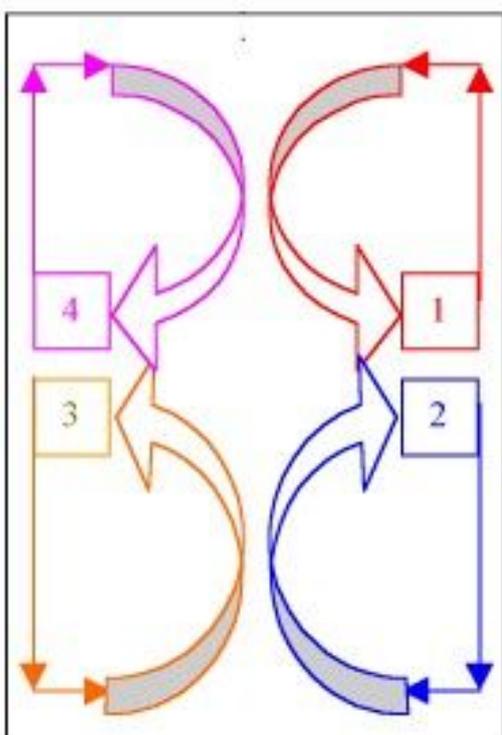
Setting up a Cross through
(Can be single file)

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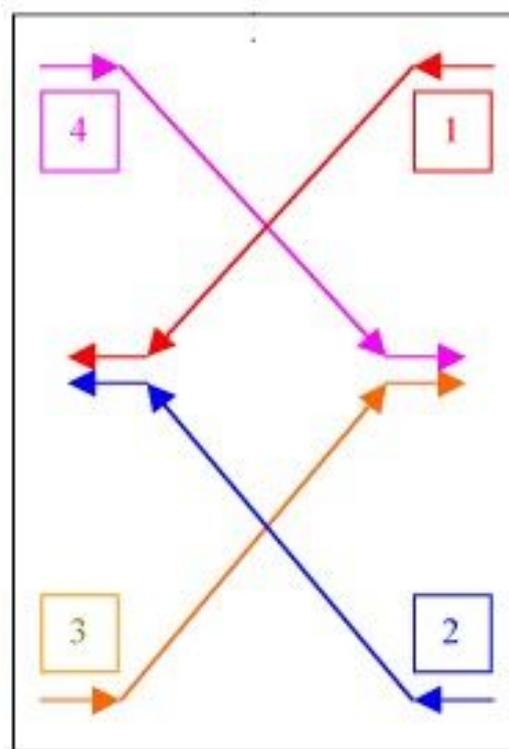
Cross through

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Individual work in corners

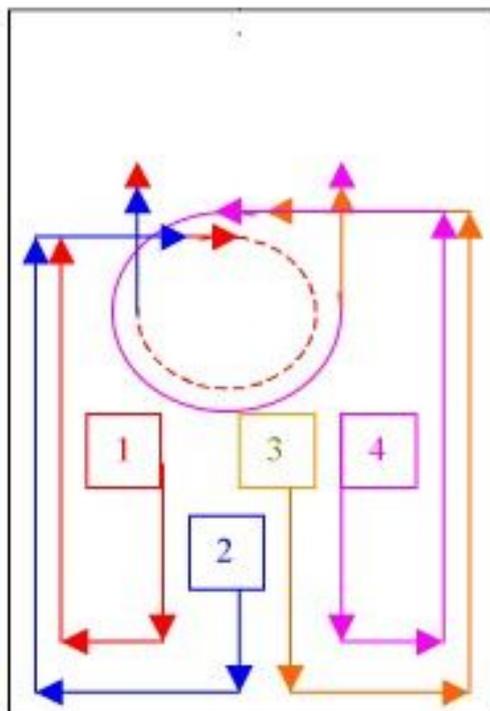
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From corners to Pairs

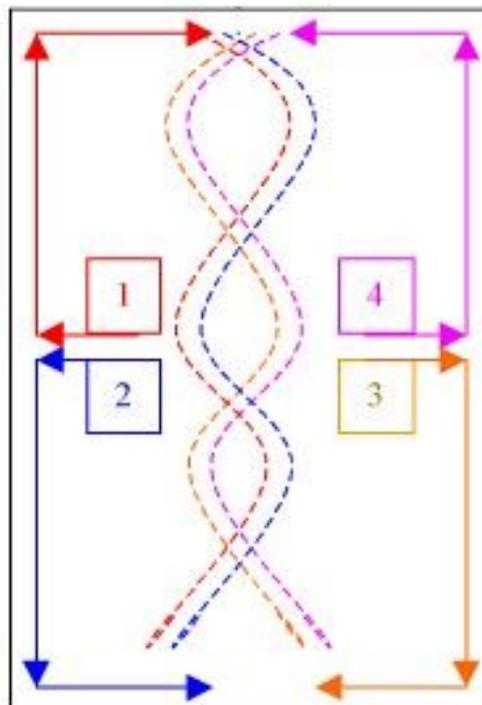
Musical Ride Hints

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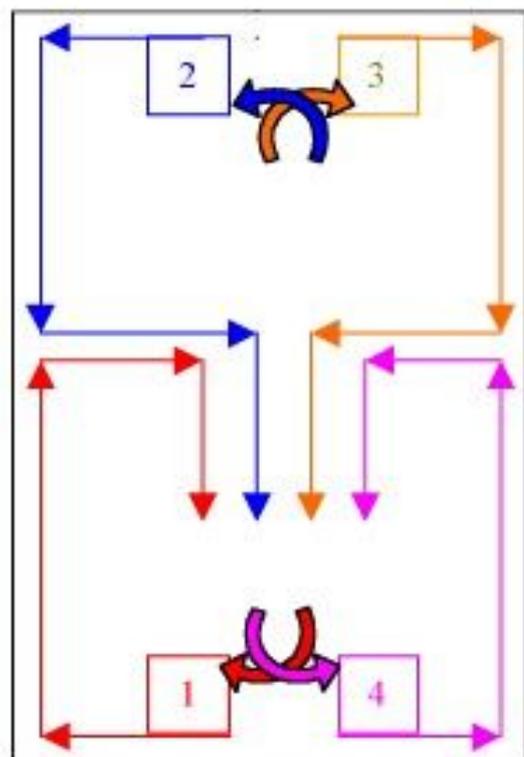
Single File Alternate Circles
Setting up a Cross through

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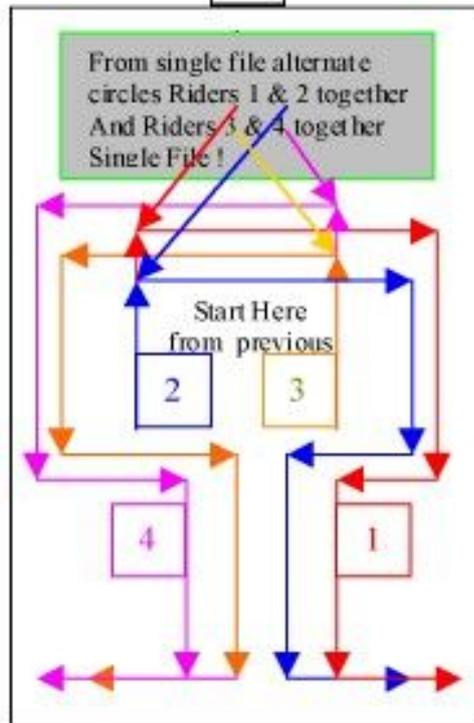
Serpentine
(try to make loops even)

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Forming Troop

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Cross through and Forming Troop then Single File

