

One method to help develop choreography is to time all of your movements. Use a video to help you determine the approximate time it takes you, in seconds, to complete each movement for your level. Create your choreography, add up the movements to determine if it fits under the time limit, and match it to your music before you even ride your horse!

Basic Movements:

Short Side (H to C to M) Walk	Long Side (K to E to M) Walk		Corner (H to C)
			Walk
			Trot
Canter	Canter		Canter
Free Walk:		Medium W	alk:
Full Diagonal		Full Diagon	al
Short Diagonal		Short Diago	nal
Half 20 Meter Circle		Half 20 Met	er Circle
Full 20 Meter Circle			er Circle
Lengthened/Medium/Exte	nded Trot:		
Full Diagonal		Half 20 Meter Cir	rcle
Short Diagonal			cle
Bending Line		Full Centerline	
Required Movements (fill i	n the movem	ents from your le	vel)
Movement:		Time:	
Movement:		Time:	
Movement:			
Movement:		Time:	