

QUINN PONYLORD
**DRESSAGE MASTERY
SERIES**



**Beginner Level
Dressage Moves**

quinnponylord.com

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DRESSAGE MASTERY SERIES

Dressage Fundamentals

A

Advance - On go, odds will comb in the gait called. Evens will comb in the gait they are already in. (1 go)

Advancement - Advance wave. (1 go)

Alloy - Odds full pivot, Evens Gen3 spacebar. (1 go)

Amazon - A twist done in a rein/tier/waterfall. (1 go)

Ash - While in a comb, on go riders will curl comb in the direction called resulting in a merged line. (1 go)

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Dressage Fundamentals

B

Back Cast - On the first go, curl in the direction said. Then immediately go into a back slant without releasing your turn key. (1 go)

Back Slant - Riders each make a 135° turn into the diagonal lines behind them. (1 go)

Bear - Like a curl over, but slant back to the wall after. (1 go)

Bee Curl - Trot, canter curl. (2 goes)

Blaze - Bear the direction said, then curl comb opposite direction. (2 goes) Like fire curl but instead you bear.

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Dressage Fundamentals

B

Blizzard - In a rein/tier/waterfall odds curl A out. Evens C curl in. (1 go)

Bowtie - Keyhole then immediately turn up into a front slant. Results in a slanted comb. (1 go)

Braid - A double railroad. (4 goes)

Branch - Twig curl wave. (2 goes)

Bristle - Comb on the first go, then curl over away from the lead on the second go. Cut towards the lead at the wall to remerge. (2 goes)

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Dressage Fundamentals

B

Bubble - Riders individually create their own circle on go. (1 go) "Pre" then "go" to exit.

Buckle - Curl over on the first go, then curl over the same direction again on the second go. (2 goes)

Buddy Comb - Odds comb on go, evens follow behind odds. This results in partner groups of two. (1 go) Also called Couples.

Buddy Curl - Like thread curls, but the go or goes are called quicker. Can be done with any curl variation. Number of goes depends on what curl commander uses. Odds 1st, evens 2nd.

Bumble - Bee curl wave. (2 goes)

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Dressage Fundamentals

C

C Curl - Walk curl. (1 go)

Candle - Curl comb wave. (1 go)

Case - Canter curl, but you halt on the slant angle before you complete the curl. (2 goes)

Cherry - Exactly like mel, but no curl for the evens. (1 go)

Clash - After a split, in a comb, curl over away from partner. Like a reverse revolve. (1 go)

Coil - Walk Keyhole, then halt as soon as you are straight. Results NTT flat. (2 goes)

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Dressage Fundamentals

C

Comb - Riders cut the arena making their own individual lines. side by side. (1 go)

Confetti - Streamer wave. (1 go)

Corkscrew Curl - Odds do the curl said, Evens do the fate version of the curl said the other direction. Can be done with any curl variation. (1 go)

Cub - On the first go, front slant in the direction said. On the second go, curl over the opposite direction. (2 goes)

Curl - A full individual circle with your arrow keys. (1 go)

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Dressage Fundamentals

C

Curl A - Canter curl. (1 go)

Curl Comb - Curl than comb. (1 go)

Curl Over - Half of a curl. Results in reverse line order. (1 go)

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Dressage Fundamentals

D

Decreasing Curl - Going the gait in a backwards order. Starting with the last gait you would normally go in. It can be called with as many goes as there are gaits. Can be done with any curl with multiple goes.

Deflect - Curl over in the direction said, then curl in the opposite direction. (2 goes)

Delayed Curl - The goes are called spaced apart. Riders should maintain their gait after transitioning until the next go is called. Can be done with any curl, with multiple gaits. How many goes depend on the curl used.

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Dressage Fundamentals

D

Delayed Decreasing Curl - The same as delayed and decreasing curls just combine them into one. How many goes depend on the curl used.

Delta - Rumble wave. (3 goes)

Destiny - Double curl in the direction said, then curl in the opposite direction. (1 go)

Dodge - Curl over once straight, then curl over again the other direction. (1 go)

Double Curl - Do a normal curl twice. (1 go)

Dwarf - Pluto wave. (1 go)

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Dressage Fundamentals

F

Fate - Curl direction called then immediately once straight, curl the other direction. (1 go)

Feather - A comb wave. (1 go)

Fire Curl - Curl over in the direction said, then curl comb the opposite direction. (2 goes)

Fish - Ride 225° of a curl going straight into a back slant headed from the original axis in the opposite direction as the curl. (1 go)

Fishhook - Curl comb thread. (2 goes)

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Dressage Fundamentals

F

Fix - In a rein/tier/waterfall curl over in and merge. Results in reverse line order. (1 go)

Flame - Fire curl wave.

Fortune - 1st go curl, 2nd go keyhole other direction. (2 goes)

Fringe - Buddy comb wave. (1 go)

Front Cast - On the first go, curl in the direction said. Then immediately go into a front slant without releasing your turn key. (1 go)

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Dressage Fundamentals

F

Front Slant - Riders each make a 135° turn onto the diagonal lines in front of them. (1 go)

Full Pivot - Pivot all the way around a full. 360° . (1 go)

Full Revolve - After a split riders in comb. On go curl around their partners (rider on their lefts) and continue straight in their original direction. (1 go)

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Dressage Fundamentals

G

Galactic - Orbit curl wave. (2 goes)

Garland - Bear out, inside of a rein/tier/waterfall. (1 go)

Grizzly - Odds Bear left and evens Cub right. This reverses the direction of the line. (2 goes)

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Dressage Fundamentals

H

Half Pivot - Only pivot half way around. 180° (1 go)

Half Revolve - After a split riders in a comb. On go they will curl over around their partners. (Rider on their lefts) and head back the direction they came from. (1 go)

Halfway Curl - A normal Halfway curl is always a bee curl. On the 1st go trot half the curl, 2nd go canter the rest. (2 goes) However, you can do this move with any curl variation.

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Dressage Fundamentals

J

Jupiter - Odds trot curl and evens canter curl in the direction called. (1 go)

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Dressage Fundamentals

K

Key Curl - 1st go curl direction called, then keyhole same direction. (1 goes)

Keyhole - $\frac{3}{4}$ of a curl, creating a comb at the end. (1 go)

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Dressage Fundamentals

L

Ladder – Curl comb direction said on the first go, then curl comb the opposite direction on the second go to remerge the lines. (2 goes)

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Dressage Fundamentals

M

Mel - 1st go odds will curl comb, even's will comb. On the 2nd go the even's will curl away from the lead. Result a properly adjusted comb. (2 goes)

Mercury - Azoth wave. (1 go)

Metal - Odds will rear. Evens will Gen3 Friesian space bar. (1 go)

Metallica - Gen3 Friesian space bar thread. (2 goes)

Mickey - A thread, but odds fate and evens curl. Evens will end up in front of odds. (2 Goes)

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Dressage Fundamentals

M

Mill Curl - Walk, trot curl. (2 goes)

Milly - Mill curl wave. (2 goes)

Minnie - A thread, but odds fate on the first go, and evens mist on the second go. Results split lines heading in opposite directions. (2 goes)

Mist - Curl direction called, then immediately, after curl over the other direction. (1 go)

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Dressage Fundamentals

N

Nirvana - In a comb, 1st go everyone halts, 2nd go everyone gen3 Friesian space bar. 3rd go trot onward. (3 goes)

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Dressage Fundamentals

O

Orbit Curl - Walk, canter curl. (2 goes)

Over Comb - Curl over in the direction said, then comb the opposite direction. (2 goes)

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Dressage Fundamentals

P

Pick Up Curl - Curl the gait asked then continue forward in the finishing gait of that curl. Can be done with any curl variation. The goes used depends on the curl that you use.

Pin - Curl in the direction said, then fish in the opposite direction asap. (1 go)

Pluto - Odds walk curl and evens canter curl in the direction called. (1 go)

Probe - Odds orbit curl, evens decreasing orbit curl. Same direction. (1 go)

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Dressage Fundamentals

P

Polar - 1st go bear, 2nd go bear other direction. (2 goes)

Predator Set - Prey wave. (1 go)

Prey Set - Odds will bear, while the evens do a curl over the same direction. (1 go)

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Dressage Fundamentals

Q

Quarter Pivot - Only pivot half way around of a half pivot. 90° .
(1 go)

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Dressage Fundamentals

R

R Curl - 1st go halt. 2nd go reverse curl. Then immediately after riders will pickup the gait they were previously going. (2 goes)

Railroad - In a rein/tier/waterfall on the 1st go, riders slant comb in, then readjust straight on the second go back into the rein/tier/waterfall. (2 goes)

Resist - Retreat curl in the direction said, then curl over the opposite direction. (1 go)

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Dressage Fundamentals

R

Retreat Curl - Curl then curl over the same direction. Reverses line order. (1 go)

Rocket - Keyhole wave. (1 go)

Rumble - Odds triple curl, evens decreasing triple curl. Same direction. (1 go)

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Dressage Fundamentals

S

Slant Pivot - Do half of a quarter pivot, but slant in the direction called by commander. (1 go)

Spider Curl - A continuous curl. Can be done with any variation of a curl or move. Using pre, and go to exit. Commander decides how many goes needed depending on how many curls are used.

Squiggle - A dodge, but with an additional curl over on the end going the original direction called. (1 go)

Stalker - Dodge thread. (2 goes)

Star Curl - Walk, canter, trot curl. (3 goes)

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Dressage Fundamentals

S

Stem - A spider curl done with multiple go's for each person. Once they reach the end of the line, they will exit the curl one by one. Results the correct line order once again. Commander decides how many goes needed.

Streamer - On go, odds comb and evens curl the same direction. (Continuing straight ahead). (1 go)

Strike - 1st go canter keyhole, 2nd go rear. (2 goes)

Switchback - In a rein/tier/waterfall dodge inwards. Results switching sides of rein/tier/waterfall. (1 go)

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Dressage Fundamentals

S

Swing - Halfway curl fate. (3 goes) Can be done with any halfway curl variation.

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Dressage Fundamentals

T

Tackle - Pin wave. (1 go)

Tango - A dodge wave. (1 go)

Thread - 1st go the odds will curl, 2nd go the evens curl. Same direction. (2 goes)

Thread Wave - 1st go odds will curl direction called. 2nd go evens will curl the opposite direction. (2 goes)

Tidal - Called using three orders. The one's will walk curl, the way called. The two's will trot curl the opposite direction. The three's will canter curl, the way called. (1 go)

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Dressage Fundamentals

T

Torrent - One's walk curl, two's trot curl, three's canter curl same direction. Like Tidal but no wave. (One go)

Trinity - Decreasing triple curl wave. (3 goes)

Triple Curl - Walk, trot, canter curl. (3 goes)

Triple Triple - Walk curl, trot curl, canter curl, trot curl, walk curl, all in the same direction called. (5 goes)

Triplex - Triple curl wave. (3 goes)

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Dressage Fundamentals

T

Twig - 1st go walk curl and halt, 2nd go reverse curl then immediately go the gait you were previously going. (2 goes)

Twinkle - Star curl wave. (3 goes)

Twist - Fate wave. (1 go)

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Dressage Fundamentals

U

U-Turn - Curl over wave. (1 go)

Unwind Curl - Doing a regular curl, then on the second go, doing the same exact curl the reversed gaits and opposite direction. A bit like fate. Can be done with any curl variation. Goes depend on the curl used.

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Dressage Fundamentals

V

Vein - On go, all riders scatter at a trot any direction they want.
(1 go)

Venus - Odds walk curl and evens trot curl in the direction called.
(1 go)

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Dressage Fundamentals

W

Wave - Odds curl direction called. Evens curl the opposite way called. (1 go)

Wolf - A quarter pivot rear. (1 go)

Wreath - Bear in, inside of a rein/tier/waterfall. Like garland but bear in instead. (1 go)

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Dressage Fundamentals

X

X Curl - 1st go curl, 2nd go rear on a slant to the rail/wall. This move helps perfect gait transitions during moves. It's used for training exercises. (2 goes)

X Loop - 1st go X Curl way called. 2nd go reverse X Curl opposite way called. (4 goes in total)

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Dressage Fundamentals

Y

Yeet - On go, all riders jump while in the canter. (1 go)

Yo-Yo - 1st go evens comb, 2nd go odds comb. 3rd go evens curl over away from lead. While odds curl over to lead. Merge at wall, normal order. (3 goes)