

Hobby Horse Dressage Musical - NZ Secondary School

Competition Rules & Guidelines

Event Purpose:

This is a fun and light-hearted competition designed for all participants to enjoy themselves while showcasing creativity and teamwork.

Entry Guidelines:

- Team Size: Open to teams of 2-8 people.
- One Team per School: Each school may only enter one team.
- Mixed Teams Option: Participants who wish to be part of a mixed team (comprising members from different schools) are encouraged to register individually or in small groups and indicate in the comments section of the registration form that they are "keen to be in a mixed team" and specify the number of people in their group.
- Pre-Entry: Teams must pre-enter by 5pm on 28th August 2024
- Cost: There is no cost for entering the competition.
- Music Submission: Teams must bring their clearly marked music on a USB stick to the competition office by 12 noon on the day of the competition at the latest.
- Hobby Horse Requirement: All participants must bring their own hobby horse. These are very easy and inexpensive to make—just Google it! You can also make a hobby horse out of a pool noodle, which is a cheap and fun option.

Event Timing:

- Start Time: The Hobby Horse Dressage Musical will start around 6:00 pm. Be sure to keep an eye on your island event pages for confirmed places and times as they may vary.

Competition Format:

- Arena Size: The performance will be held in a 20x40 meter arena.
- Performance Time: The maximum time allowed for each routine is 2 minutes and 30 seconds.
- Team Movements: All team members must complete compulsory movements together as a team.

Compulsory Movements:

Each team must include the following movements in their routine:

1. Entry Halt, Immobility, and Salute (10 points)
2. Macarena Moves (shown twice, 10 points)
3. Head, Shoulders, Knees, and Toes Moves (shown twice, 10 points)
4. Leg Yield Left in Trot (minimum 20m, 10 points)
5. Leg Yield Right in Trot (minimum 20m, 10 points)
6. Extended Trot in Can Can Style (minimum 20m, 10 points)
7. Passage (minimum 10m, 10 points)
8. Extended Canter (minimum 20m, 10 points)

Hobby Horse Dressage Musical - NZ Secondary School

Competition Rules & Guidelines

9. End Halt, Immobility, and Salute (10 points)

Judging Criteria:

- Choreography: Creativity and how well the routine is put together (10 points).
- Presentation: Overall appearance, including costumes and team spirit (10 points).
- Compulsory Moves: Correct execution of compulsory moves as listed above (up to 90 points).

Total Points Possible: 110

Additional Rules:

- Music: Teams can choose their own music.
- Theme: Teams are encouraged to choose their own theme to complement their routine and costumes.
- Costumes: Fancy dress is compulsory. Teams are encouraged to get creative and have fun with their costumes.
- Other Moves: Any other movements are permitted as long as they do not extend beyond the maximum time limit.

Prizes:

- Main Prizes: Awarded based on overall points scored.
- Spot Prizes: Will be given out randomly for creativity, team spirit, and fun moments.

Important Notes:

- The emphasis of the event is on having a good time. While competition is encouraged, the priority is fun, creativity, and participation.
- Judges will focus on enjoyment, creativity, and the ability to follow the compulsory movements.