

→ *Level Guide* ←

FUNDAMENTAL

- Rider understands 80% of gaps, timing, and alignment.
- Rider is confident with simple one-go, one-step moves.
- Rider can communicate an understanding of moves.
- Rider follows arena etiquette.
- Rider can recite the meter points and arena lines.
- Rider can follow along to commanders calling.

BEGINNER

- Rider understands 90% of gaps, timing, and alignment.
- Rider is confident with simple 2-go moves.
- Rider understands odd and even labels.
- Rider understands screen delay & and how to work around it.
- Rider can perform 1 go odd and even moves.
- Rider understands how to make a proper circle.
- Rider can differentiate a legal vs illegal dye.
- Rider can perform simple arena shapes.

INTERMEDIATE

- Rider is confident with gaps, timing, and alignment.
- Rider is confident with simple 2 and 3-go moves.
- Rider can assign themselves an odd and even label.
- Rider can perform 2 go odd and even moves.
- Rider understands the moves off the wall or main lines.
- Rider understands the arena wall meter system.
- Rider can perform complex arena shapes (ie. eclipse).
- Confident with out-of-line work.
- Has ridden in a simple routine or showcases.

ADVANCED

- Gaps, timing, and alignment are routine.
- Rider is confident with 3 - 5-go moves.
- Rider can ride in multi-secondary numbered movements.
- Rider can perform most odd and even moves.
- Rider understands the arena in full.
- Rider can perform improv arena shapes (ie. Neptune).
- Rider prefers out-of-line work.
- Has ridden in a complex routine or showcased as a main or capable alternative.
- Rider can perform a pinwheel.
- Riders can reteach the knowledge they have (learning to instruct).
- Rider understands the fundamentals it choreographing a routine.

ELITE

- Rider has memorized 80% of our dictionary.
- Riders can perform any move or shape asked of them.
- Rider can create interesting and unique moves.
- Rider has ridden in more than 3 routines as a main or capable alternative.
- Rider regularly commands lines at the advanced level.
- Rider can choreograph a complex routine.
- Rider can understand a scoresheet and can judge a routine.

Breaking Down
Moves



HOW AND WHY

When people turn on this website, we do not want them to feel overwhelmed by the number of steps and advanced or elite moves takes.

It can be stressful and can seem scary or intimidating>

This section is going to talk about breaking down moves.

When you really think about it, every dressage move comes back to...

CURL
CUT
COMB
KEYHOLE
SLANT

Once you know these 4 moves, you can pretty much do any dressage move.

Within TRR, we don't value walking dictionaries.

It is never expected that you memorize our dictionary, it's long, and quite frankly, no one has that much extra brain space.

To us, the title 'advanced/ elite' refers to how well you understand the fundamentals.

It is kind of backward, but if you have an immense understanding of our method, and know those 5 moves, you can do pretty much anything in our dictionary.

Let's take the advanced move clover.

Clover is 4 keyholes in a left, right, right, left pattern.

Clover has just one single move being repeated, but the gaps and alignment you must keep throughout it are what make it advanced.

There is a lot within dressage culture talking about how memorizing moves is important, and again, we disagree.

You should always feel comfortable putting a '.' in the chat with your commander, and as long as you know the 5 fundamental moves, they can explain pretty much anything.

The most elite moves in our dictionary like Neptune or Rose can all be broken down into 5 moves.

A waterfall is odd/ even belting
A belt is a curl over at the wall
A curl over is half a curl
A curl is a small circle.

And if you are ever confused about one of the bases for a move, use our site search feature in a pinch!

We hope the practices of our method can eventually begin to think in this 'breaking down' ideology.

→ Fundamentals ←

BASIC COMMANDS

Cut : On go, follow your lead on a 90-degree turn to end up cutting straight through the arena.

Cut the mid/ center line : You will cut from letters B/E or C/A down the middle of the arena.

Dye : From H/F or K/M you will cut diagonally across the arena.

Follow Slant : A cut down the 45-degree lines.

Slant : Everyone will individually cut across the arena at a 45-degree angle.

Back Slant : Everyone will individually cut across the arena at a 135-degree angle (backward).

Comb : Everyone will cut across the arena individually.

Belt : At a wall or specified point, you will make a tight U-turn to reverse your direction.

Bear Belt : At a wall or specified point, you will make a tight teardrop shape to reverse your direction, but keep you on the same axis.

Cut Back : When in any sort of comb or slant, cut the direction called to re-merge the line.

Keyhole : 3/4th of a curl, which should put you in a comb, the opposite direction the commander called the move.

Waterfall : Odds belt left, and evens belt right, splitting the line into two at a wall point.

Rein : From split lines, have both leads cut to a point in the arena. Like a waterfall, but starting from split lines.

Tier : In between the wide tier and midline, you will cut in pairs towards the other end of the arena.

BASIC CALLINGS

Pick-Up Gait Set: One by one, you will pick up the gait after the person in front of you. Used for entering the arena, or after halting.

Immediate Gait Set : On go, immediately pick up the specified gait, disregarding the others around you. Often used for circles.

Halt set : The commander will call a halt set, on pre, you will walk to avoid crashing, and then on go will halt after the person in front of you does.

Pivot set : On go, from a halt you will pivot the specified angle.

BASE MOVES

Curl : On go hold your key down at the provided gait until you have completed a full 360 turn. This should result with you straight on your original axis.

Double Curl : Curl twice in the specified gait and direction.

C Curl : A canter curl, and then back to your prior gait.

W Curl : A walk curl, and then back to your original gait

Cont. Curl : Curl in the specified gait, but continue the gait after the curl until another go is called, signaling for you to return to your original gait.

Curl Over : On go, make a U shape, or 'half curl' to reverse the line order.

Rear : On go, take a quarter step up, then rear.

→ Beginner ←

SINGLE MOVES

I Curl : Walk curl then when you are straight transition up into a trot curl.

B Curl : Trot curl then when you are straight transition up into a canter curl.

Orbit Curl : Walk curl then when you are straight transition up into a canter curl.

Triple curl : Walk curl, then trot curl, and finally canter curl.

Star Curl : A walk curl into canter curl then finally a trot curl

Dodge : Curl over in the stated direction, then once you are straight curl over the opposite direction. Line order should stay the same.

Combination : Curl over, then when straight curl, then curl back over into line.

Buckle : Curl over, and head straight in a reversed order until a second go is called at which point you will curl back over the same direction to your original axis.

Bear : Curl over away from your axis, and then on the second go, you will slant (45-degree angle) back to your original axis

Retreat : Curl, then continue to a curl over. If done correctly, this should look like 1.5 curls into a straightaway.

Destiny : Double curl in the direction called, and then transition to the other direction. Like a double-curl fate.

Backing Curl : From your gait, drop to a halt and then hold the backing key of your choice in a curl, once you are straight, wait for another go, signaling for you to resume your previous gait.

Fate : Fate meaning 'figure eight'. Curl in the direction called, and then curl in the opposite direction. This should make a figure-eight pattern.

Delayed Curl : A curl that involves some type of gait transition that is called delayed. If you were to do an I curl, you would walk after finishing the first curl, then on the second go trot curl.

Curl Comb : A curl, then overhold your key into a comb.

Curl Slant : A curl and overhold your key, to put you onto the slant lines.

Strike : Canter curl in the direction called, then rear (X) when your front hooves reach your original axis.

Keyhalt : Keyhole, then once you are straight, halt.

Keyslant : keyhole, then slant direction after passing your original axis.

Recut : On the first go you will comb the direction called, then you will curl over towards your lead to remerge the line.

ODD/ EVEN MOVES

Wave : Odds will curl in the direction called, and evens will curl in the opposite direction.

Twist : A fate wave. Odds will fate the direction called, and evens will fate the opposite direction.

Thread : On the first go, odds will curl in the direction called, on the second go, evens will curl in the same direction.

Doom : A curl over wave, should result in a waterfall.

Rumble : A triple curl wave.

Feather : Odds comb left, and evens comb right. Should split line.

Plume : Odds slant left, evens slant right, should result in a split line.

Rectrices : Odds follow slant left, and evens follow slant right, which should result in a split line.

FLAT/ HALT MOVES

NTT Flat : The lead will halt and everyone will move to either their left or right side in a pattern to halt standing side by side.

Arrow : The lead will halt and everyone will move to either their left or right side in a pattern to stand with their front hooves aligned to the back hooves of the person in front of them.

Reversed Arrow : The lead will halt and everyone will move to either their left or right side in a pattern to stand with their back hooves aligned to the front hooves of the person behind them

Slant Halt : The lead will halt and everyone will fall to the designated side in a slant shape (like half an arrow)

CIRCLE MOVES

Bloom : Curl off the circle, and make sure to overhold your key back onto your curve.

Cave : Curl into the circle, and make sure to overhold your key back onto your curve.

Spark : A thread of a circle, can be done as a bloom or cave.

Prim Rose : Odds will walk cave (in) and evens will canter bloom (out).

Tulip : Odds will do a bee curl bloom, and evens will do an I curl cave.

Firework : Twist in the specified direction (in or out).

Expand : Comb away from the X point, angling your camera directly behind you, and on go, curve to remerge the circle, your gap should expand.

Shrink : Comb towards the X point, angling your camera directly in front of you, and on the second go, curve to remerge the circle, your gap should shrink.

ARENA SHAPES

Moon : Make half a 20-meter half-circle going B - E. Should make a large moon-shape.

Triquarter Moon : Make a 15-meter half circle going from B/E to 1 dot from the trotline.

Half moon Moon : Make a 10-meter half circle going from B/ E - to X.

Quarter Moon : Make a 5-meter half circle going from B/E - 2 dots from the wall (halfway to X).

Full Double Moon : Half moon, then half moon again in the opposite direction once you reach X.

Double Quarter Moon : 2 quarter moons; like a large dodge from B/E walls to X.

Figure 8 : A 10-meter circle from the B/E wall, then at X point, change directions and continue on to another 10 meter circle.

ARENA SHAPES

Bottle Neck : From a wide tier, slant inwards then recut into a smaller tier.

Syzygy : From split lines, the leads of each line will cut the midline and pass left to left turning into two circles on the dye lines.

Peak : Dye, then at X point, dye back the other direction.

Hill : Dye, then make a very soft curve to the other dye lines.

Peel : Heading across the dye line, the lead and second in line, will 'peel' away from each other onto the other dye lines.

→ Intermediate ←

SINGLE MOVES

Galaxy : Orbit curl gaits, in a fate.

B fate : Bee curl gaits, in a fate.

I fate : I curl gaits, in a fate.

Mist : Curl in the direction called, then once straight, curl over the opposite direction.

Over Comb : Curl over the stated direction, then comb in the same direction.

Back Curl Slant : Curl in the direction called, then overhold your key into a back slant.

Cub : On the first go slant in the direction said, then on the second go curl over the opposite direction.

Ash : Whilst in a comb, you will curl the comb towards your lead to reform the line.

Fish : 225 degrees of a curl which results in a back slant.

Ribbon : 315 degrees of a curl which results in a forward slant, remember to overhold your key.

Shield : Slant, then on the second go, keyhole in the same direction.

Resistor : Retreat curl in the direction called, then curl over again in the opposite direction.

Locket : A keyhole fate. Keyhold the direction called, then keyhole the opposite direction.

Infinekey : Keyhole the direction said each time the commander calls go until asked to go straight.

Big Bear : Bear the direction called, the once straight bear the other direction.

Baby Bear : Bear the direction called, then head straight, then into a slant.

Alpha : Slant the direction called, then on the second go belt the same direction back to the wall.

Blimp : Back curl, then once straight, pick-up canter set to the next wall.

Quintet Curl : Walk curl, trot curl, canter curl, trot curl, walk curl.

Water : A gently and lightly tapped dodge, should take up two dotted lines.

Star : Slant, then slant back to your original axis.

Bounce : Do a dodge, and at the 'top' of the dodge, do a curl.

Squiggle : Complete a dodge, then at the end of it, do another curl over. It should reverse the line order.

Butterfly : Trot fate, then canter fate.

ODD/ EVEN MOVES

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FLAT/ HALT MOVES

Euphoria : From a comb, on go the first go, odds will immediately halt, and on the second go, evens will halt.

Felicity : From an NTT halted line have the odds back up and curl over right behind the evens, then trot off in the direction your facing.

Idyllic : Whilst on a circle, everyone will slant halt into a pinwheel formation.

Sequoia : Create a curved two-horse spacing nose to tail spacing across the 20-meter moon line.

CIRCLE MOVES

Spiral Down : From a circle, larger than 5 meters, the lead will begin to spiral down, closing and shrinking the circle gaps.

Key Shrink : Keyhole outwards, then continue straight through X point, and then on the second go, reform the circle.

Key Expand : Keyhole inwards, then slant the stated direction to curve out onto a larger circle.

Gear Shift : Two riders labeled as leads will cut through half the circle, and make an S shape, passing the other line, then reforming the circle in the opposite direction from before the gear shift.

Rotary : A smaller circle of even-labeled riders going in the opposite direction of the larger circle of odds.

Aurora : Odds will curl over off the circle which should result in a rotary with evens on the inner track.

Doyle : In a rotary, the evens (inner line) will cave, and the odds (outer line) will bloom.

Drain : From a rotary, the inner line (evens) will expand to fall into the odds circle, then on the second go, odds will shrink back to the size of the evens circle.

Elixir : From a rotary in secondary odd and even labels, the 1s (odd line) will curl over in, and then the 1s (even line) will curl over out, to form a third circle in between the two existing circles.

Paradox : Odds expand, and evens shrink to form two circles (one larger, one smaller) going the same direction

ARENA SHAPES

Eclipse : A quarter moon (up 1 over 1 dot), change direction, then a half moon (up 2, over 3 dots), change directions, then finally another quarter moon (up 1, over 1 dot). B/ E line as a starting point.

5 Meter 8 : Two stacked 5-meter circles going across the B/ E line.

Dye 8 : A 5-meter figure 8 going through X point and using the dye lines instead of B/ E.

Infinite : A 5-meter circle, however, you move forward as well. It would help if you started with X point as one of your 4 meter points, and then slowly shifted from A wall to E wall, to B wall, and so forth. This happens by gradually forming more of an oval shape.

→ Advanced ←

SINGLE MOVES

Mountain : Slant, then on the second go comb, then on the third go ribbon.

Paddle : Curl in the direction called, then ribbon in the opposite direction

Pinned : Curl in the direction called, then fish in the opposite direction

Clover : 4 keyholes, following a left, right, right, left pattern.

Paperclip : 4 curl slants following left, right, left, right pattern.

Scale : On the first go, fish the direction called, and on the second go, fish the opposite direction.

Ruffle : On the first go, ribbon the direction called, and on the second go, ribbon the opposite direction.

Shark : On the first go, ribbon in the direction called, then on the second go, fish in the opposite direction.

Remember slant + slant = straight.

Hiphop : A ribbon wave.

Leap : Fish wave.

Snowman : Canter curl over, trot curl over in the opposite direction, then walk curl, trot curl over the opposite direction, and finally canter curl over again back to your original axis.

Kelp : Curve slant from point to point. The curve should be gradual.

Bubble : Everyone forms an individual 5-meter circle (must be off the wall).

Dunk : On the first go jump, second go locket, and on the third go keyhole to reform the line again.

ODD MOVES

Obi : Start with a twist, then a wave, then a twist, then a wave. Called without go's using transition timing.

Bobcat Obi : An obi, but instead of regular curls, you do triple curls. Triple curl wave, triple curl twist, triple curl wave, triple curl twist.

4 leaf : A clover wave, and evens follow the inverse of the direction pattern.

Key Revolve : At meet, keyhole to revolve with your partner as opposed to a curl.

Atomic : From a waterfall, in secondary odd and even labels, twist.

Abracadabra : Keyhole, comb left to reform the line, then doom into a waterfall.

Magic Man : Odds keyhole, while evens curl comb the opposite direction, from here have odds curl over and head the opposite way past the evens.

Crescent : From a tight tier, odds will do a gentle, tappy canter curl around the evens, as they perform a walk curl. Cynical : Twist into a curl comb, which should split the line, when heading away from each other slant back towards your original axis, creating a chevron shape.

Polka Dot : A scale wave.

Pixel : A ruffle wave.

Interlocked : On the first go, odds curl over, and on the second go evens comb to come straight through the gaps of the odds.

Rollover : Odds canter curl over and evens trot curl over, all on the same go to form tight tier alignment.

Railshift : A simple shift, but instead of combing straight across, create a half, or quarter moon to the other side.

Drop Off : Labeled 1 - 3, on the go for your designated number, you will slant away from the line, creating an intertwined pattern. Go's should be called almost directly after each other.

Doodle : Odds squiggle left, and evens dodge right.

Crypto : Odds will retreat curl while odds mist, all in the same direction.

CIRCLE/ PINWHEEL MOVES

Crumble : From a pinwheel, you will halt by landing on a horse head of the person in front of you by walking forward until you are aligned, but keep the circle shape.

Flip Flop : While on a pinwheel, everyone will either drop to or pick up a trot then do a bear to change directions.

Hunt : From a larger circle, on go odds will slant out, and evens will back slant in, then on the second go odds will bear and evens will pass through the circle center, the reform by revolving on the next go.

Array : At a designated point on the circle, the lead the second in line will tier off the circle.

Trinity : From a circle, 3 designated riders will come off the main circle, forming their own, smaller 5-meter circle which will collide with the preexisting 5 or 10-meter circle.

Frost : A 3-tiered circle. Like a rotary but add another outermost circle for those labeled '3's'.

Clique : A 4-tiered circle. Like a double rotary

ARENA SHAPES

Yoda : From 4 riders coming down the dye lines, form your own individual bounce back away from X (2 people go across B/E, and the two other dye back the other direction).

Lucky : Form a clover shape around the 15 meter dots in the middle of the arena.

Firecracker : From multiple people halted on X point and in gloabl store, have everyone come out and immediately gallop untill they reach another commander designated point in the arena.