

# PROGRAMME



## COURT GAMES



With origins in cavalry warfare, court games became widespread throughout the riding academies of European courts between the 16th and 18th centuries, and were held on the main festive occasions.

They served to test both the instruction and obedience of the horse and the skill of the rider. These games served as training and preparation for war, allowing particular exercises to be practised without the risks associated with the old medieval tournaments.

Although practised as entertainment, there were rules to follow and the riders had to carry out a defined series of trials. The rider who failed the fewest trials would emerge the winner.

Demonstrated here are some of the games that were most commonly practised at the time throughout Europe. The tournament begins with the simulation of a joust and includes tilting at the ring, the game of heads, the Medusa game and the quintain.

The last royal tournament was held in Lisbon in 1795 on the occasion of the birth of João VI's son. However, descriptions of games in treatises on Portuguese riding, and the continuation of the practice of horseback bullfighting have preserved both this form of riding and the Iberian breeds. Throughout Europe, these breeds have been held in high esteem until the present day.



## SOLO

Presentation of a single mounted horse performing the three gaits (walk, trot, canter) to the highest level without executing the airs above the ground.

## PICARIA REAL, THE ROYAL RIDING SCHOOL

Through a combination of Old School exercises and airs, the Portuguese School of Equestrian Art demonstrates the work that used to be executed by Alter horses at the height of their splendour at the Royal Riding School in Belém in eighteenth-century Lisbon.



## WORK IN-HAND AND AIRS ABOVE THE GROUND



- Piaffe: an exercise used to prepare for these airs in which the horse trots on the spot with a high, rhythmic step.
- Piaffe on the pillars, in which the old masters used poles known as pilões to improve the horse's concentration.
- Levade: in which the horses gracefully bend their limbs and place as much of their weight as possible on their hind legs.
- Courbette, in which the horse jumps on its hind legs from the levade

position.

- Capriole, in which the horse leaps up by powerfully stretching its hind legs, momentarily remaining in the air in the position of a winged horse.
- Ballotade, an air that is similar to the capriole but does not require the horse to stretch out its hind legs.



## PAS-DE-TROIS

The horses follow different sequences of steps, demonstrating various movements and figures such as the pirouette, the piaffe and the passage in the three gaits (walk, trot and canter).

## LONG REINS

Through training, the horse becomes compliant and acquires a slow rhythm that allows it to be led by a rider on foot. Commands given through the reins or crop are sufficient for the horse to execute the most difficult Haute École exercises done under saddle: the shoulder in, the half-pass, the flying change, the pirouette and the passage.



## SCHOOL QUADRILLE (CARROSSEL)

A group of eight riders moves together in a harmonious combination of figures and music that resembles an equestrian ballet.

### RIDERS

João Pedro Rodrigues  
Francisco Bessa de Carvalho  
João Quintas  
Ricardo Ramalho  
Vasco Pinto  
Rui Almeida  
Paulo Sérgio Perdigão

Gonçalo Soares  
Carlos Tomás  
Rúben do Val

### HORSES

Jobim  
Meadão  
Niago  
Pejado  
Queijo  
Que-jago  
Quejal

Que-jeito  
Que-joli  
Que-jovem  
Raeco  
Soluço  
Timóteo  
Triunfador

Uxico  
Veber  
Vejetal  
Xabregas  
Xajeco  
Z-orro



Parques de Sintra  
Monte da Lua