

COMPETITION MANAGEMENT REMINDERS

- **DR 129.9.e:** Except for USEF/USDF Championship classes and for FEI Pony Riders, FEI Junior, FEI Young Rider and FEI Para-Equestrian Freestyles, in order to enter a freestyle class at any level, a horse/rider combination must have received a minimum score of 60% in the highest test of the declared freestyle level or any test of a higher level at a Federation Licensed or FEI recognized Dressage Competition or "open" Dressage class (i.e. open to all breeds) at a Federation Licensed Competition held prior to the competition where the horse/rider combination is entered to ride a freestyle class. A photocopy of the test verifying eligibility must be submitted with the entry for a freestyle class.
- **DR 129.6.b:** Sound checks must be provided to riders in Freestyle classes for no fee, either on the day prior to competition or prior to their scheduled class. The requirements and timetable for scheduling sound checks must be published in the prize list.

REMINDERS FOR FREESTYLE JUDGES

Time:

- The USDF Freestyles **maximum time limit is 5 minutes.** There is **no minimum time.** Timing and judging commence when the horse moves off after the entry salute and ceases at the final salute. No bell is sounded at the end of the time limit. Movements executed after the 5-minute limit are not scored.
- One (1) point is deducted from the total for Artistic Impression for exceeding the time limit.
- **DR 122.7.k:** The rider has 45 seconds to signal to start the music; however, exceeding 65 seconds before entering the arena after the bell has sounded will entail elimination.
- **DR 129.6.e:** Under penalty of elimination at the **discretion of the Judge at "C"**, a rider must enter the arena within 30 seconds of the music starting. **Music must cease at the final salute.**
- **DR 129.2:** At the beginning and end of a Freestyle Test a halt with a salute is compulsory. Time begins when the horse moves forward after the competitor's halt and ends with the final halt and salute.

Judging:

- **DR 129.11:** All judges of a freestyle test at any level must judge both artistic and technical parts of the test.
- Judges marks for Technical Execution must be given in half-points or full points. Artistic Impression may be given in one-tenth (.1) increments.
- **DR 129.6.d:** In case of rider's music failing **before or during** a Freestyle Test and in cases where there is no backup system, the rider can, with permission of the judge at "C", leave the arena **or start at a later time.** There should be minimum interference with the starting times of the other riders and the affected rider should return to complete or restart his/ her test during a scheduled break in the competition or at the end of the competition. The rider may decide whether to restart the test from the beginning or to commence from the point where the music failed. Judging must restart at the point of interruption. In any case, the marks already given will not be changed.
- **DR 122.7.j:** The judge may stop a test and/or allow a competitor to restart a test from the beginning or from any appropriate point in the test if, in his discretion, some unusual circumstance has occurred to interrupt a test.

Above the Level Movements:

- Movements "above the level" (found ONLY in a higher-level test) receive a deduction of four points from the total for technical execution for each illegal movement, but not for each recurrence of the same movement.

Rules and Guidelines for USDF Training through Fourth Level Freestyle can be found on usdf.org
Please consult usef.org for their most up to date rules regarding Freestyles.

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Horse _____
 Rider _____
 Number _____ Date _____
 Competition _____
 Class _____



UNITED STATES *Dressage* FEDERATION INC.

2015
 Musical
 Freestyle
FIRST LEVEL

TECHNICAL SCORE _____
ARTISTIC SCORE _____
FINAL SCORE _____ (300 TOTAL POSSIBLE)
PERCENTAGE _____ %

Name of Judge/Position

Judge's Signature

TECHNICAL EXECUTION

NOTE: Elements which must be performed on both hands are so indicated by a dotted line under "Preliminary Notes." Omitted compulsory elements receive a "0" and are averaged into the "Judges Marks." Judges marks for Technical Execution must be given in half points or full points (no tenths). Posting will be allowed; sitting is optional.

TIME
MAXIMUM:
5 minutes

**FIRST
LEVEL**

COMPULSORY ELEMENTS	POSSIBLE POINTS	PRELIMINARY NOTES	JUDGE'S MARKS	CO-EFFICIENT	FINAL SCORE	REMARKS
1. Walk (20m minimum continuous free walk)	10					
2. Walk (20m minimum continuous medium walk)	10					
3. 10-meter circle in trot	10	L R				
4. Leg-yield in trot	10	L R		2		
5. Lengthen stride in trot	10					
6. 15-meter circle in canter	10	L R				
7. Change of lead through trot	10	L R		2		
8. Lengthen stride in canter	10			2		
9. Halts at beginning and end of test	10					
10. Gaits - rhythm and quality	10					
11. Impulsion - energy, elasticity, and engagement	10					
12. Submission - basic issues of submission, technical aspect of the rider	10					

Further Remarks:

TOTAL TECHNICAL EXECUTION

DEDUCTIONS
(Forbidden Movements)

FINAL TECHNICAL EXECUTION
(150 total possible)

Forbidden movements will incur a deduction of 4 points from Total Technical Execution for each forbidden movement, but not for each recurrence of the same movement.

FIRST LEVEL

Forbidden: Any movement not found in current USEF Tests at or below this level. Exceptions are listed under Additionally Allowed.

Allowed: Any movement(s) included in current USEF tests at or below this level

Additionally Allowed

- Turn on the forehand
- Leg yield any configuration
- Trot circle (10m or larger)
- Lengthen trot and/or canter on 20m circle
- Canter circle (15m or larger)
- Canter serpentine
- Counter canter

ARTISTIC IMPRESSION

NOTE: Non-compulsory movements must be rewarded or penalized under "Choreography" and/or "Degree of Difficulty" (Artistic). Judges marks for Artistic Impression may be given in one tenth (.1) increments.

NO.

	POSSIBLE POINTS	JUDGE'S MARKS	COEFFICIENT	FINAL SCORE	REMARKS
1. Harmony between Horse & Rider	10		3		
2. Choreography design cohesiveness, use of arena, balance, creativity	10		4		
3. Degree of Difficulty	10		2		
4. Music suitability, seamless, cohesiveness	10		3		
5. Interpretation music expresses gaits, use of phrasing and dynamics	10		3		

Further Remarks:

TOTAL ARTISTIC IMPRESSION
(150 total possible)

DEDUCTIONS
(Overtime Penalty)

FINAL ARTISTIC IMPRESSION
(150 total possible)

FINAL TECHNICAL EXECUTION
(150 total possible)

FINAL SCORE
(300 total possible)

PERCENTAGE
(Final Score divided by 300)

← Overtime penalty will incur a deduction of 1 point from Total Artistic Impression.

In Case of Tie:
The higher total for Artistic Impression will break the tie.