

TIPS FOR FREESTYLE JUDGES

- ▼ **Time:** USDF Freestyle time limit—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. The rider must enter the arena or signal the sound engineer within 45 seconds of the entry bell, or will be eliminated. The rider must enter the arena within 20 seconds of the start of the music, or will be eliminated.
- ▼ **Judges:** If two or more judges officiate in a class, all judge both Technical and Artistic.
- ▼ **USEF Rule:** Except for USEF/USDF Championship classes and for Prix St. Georges 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 USEF recognized show. A photocopy of the test verifying eligibility must be submitted with the entry for a freestyle class.
- ▼ **Music Failure:** If music fails during a Freestyle Test, the rider may leave the arena with permission of the judge at 'C.' The rider may decide whether to restart the test from the beginning or to commence from the point where the music failed. Judging restarts at the point of interruption. The marks already given do not change.

LEVEL	USDF RULES FOR FIRST—FOURTH LEVEL FREESTYLES	USEF & FEI RULES FOR FEI LEVEL FREESTYLES Current as of 12/1/2010, Subject to Change *
Maximum and Minimum Time Limits	There is a maximum time (time limit), but no minimum time.	There is a maximum time (time limit), and a minimum time.
Time Limit Deductions	1 point is deducted from the total for Artistic Impression for exceeding the time limit. There is no minimum time, or specified deduction.	There is a (.5%) deduction from the total for artistic presentation for being over the time limit or under the minimum time.
Points (Full, half, tenths)	Judges marks for Technical Execution must be given in half-points or full points. Artistic Impression may be given in one-tenth (.1) increments.	Only full marks are allowed on the Technical (left) side, and only full or half marks on the Artistic (right) side (no tenths).
Above the Level Movements	Movements "above the level" are penalized by a four point deduction from the total for Technical Execution for each illegal movement, but not for each recurrence of the same movement.	A rider rotating more than half pirouette at Young Rider Freestyle, one full pirouette at Intermediate I, or double pirouette at Grand Prix will receive "0" for the movement, plus a score for choreography and degree of difficulty no higher than "5". All other movements "above the level" declared shall be penalized by elimination..
Time of Entry	The rider must enter the arena or signal the sound engineer within 45 seconds of the bell, and the rider must enter the arena within 20 seconds of the start of the music, or will be eliminated.	Not entering the arena within 45 seconds of the bell is counted as an error; entering the arena after more than 20 seconds of the music is counted as an error. Each error carries a penalty..
Halt and Salute	At the beginning and end of a freestyle test, a halt with a salute is compulsory. The halt must be executed facing "C." The halts are judged.	At the beginning and end, a halt with a salute is compulsory. The entry and halts are judged.

* Please consult USEF (www.usef.org) or FEI (www.fei.org) for the most up to date information.

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Horse _____
 Rider _____
 Number _____ Date _____
 Competition _____

UNITED STATES *Dressage* FEDERATION INC.

2011

**MUSICAL
FREESTYLE**

THIRD LEVEL

TECHNICAL SCORE	
ARTISTIC SCORE	
FINAL SCORE	
PERCENTAGE	

(300 TOTAL POSSIBLE)

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Judge's Name _____

Judge's Signature _____

TECHNICAL EXECUTION

NOTE: Movements 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).

TIME
MAXIMUM:
5 minutes

THIRD LEVEL

COMPULSORY ELEMENTS	POSSIBLE POINTS	PRELIMINARY NOTES	JUDGE'S MARK	CO-EFFICIENT	FINAL SCORE	REMARKS
1. Walk (20m minimum continuous medium walk)	10					
2. Walk (20m minimum continuous extended walk)	10					
3. Shoulder-in	10	L R				
4. Trot half-pass	10	L R		2		
5. Extended trot	10					
6. Canter half-pass	10	L R		2		
7. Flying change of lead	10	L R		2		
8. Extended canter	10					
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.

THIRD LEVEL

Clearly Forbidden

- Tempi changes (4s, 3s, 2s, 1s)
- Canter pirouette
- Piaffe
- Passage

Clearly Allowed

- Everything that is not clearly forbidden, including:
- Half-pass zig-zag in trot
- Half-pass zig-zag in canter with flying changes
- Full and double walk pirouette

Forbidden and Allowed: Movements "above the level" (found ONLY in a higher level test) receive a deduction of four points from Total Technical Execution for each illegal movement, but not for each recurrence of the same movement. All figures (regardless of size), patterns, combination or transitions composed of elements permitted in the declared level ARE permitted, even if the resulting configuration is found in higher levels. To serve as guidelines, the adjacent lists specifically enumerate most of the dressage movements, combinations and transitions which are forbidden or allowed at each level.

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	CO-EFFICIENT	FINAL SCORE	REMARKS
1. Harmony between Horse and Rider	10		3		
2. Choreography use of arena, design cohesiveness, balance, and 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

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 a Tie: The higher total for Artistic Impression will break the tie.