

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.
- ▼ **USDF Rules:** 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 58% 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.
- ▼ **Tests:** In case of a tie, the higher Artistic score shall determine the winner.

LEVEL	USDF RULES FOR FIRST—FOURTH LEVEL FREESTYLES	USEF & FEI RULES FOR FEI LEVEL FREESTYLES
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	2 points are deducted from the total for Artistic Impression for exceeding the time limit. There is no minimum time, or specified deduction.	There is a 2 point deduction from the total for artistic presentation for being over the time limit or under the minimum time.
Points, Half-Points	Judges marks for Technical Execution and Artistic Impression must be given in half-points or full points.	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 penalty for hyperactivity and other movements "above the level". All declared shall be penalized by elimination.
Music After the Halt	Exit music is not regulated. Note: A competitor is not penalized for exit music, either after the final half/salute or when exiting the arena.	Music must cease at the final salute. Note: In other words the competitor is eliminated for exit music.
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.	The competitor must enter the ring within 45 seconds of the bell, and a rider must enter the arena within 20 seconds of the music starting. Note: A competitor is eliminated for exceeding these time limits.
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." A rider who does not halt for the salute is eliminated.	At the beginning and end, a halt with a salute is compulsory. Note: There is no recommendation or requirement that the competitor must face C for the halt and salute. A rider who does not halt for the salute is eliminated.

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Horse _____
 Rider _____
 Number _____ Date _____
 Competition _____

UNITED STATES *Dressage* FEDERATION INC.

2007
MUSICAL
FREESTYLE
FIRST LEVEL

TECHNICAL SCORE _____

ARTISTIC SCORE _____

FINAL SCORE _____

PERCENTAGE _____ %

(240 TOTAL POSSIBLE)

Judge's Name _____

Judge's Signature _____

Score Sheet effective December 1, 2006

TECHNICAL EXECUTION

NOTE: *Movements which must be performed on both hands are so indicated by a dotted line under "Preliminary Notes." * Omitted compulsory movements 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

FIRST LEVEL

COMPULSORY ELEMENTS	POSSIBLE POINTS	PRELIMINARY NOTES	JUDGE'S MARK	CO-EFFICIENT	FINAL SCORE	REMARKS
1. Walk (20m minimum continuous Freewalk)	10			2		
2. 10-meter circle in trot*	10	L R				
3. Leg-yield in trot*	10	L R		2		
4. Lengthen stride in trot (rising or sitting)	10			2		
5. 15-meter circle in canter*	10	L R				
6. Change of lead through trot*	10	L R		2		
7. Lengthen stride in canter	10			2		
Further Remarks:						
TOTAL TECHNICAL EXECUTION						
DEDUCTIONS (Forbidden Movements)						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.
FINAL TECHNICAL EXECUTION (120 total possible)						

FIRST LEVEL

Clearly Forbidden

- Reinback
- Shoulder-in
- Travers
- Renvers
- Half-pass
- Flying changes
- Turn-on-haunches or Pirouette (walk or canter)
- Piaffe
- Passage

Clearly Allowed

- Counter canter
- Zig-zag leg yield
- Leg yield along wall
- Lengthen trot or canter on 20m circle
- Canter serpentine
- Simple change
- Walk-canter-walk-canter
- Half-canter-half-canter
- All figures, including circles, regardless of size
- Trot circle (10m or smaller)
- Canter circle (15m or smaller)

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 must be given in half points or full points (no tenths).

NO.

	POSSIBLE POINTS	JUDGE'S MARKS	CO-EFFICIENT	FINAL MARKS	REMARKS
1. Rhythm, energy and elasticity	10		2		
2. Harmony between horse and rider	10		2		
3. Choreography, use of arena, inventiveness, design cohesiveness, balance, ingenuity and creativity	10		3		
4. Degree of difficulty	10		1		
5. Choice of music & interpretation of music suitability, cohesiveness, editing, phrasing, & dynamics	10		4		
Further Remarks:					
TOTAL ARTISTIC IMPRESSION					
DEDUCTIONS (Overtime Penalty)					
FINAL ARTISTIC IMPRESSION (120 total possible)					
FINAL TECHNICAL EXECUTION (120 total possible)					
FINAL SCORE (240 total possible)					
PERCENTAGE (Final Score divided by 240)					
In Case of a Tie: The higher total for Artistic Impression will break the tie.					

Overtime penalty will incur a deduction of 2 points from Total Artistic Impression.