

Guidelines

- **Time:** Dressage For Fun Freestyle time limit is 5 minutes. There is no minimum time. The judging begins after the horse departs from the beginning salute and ends at the final halt & salute. Any moves performed after the time limit shall not be scored. The rider must signal the music to start within 45 seconds of the judge's whistle.
- **Tie Breaker:** Ties shall be broken by the high Artistic score.

Tips for freestyle Judges

Level	USDF Rules
Maximum & Minimum Time Limits	There is a maximum time (time limit). But no minimum time.
Time Limit Deductions	2 points are deducted from the total for Artistic Impressions for exceeding the time limit. There is no minimum time or specified deduction.
Points & Half-Points	Judges marks for Technical Execution and Artistic Impression must be given in half points or full points.
Above the Level Movements	Movements "above the level" are penalized by a 4 point deduction from the total for Technical Execution for each illegal movement, but not for each recurrence of the same movement.
Music After the Halt	Exit music is not regulated. Note: a competitor is not penalized for exit music, either after the final halt/salute or when exiting the arena.
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.
Halt & 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.

Dressage for Fun Tests created by oakcreekdressage.com



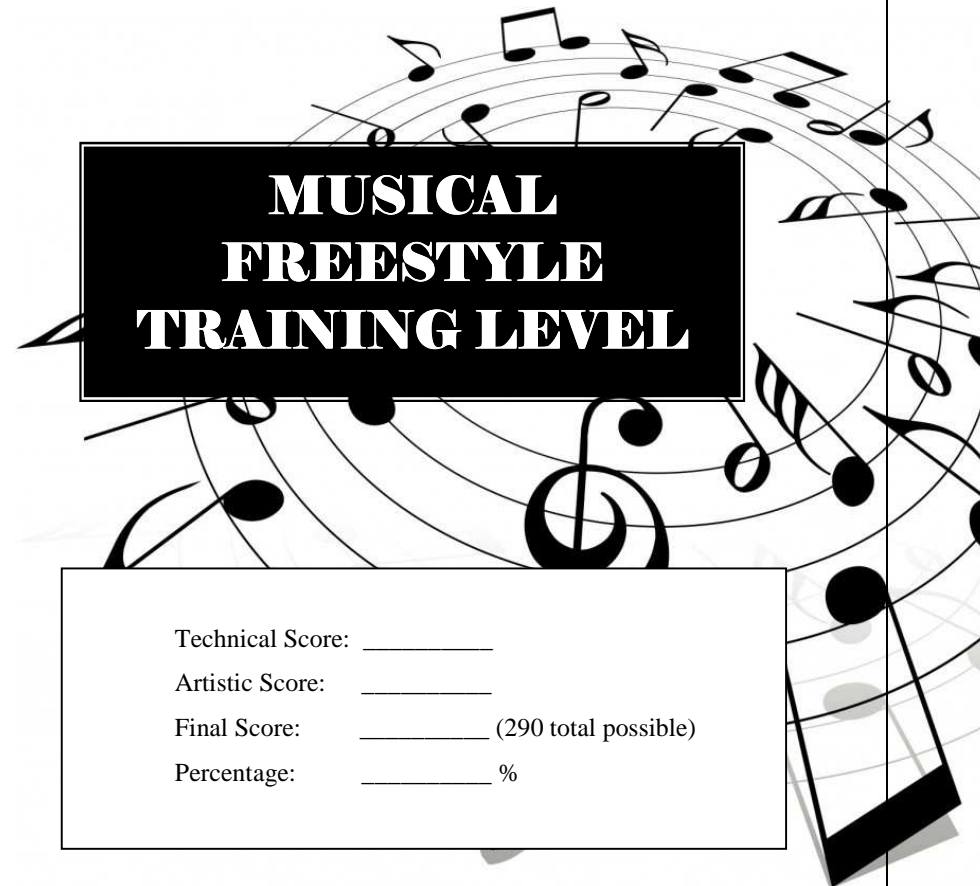
Number: _____

Date: _____

Horse: _____

Rider: _____

Competition: _____



**MUSICAL
FREESTYLE
TRAINING LEVEL**

Technical Score: _____

Artistic Score: _____

Final Score: _____ (290 total possible)

Percentage: _____ %

_____ Judge's Name _____ Judge's Signature

TECHNICAL EXECUTION

Note: Movements which must be performed on both hands are so indicated. Omitted compulsory movements receive a zero and are averaged into the Judge's Marks. Judges marks for Technical Execution must be given in half points or full points. The maximum time is 5 minutes. All trot work must be rising. Halts may be through the walk.

TRAINING LEVEL

Compulsory Elements	Possible Points	Notes	Judges Mark	Co-Eff	Final Score	Remarks
1. Continuous free walk on long rein (minimum 20 meters)	10			2		
2. Change rein across diagonal at working trot rising	10					
3. Continuous medium walk (minimum 20 meters)	10					
4. 20 meter circle at working trot rising	10					
5. Continuous stretching trot (minimum 20 meters)	10			2		
6. 20 meter circle at working canter	10	L R		2		
7. Halt for 3 – 5 seconds at beginning and end of test	10					
8. General technical quality, including transitions	10					
9. Gaits – rhythm and quality	10					
10. Impulsion – energy, elasticity and engagement	10					
11. Submission – basic issues of submission, technical aspect of the rider	10					

Total Technical Execution

Deductions

Final Technical Execution

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 forbidden movement.

Training Level

Clearly Allowed:

- Working Trot Circles & Serpentes
- Working Canter Circles
- Stretching Trot
- Medium & Free Walk
- Trot-Halt-Trot
- All figures, including circles, regardless of size.

Clearly Forbidden:

Trot or Canter Lengthening, Leg Yield, Canter Serpentes, Reinback, Shoulder-In, Travers, Renvers, Half-Pass, Flying Changes, Canter-Walk-Canter, Canter-Halt-Canter, Passage, Piaffe, Turn On Haunches, Counter Canter.

Forbidden & 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, combinations or transitions composed of elements permitted in the declared level ARE permitted, even if the resulting configuration is found in higher levels.

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 one tenth (.1) increments.

NO.

Artistic Elements	Possible Points	Judges Mark	Co-Eff	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, seamlessness, cohesiveness	10		3		
5. Interpretation - music expresses gaits, use of phrasing and dynamics	10		3		

Further Remarks:

Total Artistic Impression

Deductions

Final Artistic Impression

Final Technical Execution

FINAL SCORE

PERCENTAGE
(Final Score divided by 290)

IN CASE OF A TIE: The higher total for Artistic Impression will break the tie.

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

(150 points possible)

(140 points possible)

(290 points possible)