

# Tips for Freestyle Judges



**Rules:**

There are differences in this and the USEF / USDF Freestyles. In an effort to promote freestyle at local schooling shows, we offer these tests. While most shows adhere to USEF / USDF rules, please check with ADS for rules. Good luck, good riding and have fun!

**Time:**

- Freestyle time limit is 4 minutes. There is no minimum time.
- 2 points are deducted from the total for Artistic Impressions for exceeding the time limit.
- Movements executed after the 4 minute limit are not scored.
- Timing and judging commence when the horse enters the arena and ceases at the final salute. No bell is sounded at the end of the time limit.
- 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.

**Ties:**

In case of a tie, the higher Artistic score shall determine the winner.

**Eligibility:**

In order to enter a freestyle class at Intro or Training Level, a horse/rider combination must have received a minimum score of **55%** in a test of the declared freestyle level or any test of a higher level at any schooling show. A photocopy of the test verifying eligibility must be submitted with the entry for a freestyle class.

Horse \_\_\_\_\_  
 Rider \_\_\_\_\_  
 Number \_\_\_\_\_  
 Competition \_\_\_\_\_  
 Date \_\_\_\_\_

**TRAINING**



TECHNICAL SCORE	_____
ARTISTIC SCORE	_____
FINAL SCORE	_____
PERCENTAGE	_____
	(200 TOTAL POINTS)

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 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:  
4 minutes

## TRAINING

COMPULSORY ELEMENTS	POSSIBLE POINTS	PRELIMINARY NOTES	JUDGES' MARK	CO-EFFICIENT	FINAL SCORE	REMARKS
1. Halt Salute Entrance (hals may be through the walk)	10					
2. Freewalk (Can not turn continuous Freewalk)	10			2		
3. 20 meter circle in trot*	10	L R		2		
4. 20 meter circle in canter*	10	L R		2		
5. Halt Salute Final (hals may be through the walk)	10					

At least one must be shown in both directions.  
All trot work may be ridden sitting or rising.

Further Remarks:

SUBTOTAL						
DEDUCTIONS						
TOTAL TECHNICAL EXECUTION (80 total possible)						

### TRAINING LEVEL

- Clearly Forbidden:**
- Circles smaller than 10 meters at walk
  - Circles smaller than 10 meters at trot
  - Circles smaller than 15 meters at canter
  - Shoulder-in
  - Travers
  - Renvers
  - Half-pass
  - Turn on the Haunches or Forelimbs
  - Flying Changes
  - Bendback
  - Pile
  - Passage

- Clearly Allowed:**
- Leg Yields at walk or trot
  - Serpentine
  - Half-trot half-trot
  - Canter-walk-canter-walk
  - Allowing horse to stretch forward and downward at the trot.
  - Change of lead through Trot.
  - Counter Canter

**Forbidden and Allowed: Movements and Elements "above the level" (found ONLY in a higher level test) receive a deduction of 4 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 succinctly enumerate most of the dressage movements, combination and transitions which are forbidden or allowed at each level.**

### ARTISTIC EXECUTION

NOTE: Non-compulsory movements must be rewarded or penalized under "Choreography and/or Degree of Difficulty" (Artistic). Movements "Above the Level" are not rewarded in Artistic Impression. Judges marks for Artistic Impression must be given in half points or full points (no tenths).

## NO.

	POSSIBLE POINTS	JUDGES' MARK	CO-EFFICIENT	FINAL SCORE	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	10		4		

Further Remarks:

SUBTOTAL					
DEDUCTIONS					
TOTAL ARTISTIC IMPRESSIONS (120 total possible)					
TOTAL TECHNICAL EXECUTION (80 total possible)					
FINAL SCORE (200 total possible)					
PERCENTAGE (Final Score divided by 200)					

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

- Deductions:**
- Exceeding the time limit = 2 points from Total Artistic Impression
  - Movements "Above the Level" = 4 points from Total Technical Execution for each illegal movement, but not for each recurrence of the same movement.