

FUN MUSICAL FREESTYLE Suwannee Valley DCSDCTA

TECHNICAL EXECUTION – *No minimum time, time limit 5:00 minutes*

	POINTS	JUDGE'S MARK	CO-EFFICIENT	FINAL SCORE	REMARKS
1. Geometry, accuracy of figures	10		3		
2. Available elements – Quality of execution	10		4		
3. Impulsion & Submission	10		2		
4. Gaits	10		1		
5. Rider (position, seat, use of aids)	10		3		

Further Remarks:

Total Technical Execution
Deductions (Forbidden Movement)
Final Technical Score
(130 total possible)

Forbidden Movements = -4 points per movement but not per occurrence of the same movement

ELEMENTS: min. 20m free walk required at all levels

LEVEL/requirements	FORBIDDEN	ALLOWED
INTRODUCTORY Must show two clear gaits (walk and trot)	Canter, lateral work, rein back, turn-on haunches, pirouette at walk, piaffe, passage.	Walk, trot, 20 meter or smaller circle at walk or trot, free walk, halt, anything not clearly forbidden.
TRAINING Must show three clear gaits, free forward movement, and acceptance of contact with the bit.	Any lateral work, counter-canter, simple changes, flying changes, rein back, turn-on haunches or pirouette at walk or canter, piaffe, passage.	Anything not clearly forbidden, 20 meter circle or smaller at trot, 20 meter circle or smaller at canter.
FIRST Builds on requirements of Training Level by also showing development of thrust, balance, and throughness	Rein-back, shoulder-in, travers, renvers, half-pass, flying changes, turn-on haunches or pirouette at walk or canter, piaffe, passage.	Counter-canter, zig-zag leg-yield, leg yield along wall, lengthen trot or canter on 20 m circle, canter serpentine, simple change, walk/canter/walk, halt/canter/halt, all figures regardless of size.
SECOND Builds on First Level by showing beginnings of collection, medium paces, and is reliably on the bit.	Half-pass, flying changes, pirouette at canter, piaffe, passage.	Anything not clearly forbidden, including full and double turn-on-haunches, renvers, travers.

LEVEL

NO.

ARTISTIC IMPRESSION

	POINTS	JUDGE'S MARK	CO-EFFICIENT	FINAL SCORE	REMARKS
1. Rhythm, energy, and elasticity	10		2		
2. Harmony between horse & rider	10		2		
3. Choreography, use of arena, inventiveness, design cohesiveness, balance, ingenuity and creativity	10		3		
4. Degree of difficulty	10		2		
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
(130 possible)

Final Technical Execution
(130 possible)

FINAL SCORE
(260 possible)

PERCENTAGE
(Final Score divided by 260)

Overtime penalty = -2 from Total Artistic Impression

In case of a Tie: the higher total for Artistic Impression will break the tie.

TIPS FOR FREESTYLE JUDGES

- **Time** – the time limit for a freestyle performance 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 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.
- **Ties** – In case of a tie, the higher Artistic score shall determine the winner.
- **Time Limit Deductions** – 2 points are deducted from the total for Artistic Impression for exceeding the time limit. There is no minimum time.
- **Points, Half-Points** – Judges marks for Technical Execution and Artistic Impression must be given in half 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.
- **Required Movements** – Minimum 20m continuous freewalk is required at all levels. Otherwise riders must exhibit the desired goals indicated for each level according to the USEF rulebook for dressage, but no specific movements/figures are compulsory.
- **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.
- **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.



Suwannee Valley Chapter DSDCTA Fun Musical Freestyle 2009

No. _____

Horse _____

Rider _____

Date _____ Show Name _____

Judge _____

Level _____

Technical Score _____

Artistic Score _____

Final Score _____ **260 possible**

Percentage _____

Judge's Signature: _____