

Tips for Freestyle Judges



Rules:

There are differences in EIDEA, the USDF and USEF/FEI Freestyles. In an effort to promote Freestyle at local schooling shows EIDEA created these tests. While most shows adhere to USEF / USDF rules, please check with the show secretary 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 58% 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 _____

INTRO



Eastern Iowa Dressage & Eventing Association

2007

**MUSICAL
FREESTYLE**

INTRO LEVEL

Musical notation is displayed on both the left and right sides of the central text box, consisting of several staves with notes and clefs.

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

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

INTRO

COMPULSORY ELEMENTS	POSSIBLE POINTS	PRELIMINARY NOTES	JUDGE'S MARK	CO-EFFICIENT	FINAL SCORE	REMARKS
1. Halt Salute Entrance (halts may be through the walk)	10					
2. 10 meter circle in Walk*	10	L R 		2		
3. Freewalk (20m minimum continuous Freewalk)	10			2		
4. 20 meter circle in trot*	10	L R 		2		
5. Halt Salute Final (halts may be through the walk)	10					

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

Further Remarks:

SUBTOTAL	
DEDUCTIONS	
TOTAL TECHNICAL EXECUTION (80 total possible)	

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 specifically enumerate most of the dressage movements, combination and transitions which are forbidden or allowed at each level.

INTRO LEVEL

Clearly Forbidden:

- Canter
- Reinback
- Any lateral work
- Circles smaller than 10 meters at walk
- Circles smaller than 15 meters at trot

Clearly Allowed:

- Serpentine
- Halt-trot-halt-trot

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	JUDGE'S 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.

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 Rider _____
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TRAINING



Eastern Iowa Dressage & Eventing Association

2007

MUSICAL
 FREESTYLE

TRAINING LEVEL

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

 Judge's Name

 Judge's Signature

TECHNICAL EXECUTION

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**TIME
MAXIMUM:
4 minutes**

TRAINING

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4. 20 meter circle in canter*	10	L R 		2		
5. Halt Salute Final (halts may be through the walk)	10					

At least one must be shown in both directions.
All trot work maybe 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 Pirouettes
- Flying Changes
- Reinback
- Piaffe
- Passage

Clearly Allowed:

- Leg Yields at walk or trot
- Serpentine
- Halt-trot-halt-trot
- Canter-walk-canter-walk
- Allowing horse to stretch forward and downward at the trot.
- Change of lead through Trot
- Counter Canter

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DEDUCTIONS

TOTAL ARTISTIC
IMPRESSIONS
(120 total possible)

TOTAL TECHNICAL
EXECUTION
(80 total possible)

FINAL SCORE
(200 total possible)

PERCENTAGE
(Final Score
divided by 200)

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