

Rules and Information

This test is a guide for riders new to performing a USDF Freestyle test, Quadrille test or Pas de Deux test.

While basic in nature, this Intro to Freestyle test will give important information the rider will be able to use to create and improve their freestyle ride prior to performing at a rated show. These tests are limited to USDF Intro, USEF Training Level, WDAA Intro and WDAA Basic Tests only.

When entering this class, the competitor is responsible to:

1. declare level, 2. check with show management as to the type of sound system the show will have available and 3. should have back up music, in case of problems with the format of their music. Only if time allows with there be a sound check.

Music will start once the judge rings the bell and the competitor asks for their music to start by the raising of their hand. Competitors should strive to enter the arena within 20 seconds of their music starting. The judge may stop a test and/or allow a competitor to restart a test from the beginning or from any appropriate point in the test if, in their discretion, some unusual circumstance has occurred to interrupt a test.

Rules: Each Freestyle will begin and end with a halt and salute. Classical Dressage Intro and Training Level Tests must include the following movements: 20m of continuous medium and of free walk, 20m trot circles to the left and to the right, 20m canter circles to the left and to the right. Western Dressage Intro and Basic Level Tests must include the following movements: 20m of continuous working and of free walk, 20m jog circles to the left and to the right, 20m lope circles to the left and to the right (only for Basic Level). Time begins when the horse moves forward after the competitor's entrance halt and salute and time will end with the final halt and salute. Suggested time, 5 minutes. No Time Penalties will incur.

Errors: Performing gaits, movements, transitions above declared level. Omission of salute at beginning or end of test. Minimum penalty 1 point. Additional points at the discretion of the judge.

INTRODUCTION TO FREESTYLE

Western tack and attire or English tack and attire permitted

Competition: _____

Horse: _____ Level: _____

Rider: _____

Number _____ Date: _____

Arena: _____ Time: _____

Purpose: To introduce the rider and horse to the basic elements of freestyle. To show an understanding of basic music interpretation, phrasing and the use of the arena.

Score

Percentage

Name of Judge

Signature of Judge

INTRO TO FREESTYLE

Event: _____ Date: _____ Judge: _____ Position _____

Competitor No: _____ Name: _____ Horse: _____ Level _____

Purpose: To introduce the rider and horse to the basic elements of freestyle. To show an understanding of basic music interpretation, phrasing and the use of the arena.

Requirements: All gaits and attire will be specific to the discipline and style to be ridden.

Suggested Max Time: 5 min

	Judges Marks may be given in tenths.	Possible Points	Judge's Mark	*Co-efficient	Final Score	Remarks
1.	Interpretation of music, choreography, suitability to the gaits. Use of phrasing and seamless cuts in music.	10		4		
2.	Use of aids. Use of arena. Creativity.	10		3		
3.	Quality of gaits. Showing consistent steady rhythm and balance in transitions.	10		1		
4.	Overall impression. Harmony of horse and rider.	10		2		
	Total Points (100 points possible)	100				
	Deductions (forbidden gaits, movements, transitions for level. Omission of Salute)					
	Final Score (100 points possible)					
	Percentage (Points divided by 100)					

Further remarks:

Signature of Judge: _____