

TECHNICAL EXECUTION

Note: Half points allowed for judge's marks.

*Movement must be shown in both directions.

ALL TROT WORK MAY BE DONE SITTING OR RISING

TIME MAXIMUM:
5 minutes

Compulsory Movements	Possible Points	Preliminary Notes	Judge's Marks	Co-Efficient	Final Score	REMARKS
1. Med. walk to free walk to med. walk (min. 20 meters)	10			2		
2. Working trot – 20 meter circle *	10	L R		2		
3. "Stretching the frame" in trot, posting, 20 meters minimum	10			2		
4. Working canter – 20 meter circle*	10	L R		2		
5. Change of direction at trot (trot may be done rising or sitting)	10			1		
6. Halts	10			1		
7. Transitions	10			2		

Further Remarks:

Subtotal
Deductions
Total Technical Execution (120 total possible)

ARTISTIC IMPRESSION

Note: Tenth points allowed for judge's marks.

NO.

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Artistic Elements	Possible Points	Judge's Marks	Co-Efficient	Final Score	REMARKS
1. Rhythm, energy and elasticity	10		2		
2. Harmony between horse and rider	10		2		
3. 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 Impression (120 total possible)

Total Technical Execution (120 possible)

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Final Score (240 possible)

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Percentage (Final score divided by 240)

%

VADA/NOVA SCHOOLING SHOW

TRAINING LEVEL MUSICAL FREESTYLE



This freestyle is not recognized by USEF or USDF and is only permitted at VADA/Nova Schooling Shows

Arena: Standard Size

Time: Freestyle time limit – 5 minutes. 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 end of the time limit. Movements executed after the 5-minute time limit are not scored. Two (2) points are deducted from the total for artistic impression for exceeding the time limit. An extremely short program (under 4 ½ minutes) may affect the scores for “choreography” or “degree of difficulty”. 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.

Technical Execution: Half-points are allowed. Compulsory exercises which must be performed are listed and scored on the left side of the score sheet. 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 “Judge’s Marks”.

Forbidden and Allowed: Movements “above the level”(found **ONLY** in the higher level test) receive a deduction of 4 points for each movement, but not each occurrence 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 following lists specifically enumerate most of the dressage movements, combinations and transitions which are forbidden or allowed at each level.

TRAINING LEVEL

Clearly Forbidden

Reinback
Shoulder-in
Travers
Renvers
Half-Pass
Flying Changes
Turn on Haunches
Pirouette
Piaffe
Passage
Counter Canter (any configuration)
Leg yield
Lengthen trot or canter

Clearly Allowed

Trot Serpentine (any size)
Trot circles (any size)
Canter circles (any size)
Canter-trot
Change of lead through trot
Canter serpentine with changes through trot
Halt during test

FIRST LEVEL

Clearly Forbidden

Reinback
Shoulder-in
Travers
Renvers
Half-Pass
Flying Changes
Turn on Haunches
Pirouette
Piaffe
Passage

Clearly Allowed

Canter serpentine
Counter canter
Leg Yield
Lengthen trot/center on 20m circle
Simple change
Change of lead through trot
Walk-canter-walk
Halt-canter-halt

SECOND LEVEL

Clearly Forbidden

Half-pass
Flying changes
Canter pirouette
Piaffe
Passage

Clearly Allowed

Full & double turn on haunches
Travers
Renvers
Med. Canter & trot on 20 m circle
Medium canter on diagonal
Halt-canter-halt

Horse _____

Rider _____

Number _____ Date _____

Competition _____

TECHNICAL SCORE _____

ARTISTIC SCORE _____

FINAL SCORE _____ (240 POSSIBLE)

PERCENTAGE _____ %

Artistic Impression: Tenth of points are permitted (0.1, 0.2...). Non-compulsory movements may be rewarded or penalized under “Choreography” and/or “Degree of Difficulty”. Movements “above the level;” are not rewarded in Artistic Impression.

Ties: The higher total for Technical Execution will break a tie

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

Decimals: Half points are allowed in scoring the Technical Execution. Tenth of points (0.1, 0.2...) are allowed in scoring Artistic Impression.

Judge’s Name

Judge’s Signature