

Guidelines for the Training Level Musical Freestyle

Compulsory Movements

1. Walk (minimum of 20 meters)
2. Working Trot-20m circle. Must be shown in both directions
3. “Stretching the Frame” in Trot-40m minimum
4. One loop in Trot
5. Working Canter-20m circle. Must be shown in both directions
6. Halt(s)

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.

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
Canter Serpentine
Simple Change

Clearly Allowed

Trot Serpentine (any size)
Trot circles (any size)
Canter circles (any size)
Canter-trot
Change of lead through trot
Halt during test
Turn on the Forehand

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

Ties: The higher total for Artistic Impression will break a tie

Trot: Training level, unless stated otherwise, sitting and/or rising trot is allowed