

Horse _____
Rider _____
Number _____
Competition _____
Date _____

**TRAINING
LEVEL**



2004 USPC Musical Freestyle

TECHNICAL SCORE _____
ARTISTIC SCORE _____
FINAL SCORE _____ (240 Total Possible)
PERCENTAGE _____ %

Judge's Name

Judge's Signature

Score Sheet Effective January 1, 2004
Revised January 2005

TECHNICAL EXECUTION

Note: Half points allowed for judge's marks.
 *Movements must be shown in both directions.

Time Maximum
5 minutes



COMPULSORY MOVEMENTS	Possible Points	Preliminary Notes	Judge's Marks	Co-efficient	Final Score	REMARKS
1. Walk (minimum 20 meters)	10			2		
2. Working Trot 20 meter circle*	10	L R 		2		
3. "Stretching the Frame" in Trot, 40 meter minimum	10			2		
4. One Loop in Trot	10					
5. Working Canter, 20 meter circle*	10	L R 		2		
6. Halts	10					
7. Transitions	10			2		

FURTHER REMARKS:

SUBTOTAL


DEDUCTIONS

**TOTAL
TECHNICAL
EXECUTION**

(120 TOTAL POSSIBLE)

ARTISTIC IMPRESSION

Note: Ten points allowed for judge's marks.

	Rider 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. 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 POSSIBLE)

TOTAL TECHNICAL EXECUTION (120 POSSIBLE)

FINAL SCORE (240 POSSIBLE)

PERCENTAGE (Final Score Divided by 240)

%

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.

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.

TRAINING LEVEL	FIRST LEVEL	SECOND LEVEL
<i>Clearly Forbidden</i>	<i>Clearly Forbidden</i>	<i>Clearly Forbidden</i>
Reinback	Reinback	Half-pass
Shoulder-in	Shoulder-in	Flying changes
Travers	Travers	Canter pirouette
Renvers	Renvers	Piaffe
Half-Pass	Half-Pass	Passage
Flying Changes	Flying Changes	
Turn on Haunches	Turn on Haunches	
Pirouette	Pirouette	
Piaffe	Piaffe	
Passage	Passage	
Counter Canter (any configuration)		
Leg yield		
Lengthen trot or canter		
<i>Clearly Allowed</i>	<i>Clearly Allowed</i>	<i>Clearly Allowed</i>
Trot Serpentine (any size)	Canter serpentine	Full & double turn on haunches
Trot circles (any size)	Counter canter	Travers
Canter circles (any size)	Leg Yield	Renvers
Canter-trot	Lengthen trot/center on 20m circle	Med. Canter & trot on 20 m circle
Change of lead through trot	Simple change	Medium canter on diagonal
Canter serpentine with changes through trot	Change of lead through trot	Halt-canter-halt
Halt during test	Walk-canter-walk	
	Halt-canter-halt	
Halt may be done through the walk		