

# 2023 USDF 1st Level Freestyle

Suggested schedule time: 9 minutes per ride

Event: \_\_\_\_\_ Date: \_\_\_\_\_  
 Judge: \_\_\_\_\_ Position: \_\_\_\_\_  
 Competitor No.: \_\_\_\_\_  
 Name: \_\_\_\_\_  
 Horse: \_\_\_\_\_



TIME  
MAXIMUM:  
**5 minutes**  
No minimum time



## TECHNICAL EXECUTION

**Note:** Omitted compulsory elements receive a "0". Judges Marks for Technical Execution must be given in **half or full points (no tenths)**. Trot work may be done sitting or rising.

COMPULSORY ELEMENTS & PRELIMINARY MARKS	POSSIBLE POINTS	JUDGE'S MARKS	CO-EFFICIENT	FINAL SCORE	REMARKS
1. Medium walk (20m continuous)	10				
2. Free walk (20m continuous)	10		2		
3. 10-meter circle <b>RIGHT</b> in working trot	10				
4. 10-meter circle <b>LEFT</b> in working trot	10				
5. Leg-yield <b>RIGHT</b> in working trot	10		2		
6. Leg-yield <b>LEFT</b> in working trot	10		2		
7. Lengthen stride in trot on a straight line	10				
8. 15-meter circle <b>RIGHT</b> in working canter	10				
9. 15-meter circle <b>LEFT</b> in working canter	10				
10. Change of lead through trot <b>RIGHT</b>	10		2		
11. Change of lead through trot <b>LEFT</b>	10		2		
12. Lengthen stride in canter on a straight line	10				
13. Halt with salute on centerline, first and final	10				

Further Remarks:

	<b>Total Technical Execution</b> (180 points possible)
	<b>Deductions</b> (forbidden movements)
	<b>Errors</b> (2 points off for each error, not cumulative)
	<b>Final Technical Execution</b> (180 points possible)

Forbidden movements will incur a deduction of 4 points from Total Execution for each forbidden movement, but not for each recurrence of the same movement.

### First Level

**Forbidden:** Any movement or transition found only in tests above the level. Exceptions are listed under Additionally Allowed.  
**Additionally Allowed:** lengthen trot and/or canter on a curved line, canter serpentine, counter-canter.

# ARTISTIC IMPRESSION

Note: Non-compulsory movements must be rewarded or penalized under Choreography and/or Degree of Difficulty. Judges Marks for Artistic Impression may be given in **tenths**.

	POSSIBLE POINTS	JUDGE'S MARKS	CO-EFFICIENT	FINAL SCORE	REMARKS
<b>1. Rhythm, energy, and elasticity</b>	10		4		
<b>2. Harmony Between Horse and Rider</b>	10		4		
<b>3. Choreography</b> design cohesiveness, use of arena, balance, creativity	10		4		
<b>4. Degree of Difficulty</b>	10		2		
<b>5. Music</b> suitability, cohesiveness, seamlessness	10		2		
<b>6. Interpretation</b> music expresses gaits, use of phrasing and dynamics	10		2		

**Further Remarks:**

	<b>Total Artistic Impression</b> (180 points possible)
	<b>Deductions (overtime penalties)</b> Overtime penalty will incur a deduction of 1 point from total for Artistic Impression
	<b>Final Artistic Impression</b> (180 points possible)
	<b>Final Technical Execution</b> (180 points possible)
	<b>Final Score</b> (360 points possible)
	<b>Percentage</b> (Final score divided by 360) In case of tie: The higher total for Artistic Impression will break the tie.

Signature: \_\_\_\_\_

## Reminders for Freestyle Judges

**Time:** Movements executed after the 5 minutes limit are not scored. One (1) point is deducted from the total for Artistic Impression for exceeding the time limit.

**DR 129:** Under penalty of elimination at the discretion of the Judge at "C", a rider must enter the arena within 30 seconds of the music starting. Music must cease at the final salute.

**DR 129:** At the beginning and end of a Freestyle Test a halt with a salute is compulsory. Time begins when the horse moves forward after the competitor's halt and ends with the final halt and salute.

### Judging:

**DR 129:** All judges of a freestyle test at any level must judge both artistic and technical parts of the test.

**DR 129:** In case of rider's music failing before or during a Freestyle Test and in cases where there is no backup system the rider can, with permission of the judge at "C", leave the arena or start at a later time. There should be minimum interference with the starting times of the other riders and the affected rider should return to complete or restart his/her test during a scheduled break in the competition or at the end of the competition. The rider may decide whether to restart the test from the beginning or to commence from the point where the music failed. Judging must restart at the point of interruption. In any case, the marks already given will not be changed.

**DR 122:** 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 his discretion, some unusual circumstance has occurred to interrupt a test.

### Above the level Movements and Transitions:

Movements and transitions "above the level" (found ONLY in a higher-level test) receive a deduction of four points from the total for technical execution for each illegal movement or transition, but not for each recurrence of the same movement or transition.

### Errors:

The bell is not rung for errors occurring in USDF Freestyle Tests. Errors occur for failure to salute in the halt or rising at the trot at Second Level and above. Two points will be deducted for each error, however they are not cumulative and will not result in elimination.