

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

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 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 about 4 ½) may affect the scores for "choreography" and/or "degree of difficulty." The rider must enter the arena or signal the sound engineer within 60 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 guidelines, the following lists specifically enumerate most of the dressage movements, combinations and transition 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)
 Zig-zag leg yield
 Leg yield along wall
 Lengthen Trot or Canter
 Canter Serpentine
 Simple change
 Canter-Walk-Halt

CLEARLY ALLOWED

Trot Serpentine (any size)
 Trot Circles
 Canter Circles
 Canter-Trot
 Change of Lead through Trot
 Turn on the Forehand

**FIRST LEVEL
CLEARLY FORBIDDEN**

Reinback
 Should-in
 Travers
 Renvers
 Half-Pass
 Flying changes
 Turn on Haunches
 Pirouette
 Piaffe
 Passage
CLEARLY ALLOWED
 Canter Serpentine
 Counter Canter
 Zig-zag Leg Yield
 Leg Yield along Wall
 Lengthen Trot/Canter on 20 M circ.
 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 c
 Medium Canter on diag.
 Halt-Canter-Halt

ARTISTIC IMPRESSION: Tenths of points are permitted (0.1,0.2...). Non-compulsory movements may be rewarded or penalized under "Choreography" and/or "Degree of Difficulty" (Artistic). Movements "Above the level" are not rewarded in Artistic Impression.

TIES: The higher total for Artistic Impression 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. Tenths of points (0.1, 0.2...) are allowed in scoring the Artistic Impression.

TROT: Training Level, unless stated otherwise, sitting and/or rising trot is allowed. First level / Second Level, unless stated otherwise, sitting trot is required.

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

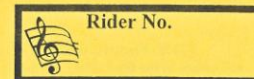
DEDUCTIONS

TOTAL TECHNICAL EXECUTION

(120 TOTAL POSSIBLE)

ARTISTIC IMPRESSION

Note: Ten points allowed for judge's marks.



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)

%