



2020 Dressage Show Online Walk Only Musical Freestyle

Arena Size:
20m x 60m
Or 20m X 40M

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)**.

COMPULSORY ELEMENTS & PRELIMINARY MARKS	POSSIBLE POINTS	JUDGE'S MARKS	CO-EFFICIENT	FINAL SCORE	REMARKS
1. Half 20 meter circle in working walk RIGHT	10				
2. Half 20 meter circle in working walk LEFT	10				
3. Halt at X processed in working walk	10				
4. Serpentine 3 equal loops width of the arena	10				
5: 20 meter circle working walk	10				
6: Change diagonal in free walk	10		2		
7. Halt with salute on centerline first	10				
8. Halt with salute on centerline final	10				
9. Transitions	10		2		
10. Rhythm, energy and elasticity	10				

Further Remarks:

	Total Technical Execution (120 points possible)
	Deductions (forbidden movements)
	Errors (2 points off for each error, not cumulative)
	Final Technical Execution (120 points possible)

Forbidden: Any movement or transition found only in tests above the level. Exceptions are listed under Additionally Allowed. **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.**

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
1. Harmony Between Horse and Rider	10		4		
2. Choreography design cohesiveness, use of arena, balance, creativity	10		4		
3. Degree of Difficulty	10		1		
4. Music suitability, cohesiveness, seamlessness	10		3		
5. Interpretation music expresses gaits, use of phrasing and dynamics	10		3		

Further Remarks:

	Total Artistic Impression (150 points possible)
	Deductions (overtime penalties) Overtime penalty will incur a deduction of 1 point from total for Artistic Impression
	Final Artistic Impression (150 points possible)
	Final Technical Execution (120 points possible)
	Final Score (270 points possible)
	Percentage (Final score divided by 270) In case of tie: The higher total for Artistic Impression will break the tie.

Signature: _____

Reminders for Freestyle Judges

Time: The DSO Freestyles **maximum time limit is 5 minutes**. There is **no minimum 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.

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.**

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.

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:

Errors occur for failure to salute in the halt. Two points will be deducted for each error.