



# 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 <b>RIGHT</b>	10				
2. Half 20 meter circle in working walk <b>LEFT</b>	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 <b>first</b>	10				
8. Halt with salute on centerline <b>final</b>	10				
9. Transitions	10		2		
10. Rhythm, energy and elasticity	10				

**Further Remarks:**

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

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

**Further Remarks:**

	<b>Total Artistic Impression (150 points possible)</b>
	<b>Deductions (overtime penalties) Overtime penalty will incur a deduction of 1 point from total for Artistic Impression</b>
	<b>Final Artistic Impression (150 points possible)</b>
	<b>Final Technical Execution (140 points possible)</b>
	<b>Final Score (290 points possible)</b>
	<b>Percentage (Final score divided by 290) In case of tie: The higher total for Artistic Impression will break the tie.</b>

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.