

## NEW YORK STATE 4-H DRESSAGE DIVISION

*The division will run with USEF (United States Equestrian Federation) as guidelines.*

### I. PERSONAL APPOINTMENTS AND ATTIRE

PLEASE NOTE: Since the Dressage Division allows riders from Hunt Seat and Saddle Seat, you need to know the personal appointments and attire for the seat in which you are riding. If there is a conflict in the listings, the Dressage Division takes priority.

#### A. Required

1. That which is correct for the seat being ridden. Refer to the personal attire and appointments list for the appropriate division.

#### B. Optional

1. Spurs - blunt only - but not recommended for training level – all spurs must have straps

#### C. Prohibited

1. Tapaderos
2. Rowelled spurs
3. Clip-on spurs

### II. TACK AND EQUIPMENT

Please note - Since the Dressage Division allows riders from Hunt Seat and Saddle Seat, you need to know the tack and equipment for the seat in which you are riding. If there is a conflict in the listings, the Dressage Division takes priority.

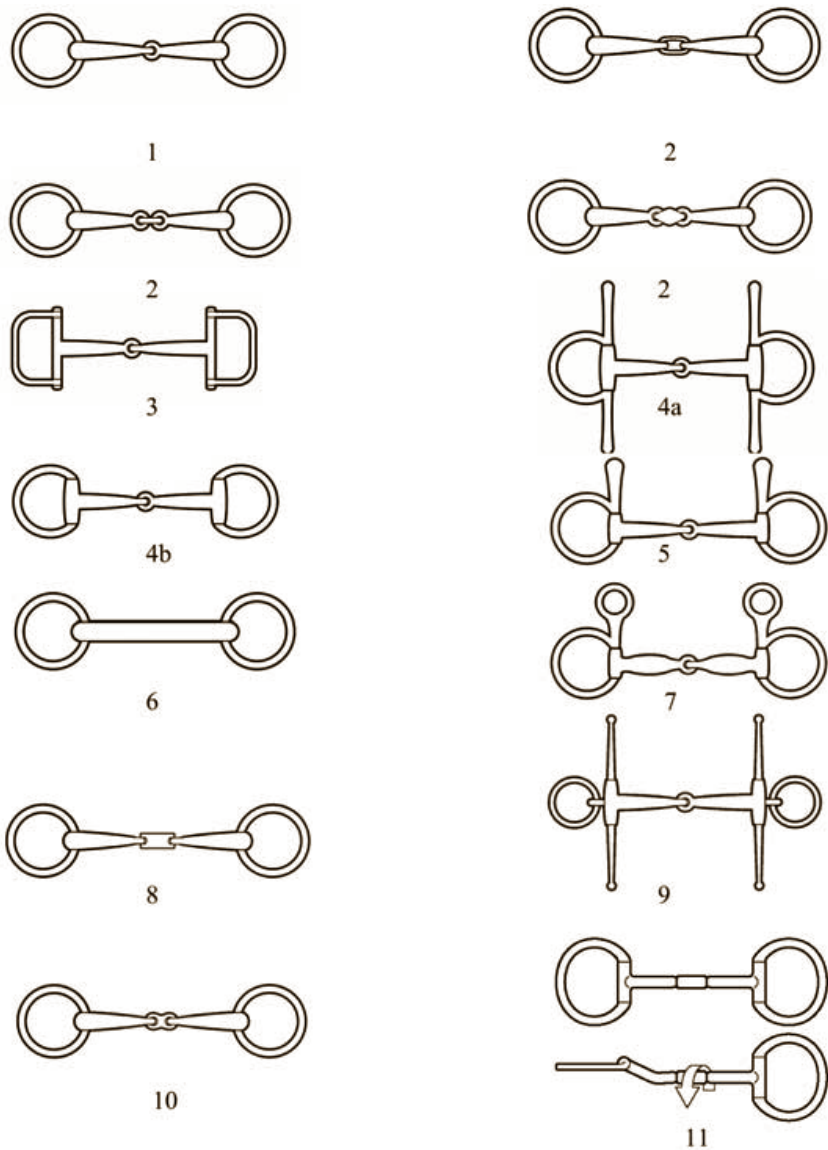
#### A. Required

1. That which is correct for the seat being ridden. Refer to the tack and equipment list for the appropriate division.
2. Noseband - all English seats
3. Hunt, Dressage, and Saddle Seat riders must use bits designated on the bit chart.

\*Any bits may be made with a rubber, plastic or leather covering, but the bit may not be modified by adding latex or other material. Bits with mouthpieces made of synthetic material are permitted, provided that the contours of the bit conform to contours of one of the bits pictured on the following page.

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Acceptable bits for 4-H Dressage follow: (Hunt, Dressage, and Saddle Seat - required)



1. Ordinary snaffle with single-jointed mouthpiece.
2. Ordinary snaffle with double-jointed mouthpiece.
3. Racing snaffle (D-ring).
4. Snaffle.  
A) with cheeks, with or without keepers.  
B) without cheeks (Egg-butt).
5. Snaffle with upper or lower cheeks.
6. Unjointed snaffle (Mullen-mouth).
7. Snaffle with cheeks. (Hanging or drop cheek; Baucher). This may be a D-ring or other ordinary snaffle as pictured in Nos. 1-6.
8. Dr. Bristol.
9. Fulmer.
10. French snaffle.
11. Snaffle with rotating mouthpiece.

**B. Optional**

1. Dressage whip measuring less than 43" including the lash
2. Snaffle bridle
3. Figure 8 noseband
4. Dropped noseband
5. Flash noseband or cavesson
6. Dressage saddle

**C. Prohibited**

1. Wire, twisted wire or sharp-edged bits
2. Roller bits
3. Kimberwickes
4. Pelhams
5. Full bridles below 4th level (Saddle Seat riders included)
6. Bosals
7. Hackamores
8. Crops
9. Draw reins, side reins, chambon, nose reins, gogue and other similar training devices.

**D. Allowed in practice or warm-up rings**

1. Crops

**III. CLASS DESCRIPTIONS**

Dressage exhibitors may select no more than three (3) tests. Tests must be in adjacent levels. The Musical Kur is considered one of the three (3) tests. The Musical Kur is considered equal to the highest test in that particular level. The three classes do not include the Dressage Equitation, which is held time and schedule permitting.

**Training Level Dressage Tests**

The purpose of the Training Level Dressage Tests is to confirm that the equine's muscles are supple and loose, and that it moves freely forward in a clear and steady rhythm, accepting contact with the bit. Gaits judged on freedom and regularity. Impulsion judged on desire to move forward, elasticity of steps, suppleness of the back, and engagement of the hindquarters. Submission judged on attention and confidence; harmony, lightness and ease of movements, and acceptance of the bridle. Rider's position and seat judged on correctness and effect of the aids.

**First Level Dressage Tests**

The purpose of the First Level Dressage Tests is to confirm that the equine, in addition to the requirements of Training Level, has developed thrust (pushing power) and achieved a degree of balance and thoroughness. Gaits judged on freedom and regularity. Impulsion judged on desire to move forward, elasticity of the steps, suppleness of the back, and engagement of the hindquarters. Submission judged on attention and confidence, harmony, lightness and ease of movements, and acceptance of the bridle, lightness of the forehead. Rider's position and seat judged on correctness and effect of the aids.

**A. English tests to be used are as published by USEF and included here. They are:**

- a. Training Level, Test 1
- b. Training Level, Test 2
- c. Training Level, Test 3
- d. Training Level, Test 4
- e. First Level, Test 1
- f. Test of Choice: First Level Test 2-4. Exhibitor must note what test they are riding on the entry form.

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Dressage tests are copyrighted by law and may not be reproduced in the 4-H Rule book. Copies of the tests are available from USEF, 4047 Iron Works Parkway, Lexington, KY 40511-8483 or go to the web site: [www.usef.org](http://www.usef.org).

### **B. Dressage Seat Equitation**

1. Dressage Equitation classes shall be open only to riders who have never competed above Second Level in recognized competition.
2. To be shown at medium walk, trot and canter both ways of the ring. The rider's position, seat and specifically the correct use and effect of the aids required by the Training and First Level Dressage tests are to be judged as outlined in Article 1917.1 (USEF rule book).
3. The movements shall be performed by the exhibitors simultaneously; however, the judge may ask for independent execution of certain tests.
4. In judging the seats, use and application of aids at the working gaits, judges shall include the following tests:
  - a) Transitions from one gait to the next; both ways.
  - b) Transitions from walk to halt and vice versa.
5. Additional tests from which the judges may select:
  - a) Transitions from trot to halt and vice versa with or without stirrups.
6. There will be no exchange of equines.

## **IV. GENERAL RULES AND SCORING FOR DRESSAGE TESTS**

### **A. General Rules for Dressage Tests**

1. Exhibitors may select no more than three (3) tests (including a Musical Kur).
2. Each entry is to individually perform the required test. A schedule of order will be established for each class. It is the responsibility of the exhibitor to be ready to ride at the scheduled time or be eliminated. Tentative ride times will be assigned the evening before with the final rides times posted as early as possible in the morning of classes.
3. Tests are to be ridden exactly as listed.
4. All tests will be ridden in the large arena (20 meters x 60 meters). (1 meter = 3.3 ft.).
5. Readers are optional.
6. At the salute, riders must take the reins in the left hand. A rider will let the right hand drop loosely along the body and then incline the head in a slight bow.

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7. The use of the voice or clucking is prohibited and will be penalized by deduction of two marks from those which would have been awarded for each movement where this occurs.

\*Excessive use of the whip will be cause for **Elimination** at the judge's discretion.

8. When a competitor makes an error on the course, the judge sounds a bell or whistle, shows them where to take up the test again and leaves then to continue. The clock is not stopped. If the error does not impede the course of the test, it is up to the judge to decide whether to sound the bell or not. Every error, whether or not the bell is sounded, is penalized as follows:

1st error	<b>minus 2 points</b>
2nd error	<b>minus 4 points</b>
3rd error	<b>Elimination</b>

i.e. When a competitor makes an error of the test, such as trotting rising instead of sitting, or failing to take the reins in one hand for the salute, the competitor is penalized as for an error of the course.

9. In the case of marked lameness, the judge informs the competitor that he is eliminated. There is no appeal against this decision.
10. If during the test the equine leaves the arena (all four feet outside the fence or line marking the arena perimeter), the competitor is **eliminated**.
11. A competitor leaving the arena at the end of the ride at any point other than A shall be **eliminated**.
12. Equines which enter the arena with their tongue tied down will be **eliminated**.
13. Each commenced second in excess of the time allowed is penalized by 1/2 point. The clock is started when the equine moves forward after the first salute and is stopped when the competitor salutes the judge at the end of the test. Times allowed are located on each test.
14. In all competitions, the winner is the one having the highest total points. In the case of equality of points, the competitor with highest marks under "General Impressions" is the winner. When the General Impressions are tied, the judge may declare a winner or the competitors may remain tied. General Impressions are the same as Collective Marks.

### **B. Scoring for Dressage Tests**

Scores used by the judge for all movements and collective marks:

10 - Excellent	5 - Sufficient
9 - Very good	4 - Insufficient
8 - Good	3 - Fairly bad
7 - Fairly good	2 - Bad
6 - Satisfactory	1 - Very bad
	0 - Not executed

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1. Add up all points in Movements column, being careful to check for errors and coefficients. A coefficient is represented by a printed 2 next to the points. The score for that movement must be multiplied by 2 before adding up total points.
- 2) Multiply coefficients then add up the total points in the General Impression (Collective Marks) column (last 4 categories).
- 3) Add all points (both the above). Add total from 1 and 2.  
Total test score - movements  
+ Total collective marks  

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Total test score ÷ possible score = % score
- 4) Subtract ERRORS according to the following schedule (errors will be indicated with a large E, then the points are scored for the corrected movement):

1st Error on test	<b>minus 2 points</b>
2nd Error on test	<b>minus 4 additional points</b>
3rd Error on test	<b>Elimination</b>

(Please note that rides with three errors or other elimination such as leaving the arena will be scored right through to the end, but score should be posted as Eliminated/No Score. All errors and eliminations should be double-checked with the judge.)
- 5) (If time is to be used) Check the time of the ride against the time allowed (printed on the front of the test sheet). If overtime, subtract time penalties as follows:  
  
**1/2 point for each commenced second overtime.**
- 6) After deducting error and time penalties, you will have the total score. Divide the total score by the total possible points (found on back of test paper) to determine the percentage.
- 7) The total points and percentage (or reason for elimination if eliminated) should be written on the front of the test sheet. When posting scores, both total score and percentage should be posted. If possible, percentages should be announced when giving out awards. Score sheets should be kept until awards are handed out and then given to riders.

### V. GENERAL RULES AND SCORING FOR MUSICAL KURS

#### A. Rules for Musical Kurs:

1. Movements exceeding the difficulty of the level entered will be penalized by a deduction of four (4) points, from the total points for each occurrence.
2. Compulsory movements may be performed in any order.

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3. Compulsory movements must be shown on both reins but not necessarily symmetrically. Compulsory movements shown in only one direction will be scored, but a "0" will be given (and averaged into the final score) for compulsory movements not shown in the other direction, (you will only receive half the points possible)
4. The arena shall be 20 meters by 60 meters. (see the following pages for large and small arena setup distances).
5. Musical tapes must be handed in 4 hours before the scheduled ride with clear directions as to appropriate time to start the music. It should also include the competitor's name, equine name, level of ride and time of play. The tape should be cued up so that the music is ready to play when the "play button" is pushed. Sound equipment will be available if a standard tape is used.
6. Maximum time allowed for Musical Kur is 5 minutes.
7. In case of a tie, the higher total for artistic impression will break the tie.
8. For an effective freestyle, the rhythm of the music should suit the gaits of the equine.
10. It is advisable to always bring an extra copy of the music tape to the competition.

### **B. Scoring for Musical Kur:**

1. Each movement is scored on the basis of 0-10, zero being total failure of a movement, 10 being perfection. Collective marks for pace, submission, impulsion and rider are also given. Total points are expressed as a percentage of possible points.
2. Musical Kurs are scored on:  
Total Points - Technical Execution +  
Total Points - Artistic Impression  
Divided by Total possible Points of this ride = Percentage Score
3. Time will be considered in scoring. Refer to each test for time penalty.
4. Musical Kurs will be evaluated more on the basis of technical merit than on a theme or audience appeal.

## **VI DRESSAGE ARENAS**

There is a small and a large dressage arena. English tests will be done in a large arena. Musical Kurs will be done in a large arena.

It is recommended that you use a measuring tape that measures in meters. If you do not have a measuring tape in meters, the following chart has been prepared to convert meters to feet and inches.

### **Conversion Chart:**

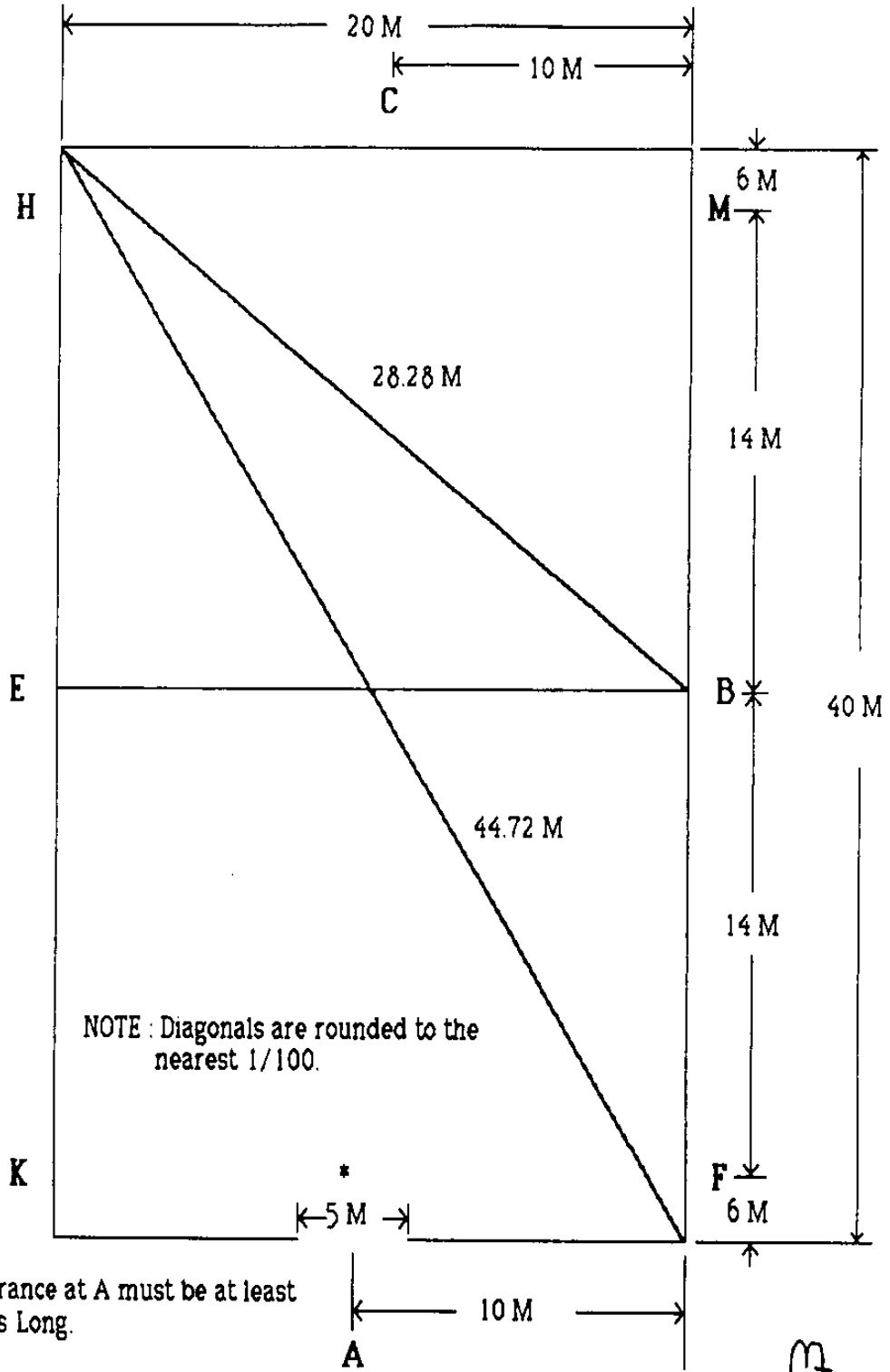
<u>Meters</u>	<u>Feet</u>	<u>Feet/Inches</u>
5 m	16.5	16 ft., 6 in.
6 m	19.8	19 ft., 10 in.
10 m	33.0	33 ft., 0 in.

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12 m	39.6	39 ft., 7 in.
36.06 m	119.0	119 ft., 0 in.
63.25 m	208.7	208 ft., 8 in.

\* Conversion factor - 1 m = 3.3 ft.

### Small Dressage Arena



NOTE : Diagonals are rounded to the nearest 1/100.

\* The entrance at A must be at least 5 Meters Long.

Please note: If you wish to convert to feet, see the conversion chart supplied.

*M*  
*7/5 '92*



**2007 Training Level Test 1 (For use in current year)**

All trot work may be ridden sitting or rising.  
 Transitions in and out of halts may be made through the walk.

1	A	Enter working trot
	X	Halt, Salute
		Proceed working trot
2	C	Track left
	E	Circle left 20 m
3	Between K & A	Working canter left lead
4	B	Circle left 20 m
5	Between Centerline & B	Working trot
6	C	Medium walk
7	H X F	Free walk
	F-A	Medium walk
8	A	Working trot
9	E	Circle right 20 m
10	Between H & C	Working canter right lead
11	B	Circle right 20 m
12	Between Centerline & B	Working trot
13	A	Down centerline
	X	Halt, salute

Leave arena at A walking on long rein.  
 Collective marks: Gaits, Impulsion, Submission, and Rider  
 Coefficients: Movement 7 and collective marks  
 Time: 4:00 (subtract 1 min. for small arena)  
 Maximum points: 230

**2007 Training Level Test 2 (For use in current year)**

All trot work may be ridden sitting or rising.

Transitions in and out of the halt may be made through the walk.

1	A	Enter working trot
	X	Halt, Salute Proceed working trot
2	C	Track right
	B	Circle right 20 m
3	K X M	Change rein working trot
4	Between C & H	Working canter left lead
5	E	Circle left 20 m
6	Between E & K	Working trot
7	A	Medium walk
8	F X M	Free walk
9	M-C	Medium walk
10	C	Working trot
11	E	Circle left 20 m
12	F X H	Change rein working trot
13	Between C & M	Working canter right lead
14	B	Circle right 20 m
15	Between B & F	Working trot
16	A	Down centerline
	X	Halt, salute

Leave arena at A walking on long rein

Time: 5:00 (subtract 1 min for small arena)

Collective marks: Gaits, Impulsion, Submission, and Rider

Coefficients: Movements 5, 8, 13, and collective marks

Maximum points: 280

**2007 Training Level Test 3** (For use in current year)

All trot work may be ridden sitting or rising, unless stated otherwise. Halts may be through the walk.

1	A X	Enter working trot Halt, Salute Proceed working trot
2	C E X	Track left Turn left Circle left 20m
3	X B	Circle right 20m Turn right
4&5	A	Circle right 20m, developing right lead canter first quarter of the circle
4	(Score for transition)	
5	(Score for circle)	
6	E-B  B	Half circle 20m, near centerline working trot Go straight ahead
7	A	Medium walk
8	K-B	Free walk
9	B-M M	Medium walk Working trot
10&11	C	Circle left 20m, developing left lead canter first quarter of the circle
10	(score for transition)	
11	(score for circle)	
12	E to B  B	Half circle 20m, near centerline working trot Go straight ahead
13	C  Before C	Circle left 20m, rising trot, allowing the horse to stretch forward and downward Shorten the reins
14	E X G	Half circle 10 m to X Straight ahead Halt, Salute

Leave area A walking on a long rein. Collective marks: Gaits, Impulsion, Submission, and Rider

Coefficients: Movements 8, 13, and collective marks

Time 5:00 (subtract 1 min for small arena)

Maximum points: 250

**2007 Training Level Test 4 (For use in current year)**

All trot work may be ridden sitting or rising, unless other wise stated.

Halts may be made through the walk.

1	A X	Enter working trot Halt, Salute Proceed working trot
2	C M X F	Track right Make one loop
3	Between A & K	Working canter right lead
4	E	Circle right 20 m
5	E-C C	Working canter Working trot
6	M M to B	Medium walk Medium walk
7	B to K K to A	Free walk Medium walk
8	A FXM	Working trot Make one loop
9	Between C and H	Working canter left lead
10	E	Circle left 20 m
11	E to A A	Working canter Working trot
12	FXH	Change rein at working trot
13	C  Before C	Circle right 20 m, rising trot, allowing the horse to stretch forward and down Shorten the reins
14	B X G	Half circle 10 meters to X Go straight ahead Halt, Salute

Leave arena at A walking on long rein.

Collective marks: Gaits, Impulsion, Submission, and Rider.

Coefficients: Movements 7 & 13 and collective marks.

Time: 5:00 (subtract 1 min for small arena)

Maximum Points: 250

**2007 FIRST LEVEL TEST 1** (For use in current year)

All trot work is sitting, unless stated otherwise.

(Phrases in parentheses should not be read)

1	A X	Enter working trot Halt, Salute Proceed working trot
2	C E to X	Track left Half circle 10 meters returning to the track at H
3	B to X	Half circle 10 meters returning to the track at M
4	H X F  F	Lengthen stride in trot, rising or sitting Working trot sitting
5	A to C	3 loop serpentine width of arena
6	C	Medium walk
7	M to E	Free walk
8	E to F	Medium walk
9	(Transition from free walk to medium walk at E)	
10	F  A	Working trot Working canter right lead
11	E	Circle right 15 meters
12	M X K X	Change rein Working trot
13	K	Working canter left lead
14	B	Circle left 15 meters
15	H X F X	Change rein Working trot
16	K X M  M	Lengthen stride in trot, rising or sitting Working trot sitting
17	C  Before C C	Circle left 20 m rising trot, allowing the horse to stretch forward and down Shorten the reins Working trot sitting
18	E X G	Half circle 10 meters to X Go straight ahead Halt, Salute

Leave arena at A walking on a long rein

Collective marks: Gaits, Impulsion, Submission, and Rider

Coefficients: Movements 5, 7, 17 and collective marks

Time: 6:00 ( subtract 1 min for small arena)

Maximum Points: 300

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### 2007 FIRST LEVEL TEST 2 (For use in current year)

Trot work is sitting unless stated otherwise.

(Phrases in parentheses should not be read)

1	A	Enter working trot
	X	Halt, Salute. Proceed working trot
2	C	Track right
	B	Turn right
	E	Turn left
3	A	Down centerline
	D to R	Leg yield right
4	M	Working canter left lead
5	C	Circle left 15 meters
6	H to K	Lengthen stride at canter
7	Between K and A	Develop a working canter
8	F X H	Change rein
	X	Working trot
9	M X K	Lengthen stride at trot, sitting or rising
	K	Working trot sitting
10	A	Halt, 5 seconds, proceed at medium walk
11	F to S	Free walk
12	S H C	Medium walk
13	(Transition from free walk to medium walk at S)	
14	C	Working trot
15	B	Circle right 20 meters rising trot, allowing the horse to stretch forward and down
	Before B	Shorten reins
	B	Working trot sitting
16	A	Down centerline
	D to S	Leg yield left
17	H	Working canter right lead
18	C	Circle right 15 meters
19	M to F	Lengthen stride at canter
20	Between F and A	Develop a working canter
21	K X M	Change rein
	X	Working trot
22	H X F	Lengthen stride at trot, sitting or rising
	F	Working trot sitting
23	A	Down centerline
	X	Halt, Salute

Leave arena at A walking on long rein.

Collective marks: Gaits, Impulsion, Submission, and Rider.

Coefficients: Movements 11, 15, 19, 22, and collective marks

Time: 6:00 (done in large arena)

Maximum Points: 360

## NYS 4-H Dressage Division

### 2007 FIRST LEVEL TEST 3 (For use in current year)

Trot work is sitting unless otherwise stated.

(Phrases in parentheses should not be read)

1	A	Enter working trot
	X	Halt, Salute. Proceed working trot
2	C	Track left
	E to X	Half circle left 10 meters
3	X to B	Half circle right 10 meters
4	V to I	Leg yield right
5	C	Track right
	M X K	Lengthen stride at trot, sitting or rising
	K	Working trot sitting
6	P to I	Leg yield left
7	C	Track left
	H X F	Lengthen stride at trot, sitting or rising
	F	Working trot
8	A	Halt 5 seconds, proceed at medium walk
	A to K	Medium walk
9	K to B	Free walk
10	B to H	Medium walk
11	(Transition from free walk to medium walk at B)	
12	H	Working trot
	C	Working canter right lead
13	R	Circle right 15 meters
14	R to F	Lengthen stride at canter
15	F	Working canter
16	K X M	Change rein, at X change lead through trot
17	S	Circle left 15 meters
18	S to K	Lengthen stride at canter
19	K	Working canter
20	F X H	Change rein
	X	Working trot
21	B	Half circle 10 meters to X
	X	Straight ahead
	G	Halt and Salute

Leave arena at A walking on long rein.

Collective marks: Gaits, Impulsion, Submission, and Rider.

Coefficients: Movements 4, 6, 9, 13, 17

Time: 6:30 (done in large arena)

Maximum Points: 350

## NYS 4-H Dressage Division

### 2007 FIRST LEVEL TEST 4 (For use in current year)

Trot work is sitting unless otherwise stated.

(Phrases in parentheses should not be read)

1	A	Enter working trot sitting
	X	Halt, Salute. Proceed working trot.
2	C	Track right
	M X K	Lengthen stride in trot, sitting or rising
	K	Working trot
3	A	Down centerline
	L	Circle left 10 meters
4	X to M	Leg yield right
5	H X F	Lengthen stride in trot, sitting or rising
	F	Working trot
6	A	Down centerline
	L	Circle right 10 meters
7	X to H	Leg yield left
8	C	Medium walk
9	M to V	Free walk
	V to K	Medium walk
10	(Transitions from medium walk to free walk and free walk to medium walk)	
11	K	Working trot
	A	Working canter left lead
12	A	Circle left 15 meters
13	F to M	Lengthen stride in canter
14	M	Working canter
15	H X K	One loop maintaining the left lead
16	F X H	Change rein
	X	Change of lead through trot
17	C	Circle right 15 meters
18	M to F	Lengthen stride in canter
19	F	Working canter
20	K X H	One loop maintaining the right lead
21	M to E	Change rein
	I	Working trot
22	V	Circle left 20 meters trot rising, allowing the horse to stretch forward and down
	Before V	Shorten reins
	V	Working trot sitting
23	A	Down centerline
	X	Halt, Salute

Leave arena at A walking on long rein.

Collective marks: Gaits, Impulsion, Submission, and Rider.

Time: 6:30 (done in large arena)

Maximum Points: 380

MUSICAL FREESTYLE INFORMATION

**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 minutes) 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 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.

Canter-Walk-Halt

**TRAINING LEVEL**

**ALLOWED:**

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

**FORBIDDEN**

- Reinback
- Shoulder-in
- Travers
- Renvers
- Half-pass
- Flying changes
- Turn on the Haunches
- Pirouette
- Passage
- Counter-Canter (any configuration)
  
- Zig-zag leg yield
- Lengthen Trot or canter
- Canter Serpentine

**FIRST LEVEL**

**ALLOWED:**

- Canter Serpentine
- Counter Canter
- Zig-Zag Leg Yield
- Leg Yield along wall
- Lengthen Trot/Canter on 20m circle
- Simple Change
- Change of Lead through Trot
- Walk-Canter-Walk
- Halt-Canter-Halt

**FORBIDDEN:**

- Reinback
- Shoulder-in
- Travers
- Renvers
- Half-pass
- Flying changes
- Turn on Haunches
- Pirouette
- Piaffe
- Passage



**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 Levels” 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, unless stated otherwise, sitting trot is required.

**\*\*\*\*\*SEE MUSICAL SCORE SHEETS UNDER SCORE SHEET SECTION**

- Musical Freestyle Training Level Test 1&2
- First Level