

Musical Freestyle **TRAINING LEVEL TEST 1 & 2**

**TECHNICAL EXECUTION**                      **TIME MAXIMUM**  
5 minutes

Note: Half points allowed for judge's marks.

\*Movements must be shown in both directions.

COMPULSORY MOVEMENTS	Possible Points	Prelim Notes	Judge's Marks	Co-Efficient	Final Score	REMARKS
1. Walk - (min 20 meters)	10			2		
2. Working trot , 20 meter circle*	10	L    R		2		
3. Working Canter, 20 meter circle*	10	L    R		2		
4. Halts	10			3		
5. Transitions	10			3		

FURTHER REMARKS:

SUBTOTAL  
DEDUCTIONS  
TOTAL TECHNICAL EXECUTION  
(120 pt. possible)

**ARTISTIC IMPRESSION**

**NO.** \_\_\_\_\_

Note: Tenth 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, balance, ingenuity and creativity	10		3		
4. Degree of difficulty	10		1		
5. Choice & interpretation of music	10		4		

FURTHER REMARKS:

SUBTOTAL

DEDUCTIONS

TOTAL ARTISTIC IMPRESSION  
(120 pt. possible)

TOTAL TECHNICAL EXECUTION  
(120 pt. Possible)

FINAL SCORE  
(240 pt possible)

PERCENTAGE  
(Final score divided by 240)

%

# FIRST LEVEL

## TECHNICAL EXECUTION

TIME MAXIMUM

5 minutes

Note: Movements which must be performed on both hands are so indicated by "L" and "R" under "Preliminary Notes". Omitted Compulsory Movements receive a "0" and are averaged into the "Judge's Marks". Judges marks for Technical Execution must be given in half points or full points (no tenths).

COMPULSORY MOVEMENTS	Possible Points	Prelim Notes	Judge's Marks	Co-Efficient	Final Score	REMARKS
1. Walk - (20 meter minimum Medium and 20 meter minimum Freewalk)	10			2		
2. 10 meter circle in trot	10	L R				
3. Leg-yield in trot	10	L R		2		
4. Lengthen stride in trot	10			2		
5. 15 meter circle in canter	10	L R				
6. Change of lead through trot	10	L R		2		
7. Lengthen stride in canter	10			2		
FURTHER REMARKS:						
SUBTOTAL						
DEDUCTIONS						
TOTAL TECHNICAL EXECUTION (120 pt. possible)						

## ARTISTIC IMPRESSION

NO. \_\_\_\_\_

Note: Non-compulsory movements must be rewarded or penalized under "Choreography" and/or "Degree of Difficulty" (Artistic). Movements "Above the Level" are not rewarded in Artistic Impression. Judge's marks for Technical Execution must be given in half points or full points (no tenths).

ARTISTIC ELEMENTS	Possible Points	Judge's Marks	Co-Efficient	Final Score	Remarks
1. Rhythm, energy & elasticity	10		2		
2. Harmony between horse and rider	10		2		
3. Choreography, use of arena, inventiveness, design, balance, ingenuity and creativity	10		3		
4. Degree of difficulty	10		1		
5. Choice & interpretation of music	10		4		
FURTHER REMARKS:					
SUBTOTAL					
DEDUCTIONS					
TOTAL ARTISTIC IMPRESSION (120 pt. possible)					
TOTAL TECHNICAL EXECUTION (120 pt. Possible)					
FINAL SCORE (240 pt possible)					
PERCENTAGE (Final score divided by 240)					%

In case of a tie: The higher total for Artistic impression will break the tie.