

Tips for Freestyle Judges

- ◆ Times: ODS Training Level Freestyle time limit – 5 minutes. There is no minimum time. Timing starts when the horse moves off after the entry salute and stops at the final salute. Movements completed after the 5 minute time limit are not scored.
- ◆ Judges: Judges will complete both the technical and artistic portions of the rides.
- ◆ Ties: In case of a tie, the higher artistic score shall determine the winner

Level	ODS Rules for Training Level
Maximum and Minimum Time Limit	There is a 5 minute maximum time limit, but no minimum time limit
Time Limit deductions	2 points are deducted from the total for artistic impression for exceeding the time limit.
Points, Half-Points	Judges marks for Technical Execution and Artistic Impression are given in half points and full points
Above the Level Movements	Movements may not be “above the level” and shall be penalized by a four point deduction from the total for technical execution for each illegal movement, but not for each recurrence of the same movement.
Music after the halt	Exit music is not regulated and may be used without penalty
Time of Entry	The rider must enter the arena or signal the sound engineer within 45 seconds of the bell, and the rider must enter the arena within 20 seconds of the start of the music or be eliminated
Halt and Salute	At the beginning and end of a freestyle test, a halt with a salute is compulsory. The halt must be executed facing “C”. A rider who does not halt for the salute is eliminated

Horse _____
 Rider _____
 Number _____ Date _____
 Competition _____



Oregon Dressage Society

2008
MUSICAL
FREESTYLE
TRAINING LEVEL

TECHNICAL SCORE _____
ARTISTIC SCORE _____
FINAL SCORE _____ **(230 Total Possible)**
PERCENTAGE _____ %

 Judge's Name

 Judge Signature

TECHNICAL EXECUTION

Note: Omitted compulsory movements receive a "0" and are averaged into The "Judges Marks". Judges Marks for Technical Execution must be given in half points or full points (no tenths)

TIME
MAXIMUM:
5 minutes

Training Level

Compulsory Elements	Possible Points	Preliminary Notes	Judge's Mark	Co-Efficient	Final Score	Remarks
1. Walk (20m minimum continuous Free walk)	10			2		
2. Walk (20m minimum Medium walk)	10					
3. 20m circle working trot allowing horse to stretch forward and down	10			2		
4. 20 meter circle in canter right lead	10					
5. 20 meter circle in canter left lead	10					
6. 20 meter circle right in trot	10					
7. 20 meter circle left in trot						
8. Transitions	10			2		

Further remarks.

Total Technical Execution

Deductions forbidden movements

Final Technical Execution
(110 Total Possible)

Forbidden movements will incur a deduction of 4 points from total technical execution for each forbidden movement, but not for each recurrence of the same movement

Forbidden and Allowed: Movements "above the level" (found ONLY in a higher level test) receive a deduction of four points from Total Technical Execution for each illegal movement, but not for each recurrence of the same movement. All figures (regardless of size), patterns, combinations or transitions composed of elements permitted in the declared level ARE permitted, even if the resulting configuration is found in higher levels. Below are guidelines which enumerate most of the dressage movements which are forbidden or allowed at this level.

Clearly allowed: Medium, Free, Walk ; Working Trot, Working Canter at 20 meter circles; ½ 10 meter circles in trot

Clearly forbidden: Lengthening of stride; leg yield; simple changes; flying changes; rein back; shoulder in; renvers; travers; half pass; pirouettes; turns on the haunches; piaffe; passage

Test performed in the Standard arena

ARTISTIC IMPRESSION

Note: Non-compulsory movements must be rewarded or penalized under "Choreography" and/or "Degree of Difficulty" (Artistic). Judges marks for Artistic Impression must be given in ½ points or full points. (no tenths)

NO:

	Possible Points	Judges Marks	Co-Efficient	Final Marks	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 suitability, cohesiveness, editing, phrasing, & dynamics	10		4		

Further Remarks	Total Artistic Impression	REMARKS
	DEDUCTIONS	<p>← Overtime penalty will incur deduction of 2 points from Artistic impression</p> <p>In case of Tie: The highest total for Artistic impression will break the tie.</p>
	Final Artistic Impression (110 total possible)	
	Final Score Technical Execution (120 total possible)	
	Final Score (230 total possible)	
	Percentage (final score divided by 230)	