



## Training Level Freestyle (To be ridden in an ordinary snaffle)

Time allowed : 4 minutes

Performance to be finished between 3 min 30 sec and 4 min

Arena size : 20 x 40

Precision : All trot work may be done sitting or rising

Event : \_\_\_\_\_

Date : \_\_\_\_\_

Competitor : \_\_\_\_\_

# : \_\_\_\_\_

	<u>Technical requirements</u>	<u>Marks</u>	<u>Points</u>	<u>Coeff</u>	<u>Final Marks</u>		<u>Artistic Marks</u>	<u>Marks</u>	<u>Points</u>	<u>Coeff</u>	<u>Final Marks</u>
1	Medium walk (minimum 10m)	10				8	Rhythm, energy and elasticity	10		3	
2	Free walk (minimum 20m)	10		2		9	Harmony between rider and horse	10		3	
3	Working trot including circle or half circle 20m right	10				10	Choreography, use of arena, Inventiveness	10		3	
4	Working trot including circle or half circle 20m left	10				11	Choice of music and interpretation of the music	10		4	
5	Working trot circle 20 meters, allowing the horse to stretch forward and downward	10		2							
6	Working Canter circle 20m right	10									
7	Working Canter circle 20m left	10									
	<b>TOTAL</b>	90					<b>TOTAL :</b>	130			
*Deductions :						*Deductions :					
Total for Technical Score:						Total for Artistic Presentation :					
* Movements "above the level"(found ONLY in a higher level test) receive a deduction of 4 points from the Total Technical Execution for each illegal movement, but not for each recurrence of the same movement.						*Time penalty of 2 points will apply if test duration is more then 5 minutes or less than 4 minutes 30 seconds.					
REMARKS :						<b>Score</b>					
						Total for technical execution divided by 9		10			
						Total for technical execution divided by 13		10			
						Score :		20			
						In case two competitors have the same final score, the one with the highest marks for artistic impression is leading					

Signature of Judge: \_\_\_\_\_

For bitten and Allowed Movements :

- Movements "above the level" (found ONLY in a higher level test) receive a deduction of 4 points from the 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.

Required Movements	Authorized Movements	Clearly For bitten Movements
<ul style="list-style-type: none"> <li>• Medium walk</li> <li>• Free walk</li> <li>• Working trot including circle 20m right</li> <li>• Working trot including circle 20m left</li> <li>• Working trot circle 20 meters, allowing the horse to stretch forward and downwarr</li> <li>• Working Canter circle 20m right</li> <li>• Working Canter circle 20m left</li> </ul>	<ul style="list-style-type: none"> <li>• Loop</li> <li>• Small Diagonal</li> <li>• Long Diagonal</li> <li>• Down center line</li> <li>• Stop in D</li> <li>• Stop in G</li> <li>• Half-Circle</li> </ul>	<ul style="list-style-type: none"> <li>• Rein back</li> <li>• Shoulder-in</li> <li>• Travers</li> <li>• Renvers</li> <li>• Half Pass</li> <li>• Flying Changes</li> <li>• Turn on haunches</li> <li>• Canter or walk pirouette</li> <li>• Piaffe</li> <li>• Passage</li> <li>• Counter canter</li> <li>• Leg yield</li> <li>• Lengthen trot or canter</li> <li>• Walk-Canter, canter-walk</li> <li>• Halt-Canter, canter-halt</li> <li>• Circles smaller then 20m at trot</li> <li>• Circles smaller then 20 meters at canter</li> </ul>