

Time Allowed: **5 Minutes**

Note: All trot work may be done sitting or rising

**FIRST LEVEL FREESTYLE TEST**  
(To Be Ridden On An Ordinary Snaffle)

Arena Size: **20 x 60 metres**

Event: \_\_\_\_\_ Date: \_\_\_\_\_ Judge and Position: \_\_\_\_\_ Competitor: \_\_\_\_\_ Horse: \_\_\_\_\_ Number: \_\_\_\_\_

Compulsory Movements		Marks	Points	Co-Eff	Final Marks	Judge Comments	Artistic Marks		Marks	Points	Coeff	Final Marks
1.	Medium walk (minimum 10m uninterrupted)	10					15.	Rhythm, energy and elasticity	10		3	
2.	Free walk (minimum 15m uninterrupted)	10		2			16.	Harmony between rider and horse	10		3	
3.	Lengthen stride in trot	10					17.	Choreography. Use of arena. Inventiveness.	10		4	
4.	Working trot including circle 10 meters left	10					18.	Degree of difficulty. Well-calculated risks.	10		4	
5.	Working trot including circle 10 meters right	10					19.	Choice of music and interpretation of the music.	10		4	
6.	Working trot including leg-yield left	10										
7.	Working trot including leg-yield right	10										
8.	Working trot circle 20 meters, allowing the horse to stretch forward and downward	10		2								
9.	Lengthen stride in canter	10										
10.	Working canter with change of leg through the trot to the left	10		2								
11.	Working canter with change of leg through the trot to the right	10		2								
12.	Working canter circle 15 meters to the left	10										
13.	Working canter circle 15 meters to the right	10										
14.	Halts at beginning and end of test	10										
<b>Total For Technical Execution</b>		180					<b>Total For Artistic Presentation</b>		180			
<p>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. See reverse for further details.</p> <p><b>Remarks:</b></p>												
<p><b>To Be Deducted</b> Time Penalty: more than 5 minutes, deduct 2 points from the total of artistic presentation</p>												
<b>Score</b>									<b>Totals</b>	<b>(-Penalties)</b>	<b>Net Total</b>	
Total for technical execution												
Total for artistic presentation												
<b>Total Points</b>												
<b>Percentage:</b> (net total points divided by maximum points possible: 360)												
<p>In case two competitors have the same final score, the one with the higher marks for artistic impression is leading. Half marks may be used for all marks in freestyle tests</p>												
Signature of Judge: _____												

NOT FOR USE IN COMPETITION

### **Forbidden and Allowed Movements**

Movements “above the level” (found in ONLY higher level tests/clearly forbidden) 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 only 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.

### **Omitted Compulsory Movements**

If a compulsory movement has been left out (no execution can be seen), the movement must be marked with a zero. The mark for choreography will be negatively influenced and the mark for degree of difficulty cannot be higher than 5.

### **First Level**

#### **Clearly Forbidden Movements:**

- Rein back
- Shoulder-in
- Travers
- Renvers
- Half Pass
- Flying Changes
- Turn on haunches
- Canter or walk pirouette
- Piaffe
- Passage

#### **Clearly Allowed**

- Counter canter (any configuration)
- Zigzag leg yield
- Leg yield along the wall (head to wall leg yielding)
- Lengthen trot or canter on 20m circle
- Walk-canter, canter-walk
- Halt-canter, canter-halt
- 10 meter circle or smaller (no smaller than 8 meters) at trot
- 15 meter circle or smaller (no smaller than 10 meters) at canter
- All figures including circles regardless of size