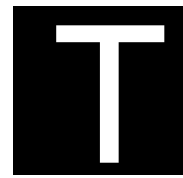


# DSA Preliminary (Training Level) Freestyle

(Effective 1/1/2024) Update March 2024

Suggested schedule time: 9 minutes per ride



Event \_\_\_\_\_ Date \_\_\_\_\_  
 Judge \_\_\_\_\_ Position \_\_\_\_\_  
 Bridle No \_\_\_\_\_  
 Rider \_\_\_\_\_  
 Horse \_\_\_\_\_

TIME  
MAXIMUM:

5 minutes

(Adults & Juniors)

4 minutes 30

(Pony Riders & Children)

No minimum time

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NOTE: Dressage SA has modified the US Dressage Test and that the USDF takes no responsibility for these modifications. Green text indicates modifications made to this test.

ARENA SIZE: 60m x 20m (Adults & Juniors) or 40m x 20m (Pony Riders & Children)  
 To be ridden in a snaffle (Adults & Juniors)  
 Whip and /or spurs are permitted (Adults & Juniors)  
 Snaffle OR Pelham with Rein Connectors and Cavesson Noseband (Pony Riders & Children)  
 Whip permitted (Pony Riders & Children)  
 No Spurs permitted (Pony Riders & Children)

## TECHNICAL EXECUTION

Note: Omitted compulsory elements receive a "0". Judges Marks for Technical Execution must be given in half or full points (no decimal marks). Trot work must be done sitting or rising for Adults and Juniors. Trot work to be ridden rising for Pony Rider and Children.

COMPULSORY ELEMENTS & PRELIMINARY MARKS	POSSIBLE POINTS	JUDGE'S MARKS	CO-EFFICIENT	FINAL SCORE	REMARKS
1. Medium walk (20m continuous)	10		2		
2. Free walk (20m continuous)	10		2		
3. 20-metre circle RIGHT in working trot	10				
4. 20-metre circle LEFT in working trot	10				
5. Serpentine in working trot two or more changes of direction with loops <ul style="list-style-type: none"> <li>no smaller than 15 metres (60 x 20 arena)</li> <li>no smaller than 13 metres (40 x 20 arena)</li> </ul>	10		2		
6. Stretch forward & downward on a 20-metre trot circle in rising trot	10		2		
7. 20-metre circle RIGHT in working canter	10		2		
8. 20-metre circle LEFT in working canter	10		2		
9. All transitions between paces (Halts not included)	10		2		
10. Halt with salute on centre line facing C, first and final	10				

Further Remarks:

	<b>Total Technical Execution</b> (170 points possible)
	<b>Errors</b> (2 points off for each error, not cumulative)
	<b>Final Technical Execution</b> (170 points possible)

Preliminary (Training Level)

Not Permitted: Any movement or transition found only in tests above the level. Exceptions are listed under Additionally Allowed.

Additionally Allowed: Trot-halt-trot, trot-walk-trot, canter-trot-canter (12m minimum of trot).

# ARTISTIC EXECUTION

Note: Judges Marks for Artistic Impression may be scored with full, half or decimal marks.

	POSSIBLE POINTS	JUDGE'S MARKS	CO-EFFICIENT	FINAL SCORE	REMARKS
1. Rhythm, energy, and elasticity	10		4		
2. Harmony Between Horse and Rider	10		4		
3. Choreography design cohesiveness, use of arena, balance, creativity	10		4		
4. Degree of Difficulty	10		1		
5. Music suitability, cohesiveness, seamlessness	10		2		
6. Interpretation music expresses paces, use of phrasing and dynamics	10		2		

**Further Remarks:**

	<b>Total Artistic Impression</b> (170 points possible)
	<b>Deductions (overtime penalties)</b> Overtime penalty will incur a deduction of 2 points from total for Artistic Impression
	<b>Final Artistic Impression</b> (170 points possible)
	<b>Final Technical Execution</b> (170 points possible)
	<b>Final Score</b> (340 points possible)
	<b>Percentage</b> (Final score divided by 340) In case of tie: The higher total for Artistic Impression will break the tie.

Signature: \_\_\_\_\_

**Reminders for Freestyle Judges**

**Time:** Movements executed after the 5 minutes or 4 minutes thirty limit are not scored. Two (2) points are deducted from the total for Artistic Impression for exceeding the time limit.

At the beginning and end of a Freestyle Test a halt with a salute is compulsory. Time begins when the horse moves forward after the competitor's halt and ends with the final halt and salute.

**Judging:**

All judges of a freestyle test at any level must judge both artistic and technical parts of the test.

In case of rider's music failing before or during a Freestyle Test and in cases where there is no backup system the rider can, with permission of the judge at "C", leave the arena or start at a later time. There should be minimum interference with the starting times of the other riders and the affected rider should return to complete or restart his/her test during a scheduled break in the competition or at the end of the competition. The rider may decide whether to restart the test from the beginning or to commence from the point where the music failed. Judging must restart at the point of interruption. In any case, the marks already given will not be changed.

The judge may stop a test and/or allow a competitor to restart a test from the beginning or from any appropriate point in the test if, in his discretion, some unusual circumstance has occurred to interrupt a test.

**Above the level Movements and Transitions:**

If an athlete deliberately shows movements of a higher grade not mentioned in the test sheet, no mark for the technical execution of that movement is possible. The scores for both choreography and degree of difficulty, cannot be higher than max. 5.5. It is up to the judge to go further down with these marks if more than one movement of a higher grade has deliberately been shown.

**Errors:**

The bell is not rung for errors occurring in DSA Freestyle Tests. Errors occur for failure to salute in the halt or rising at the trot at Second Level and above. Two points will be deducted for each error, however they are not cumulative and will not result in elimination.