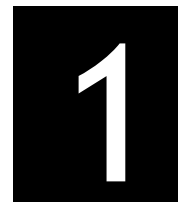


# DSA Novice (First Level) Freestyle

(Effective 1/1/2024)

Suggested schedule time: 9 minutes per ride

Event	_____	Date	_____
Judge	_____	Position	_____
Bridle No	_____		
Rider	_____		
Horse	_____		



TIME  
MAXIMUM:  
**5 minutes**  
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  
To be ridden in a snaffle (Adults & Juniors)  
Snaffle OR Pelham with Rein Connectors and Cavesson Noseband (Pony Riders & Children)  
Whip and /or spurs are permitted

## 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 Riders and Children.

COMPULSORY ELEMENTS & PRELIMINARY MARKS	POSSIBLE POINTS	JUDGE'S MARKS	CO-EFFICIENT	FINAL SCORE	REMARKS
1. Medium walk (20m continuous)	10				
2. Free walk (20m continuous)	10		2		
3. 10-metre circle RIGHT in working trot	10				
4. 10-metre circle LEFT in working trot	10				
5. Leg-yield RIGHT in working trot	10		2		
6. Leg-yield LEFT in working trot	10		2		
7. Lengthen stride in trot on a straight line	10				
8. 15-metre circle RIGHT in working canter	10				
9. 15-metre circle LEFT in working canter	10				
10. Change of lead through trot RIGHT	10		2		
11. Change of lead through trot LEFT	10		2		
12. Lengthen stride in canter on a straight line	10				
13. Halt with salute on centre line, first and final	10				

Further Remarks:

	<b>Total Technical Execution</b> (180 points possible)
	<b>Errors</b> (2 points off for each error, not cumulative)
	<b>Final Technical Execution</b> (180 points possible)

### Novice (First Level)

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

**Additionally Allowed:** lengthen trot and/or canter on a curved line, canter serpentine, counter-canter.

# 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. <b>Rhythm, energy, and elasticity</b>	10		4		
2. <b>Harmony Between Horse and Rider</b>	10		4		
3. <b>Choreography</b> design cohesiveness, use of arena, balance, creativity	10		4		
4. <b>Degree of Difficulty</b>	10		2		
5. <b>Music</b> suitability, cohesiveness, seamlessness	10		2		
6. <b>Interpretation</b> music expresses paces, use of phrasing and dynamics	10		2		

**Further Remarks:**

	<b>Total Artistic Impression</b> (180 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> (180 points possible)
	<b>Final Technical Execution</b> (180 points possible)
	<b>Final Score</b> <b>(360 points possible)</b>
	<b>Percentage</b> (Final score divided by 360) 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 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.