

DSA Medium (Third 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

- Double Bridle Optional
- 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.

COMPULSORY ELEMENTS & PRELIMINARY MARKS	POSSIBLE POINTS	JUDGE'S MARKS	CO-EFFICIENT	FINAL SCORE	REMARKS
1. Medium walk (20m continuous)	10		2		
2. Extended walk (20m continuous)	10		2		
3. Shoulder-in RIGHT in collected trot (12m min)	10				
4. Shoulder-in LEFT in collected trot (12m min)	10				
5. Trot half-pass RIGHT in collected trot	10		2		
6. Trot half-pass LEFT in collected trot	10		2		
7. Extended trot on straight line	10				
8. Canter half-pass RIGHT in collected canter	10		2		
9. Canter half-pass LEFT in collected canter	10		2		
10. Flying change of lead RIGHT	10				
11. Flying change of lead LEFT	10				
12. Extended canter on straight line	10		2		
13. Halt with salute on centre line, first and final	10				

Further Remarks:

	Total Technical Execution (200 points possible)
	Errors (2 points off for each error, not cumulative)
	Final Technical Execution (200 points possible)

Medium (Third Level)

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

Additionally Allowed: Walk half-pirouette (no more than 180 degrees), half-pass zig-zag in trot, canter to halt, counter-change of hand in canter (only one change of direction), medium trot and/or canter on a curved line. Flying changes shown in sequence of every five strides or more.

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		4		
5. Music suitability, cohesiveness, seamlessness	10		2		
6. Interpretation music expresses paces, use of phrasing and dynamics	10		2		

Further Remarks:

	Total Artistic Impression (200 points possible)
	Deductions (overtime penalties) Overtime penalty will incur a deduction of 2 point from total for Artistic Impression
	Final Artistic Impression (200 points possible)
	Final Technical Execution (200 points possible)
	Final Score (400 points possible)
	Percentage (Final score divided by 400) 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.