

▼ **Time:** Intro Level Freestyle time limit—5 minutes. There is no minimum time. Timing and judging commence when the horse moves off after the entry salute and ceases at the final salute. No bell is sounded at the end of the time limit. Movements executed after the 5-minute limit are not scored. The rider must enter the arena or signal the sound engineer within 45 seconds of the entry bell, or will be eliminated. The rider must enter the arena within 20 seconds of the start of the music, or will be eliminated.

▼ **Judges:** If two or more judges officiate in a class, all judge both Technical and Artistic.

▼ **Music Failure:** If music fails during a Freestyle Test, the rider may leave the arena with permission of the judge at 'C.' The rider may decide whether to restart the test from the beginning or to commence from the point where the music failed. Judging restarts at the point of interruption. The marks already given do not change.

Note to Judges:

There is a maximum time (5 minute time limit), but no minimum time. Time Limit Deductions 1 point is deducted from the total for Artistic Impression for exceeding the time limit. There is no minimum time, or specified deduction.

Time of Entry The rider must enter the arena or signal the sound engineer within 45 seconds of the bell, and the rider must enter the arena within 20 seconds of the start of the music, or will be eliminated. Not entering the arena within 45 seconds of the bell is counted as an error; entering the arena after more than 20 seconds of the music is counted as an error. Each error carries a penalty.

Halt and Salute At the beginning and end of a freestyle test, a halt with a salute is compulsory. The halt must be executed facing "C." The halts are judged. At the beginning and end, a halt with a salute is compulsory. The entry and halts are judged.

Points: (Full and Half Points)

Judges marks for Technical Execution must be given in full-points.

Artistic Impression may be given half-points.

Only full marks are allowed on the Technical (left) side.

Above the Level Movements "above the level" are penalized by a four point deduction from the total for Technical Execution for each illegal movement, but not for each recurrence of the same movement.

2011 MUSICAL FREESTYLE INTRO LEVEL

Horse _____

Rider _____

Number _____ Date _____

Competition _____

TECHNICAL SCORE _____

ARTISTIC SCORE _____

FINAL SCORE _____ (250 TOTAL POSSIBLE)

PERCENTAGE _____ %

Judge's Name

Judge's Signature

Score Sheet effective January 1, 2011

United States Pony Club
4041 Iron Works Parkway
Lexington, KY 40511
Phone: 859-254-7669



Musical Freestyle

Rider No. _____

Technical Execution

Intro Level

COMPULSORY ELEMENTS	POSSIBLE POINTS	Preliminary Notes	Judge's Marks	Co-Efficient	Final Score
1. Working Trot 20 meter Circle Left	10			2	
2. Working Trot 20 Meter Circle Right	10			2	
3. Transition from Walk to Trot	10				
4. Working Walk	10				
5. Free walk 20 Meter	10			2	
6. Halt at beginning and end	10				
7. Centerlines	10				

* Movements must be shown both directions

Subtotal:

Further Remarks:

Deductions:

Total
Technical
Execution:

(100 Total Points)

Artistic Impression

*Judge see below

COMPULSORY ELEMENTS	POSSIBLE POINTS	Preliminary Notes	Judge's Marks	Co-Efficient	Final Score
1. Rhythm, Energy and Elasticity	10			3	
2. Harmony between horse and Rider	10			3	
3. Choreography, use of arena inventiveness, design, cohesiveness, balance, ingenuity and creativity	10			3	
4. Degree of Difficulty	10			2	
5. Choice of music and interpretation of music	10			4	

* Half-points are only allowed on the Artistic Impression marks

Subtotal:

Further Remarks:

Deductions:

Total Artistic
Execution:

(150 Total Points)

Final Score (250 Possible)

Percentage
