

MOVEMENTS

Forbidden (ALL LEVELS):

Any movement not found in current USEF/ USDF Tests at or below the selected level. Exceptions are listed under Additionally Allowed

INTRODUCTORY LEVEL

Allowed:

Any movement(s) included in current USDF tests at this level

TRAINING LEVEL

Allowed:

Any movement(s) included in current USEF tests at this level

Additionally Allowed:

Trot serpentine (single loops or larger serpentine of loops no smaller than 15 meters), trot stretch circle, trot-halt, halt-trot, trot-canter, canter-trot, canter-trot-canter (trot must cover 20 meters minimum)

FIRST LEVEL

Allowed:

Any movement(s) included in current USEF tests at or below this level

Additionally Allowed:

8m or larger circles in trot, 10m or larger circles in canter, turn on the forehand, canter lengthen stride, counter canter, leg yield- any configuration, lengthen on circle trot and/or canter

SECOND LEVEL

Allowed:

Any movement(s) included in current USEF tests at or below this level

Additionally Allowed:

8m or larger circles in trot, 10m or larger circles in canter, renvers, counter canter, medium canter, half turn on haunches (no more than 180 degrees)

THIRD LEVEL

Allowed:

Any movement(s) included in current USEF tests at or below this level

Additionally Allowed:

half walk pirouette, 8m or larger circles in trot, half-pass zigzag in trot, 10m or larger circles in canter, canter to halt, counter change of hand in canter (only one change of direction)

FOURTH LEVEL – GRAND PRIX

Follow USDF & FEI guidelines for freestyles

TIPS FOR JUDGES

- There is no minimum time requirement.
- USDF Quadrille maximum time limits are stated under Technical Execution.
- Timing and judging start on the move off after the initial halt and salute and ceases at the final salute.
- No bell is sounded at the end of the time limit.
- The halt and salute must face the judge.
- Riders may choose to enter single file or two-by-two. The first rider must signal the sound engineer within 45 seconds of the entry bell. The first rider must enter the arena within 20 seconds of the start of the music.
- Movements executed after the time allowed are not scored.
- If two or more judges officiate, all judge both Technical and Artistic.
- The judge should realize that the horses on any given team **may not be** at the same level of training.
- Judging quadrille has its own special principles, concepts, and considerations. Throughout the body of the test, the judge concentrates on:
 - Spacing (longitudinal and lateral)
 - Alignment (longitudinal and lateral)
 - Synchrony (timing of turns, circles, transitions, crossovers, pass-throughs)
 - With additional attention to performance as a group (uniform and harmonious)
- Music Failure: If music fails during the test, the riders may leave the arena with permission of the judge at "C." The group may decide to restart the test from the beginning or commence from the point where the music failed. Judging restarts at the point of interruption. The marks already given do not change.

Horse 1 _____ Rider 1 _____
 Horse 2 _____ Rider 2 _____
 Horse 3 _____ Rider 3 _____
 Horse 4 _____ Rider 4 _____
 Number _____ Competition _____ Date _____
 Class _____



LEVEL

UNITED STATES *Dressage* FEDERATION INC.

2015

Quadrille

Freestyle

INTRODUCTORY — GRAND PRIX

TIPS FOR SHOW MANAGEMENT

Show management does not need to make any changes to the dressage arena to accommodate quadrille rides. The team enters the ring in single file or two by two and uses a standard 20 x 60 meter arena.

TECHNICAL SCORE _____	
ARTISTIC SCORE _____	
FINAL SCORE _____	(260 TOTAL POSSIBLE)
PERCENTAGE _____	%

UNITED STATES *Dressage* FEDERATION

4051 Iron Works Parkway • Lexington, KY 40511

Phone (859) 971-2277 • Fax (859) 971-7722 • Email: usdressage@usdf.org • www.usdf.org

Name of Judge/Position

Judge's Signature

TECHNICAL EXECUTION

Time Requirements: no minimum times for any level including FEI

Introductory: 5:00 minute maximum
 Training – Intermediate: 6:00 minute maximum
 Grand Prix: 7:00 minute maximum
 Judge's marks may be given in half or full points

Second level and above: All trot work must be sitting.

LEVEL

	POSSIBLE POINTS	JUDGE'S MARKS	COEFFICIENT	FINAL SCORE	REMARKS
1. Required Elements Technical Execution	10		3		
2. Spacing	10		2		
3. Synchrony and Alignment	10		2		
4. Impulsion	10		2		
5. Submission	10		2		
6. Performance as a Group	10		2		
Further Remarks:	TOTAL TECHNICAL EXECUTION <small>(130 total possible)</small>				Forbidden movements will incur a deduction of 4 points from Total Technical Execution for each forbidden movement, but not for each recurrence of the same movement.
	DEDUCTIONS <small>(Forbidden Movements)</small>			←	
	FINAL TECHNICAL EXECUTION <small>(130 total possible)</small>				

REQUIRED ELEMENTS

Failure to perform a required element will incur a deduction of 1 point for each omission. The deduction should be taken from the total of the Required Elements – Technical Execution score.

INTRODUCTORY LEVEL

- Walk
 Free walk (20 continuous meters)
 Medium walk (20 continuous meters)
- Working Trot
 20 meter circle (R & L)

TRAINING LEVEL

- Walk
 Free walk (20 continuous meters)
 Medium walk (20 continuous meters)
- Trot
 Working Trot - 20 meter circle R & L
- Working Canter
 20 meter circle R & L

FIRST LEVEL

- Walk
 Free walk (20 continuous meters)
 Medium walk (20 continuous meters)

Working Trot

- Leg yield R & L
 8-10m circle R & L
 Lengthen stride
- Working Canter
 15m circle R & L
 Change through trot R & L

SECOND LEVEL

- Walk
 Free walk (20 continuous meters)
 Medium walk (20 continuous meters)
- Trot
 Shoulder-in R & L
 Travers and/or renvers R & L (at least one must be shown in both directions)
- Canter
 10m circle R & L
 Simple change R & L
 Counter canter R & L

THIRD LEVEL

- Walk
 Medium walk (20 continuous meters)
 Extended walk (20 continuous meters)
- Trot
 Shoulder-in R & L
 Half-pass R & L
 Extension
- Canter
 Half-pass R & L
 Flying change R & L

FOURTH LEVEL

- Walk
 Collected walk (20 continuous meters)
 Extended walk (20 continuous meters)
- Trot
 Shoulder-in R & L
 Half-pass R & L
 Extension
- Canter
 Half-pass R & L
 Working pirouette R & L
 Tempi changes every fourth stride (3 min.)

PSG FOR YOUNG RIDER

- Walk
 Collected walk (20 continuous meters)
 Extended walk (20 continuous meters)

Trot

- Shoulder-in R & L
 Half-pass R & L
 Extension
- Canter
 Half-pass R & L
 Working pirouette R & L
 Tempi changes every fourth stride (5 min.)
 every third stride (5 min.)

INTERMEDIATE

- Walk
 Collected walk (20 continuous meters)
 Extended walk (20 continuous meters)
- Trot
 Shoulder-in R & L
 Half-pass R & L
 Extension

LEVEL

Forbidden movements will incur a deduction of 4 points from Total Technical Execution for each forbidden movement, but not for each recurrence of the same movement.

ARTISTIC IMPRESSION

Non-compulsory movements must be rewarded or penalized under "Choreography".
 Judges' marks may be given in full, half or tenth (.1) points.

NO.

	POSSIBLE POINTS	JUDGE'S MARKS	COEFFICIENT	FINAL SCORE	REMARKS
1. Choreography Design, balance, use of space, changes of direction, changes of gait and pace, creativity (includes degree of difficulty)	10		5		
2. Choice of Music and Interpretation rhythm & tempo, cohesiveness, phrasing & dynamics, editing	10		4		
3. Harmony of Presentation Fluency of Performance	10		3		
4. Team Appearance	10		1		

Further Remarks:	TOTAL ARTISTIC IMPRESSION <small>(130 total possible)</small>	
	DEDUCTIONS <small>(Overtime Penalty)</small>	←
	FINAL ARTISTIC IMPRESSION <small>(130 total possible)</small>	
	FINAL TECHNICAL EXECUTION <small>(130 total possible)</small>	
	FINAL SCORE	
	PERCENTAGE <small>(Final Score divided by 260)</small>	

Overtime penalty will incur a deduction of 1 point from Total Artistic Impression.

- There are no qualifying requirements for quadrille.
- Gaits must be shown on both hands by all team members.
- All team members must show all elements of the declared level.
- Each team member is not required to show each movement on both hands.
- Any element performed after the time limit will not be scored, and a penalty of 1 point will be assessed.
- Tenth (.1) points are allowed in scoring Artistic Impression.

In Case of Tie:
 The higher total for Artistic Impression will break the tie.