

# 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

## TRAINING LEVEL

### Allowed:

Any movement(s) included in current USEF/USDF 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:

8 m or larger circles in trot, lengthen trot or canter on 20m circles, 10m or larger circle in canter, turn on the forehand, canter lengthen stride, counter canter, leg yield- any configuration, canter serpentine

## SECOND LEVEL

### Allowed:

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

### Additionally Allowed:

8 m or larger circles in trot, 10m or larger circles in canter, renvers, 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, 8 m 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

### Allowed:

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

### Additionally Allowed:

8 m or larger circles in trot or canter, zig zag in trot and canter. Note that flying changes of lead every third stride and canter half pirouette are permitted

## FEI

Follow FEI rules for Forbidden and Allowed

## ADDITIONAL TIPS FOR JUDGES

- Time: There is no minimum. USDF Pas de Deux maximum time limits are stated under Technical Execution. Timing and judging commence when the first 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 time allowed are not scored.
- Entry: Riders may choose to enter single file or side-by-side. The first rider must enter the arena or 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.
- Music Failure: If music fails during the test, the riders may leave the arena with permission of the judge at "C." The pair 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 \_\_\_\_\_ Horse 2 \_\_\_\_\_

Rider 1 \_\_\_\_\_ Rider 2 \_\_\_\_\_

Number \_\_\_\_\_ Date \_\_\_\_\_

Competition \_\_\_\_\_

Class \_\_\_\_\_



LEVEL

UNITED STATES *Dressage* FEDERATION INC.

**2015**  
**Pas de Deux**  
**Freestyle**  
TRAINING LEVEL — GRAND PRIX

TECHNICAL SCORE \_\_\_\_\_

ARTISTIC SCORE \_\_\_\_\_

FINAL SCORE \_\_\_\_\_

(200 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](mailto:usdressage@usdf.org) • [www.usdf.org](http://www.usdf.org)

\_\_\_\_\_  
Name of Judge/Position

\_\_\_\_\_  
Judge's Signature

# TECHNICAL EXECUTION

Time Requirements: no minimum times for any level including FEI

Training - Fourth; 5:00 maximum

PSG - Intermediate; 5:00 maximum

Grand Prix; 6:00 maximum

Judge's marks may be given in half or full points

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

<b>LEVEL</b>
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	POSSIBLE POINTS	JUDGE'S MARKS	COEFFICIENT	FINAL SCORE	REMARKS
1. Required Elements Technical Execution	10		3		
2. Performance as a Pair spacing, alignment, synchrony	10		4		
3. Gaits – rhythm & quality	10				
4. Impulsion energy, elasticity, engagement	10				
5. Submission—basic issues of submission, technical aspect of the riders	10				

<b>Further Remarks:</b>	TOTAL TECHNICAL EXECUTION	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>(100 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.

<p><b>TRAINING LEVEL</b></p> <ul style="list-style-type: none"> <li>Walk Free walk (20 continuous meters)</li> <li>Medium walk (20 continuous meters)</li> <li>Working Trot 20 meter circle R &amp; L</li> <li>Working Canter 20 meter circle R &amp; L</li> </ul> <p><b>FIRST LEVEL</b></p> <ul style="list-style-type: none"> <li>Walk Free walk (20 continuous meters)</li> <li>Medium walk (20 continuous meters)</li> <li>Working Trot Leg yield R &amp; L 8-10m circle R &amp; L Lengthen stride</li> <li>Working Canter 15m circle R &amp; L Change through trot R &amp; L</li> </ul> <p><b>SECOND LEVEL</b></p> <ul style="list-style-type: none"> <li>Walk Free walk (20 continuous meters)</li> </ul>	<p>Medium walk (20 continuous meters)</p> <ul style="list-style-type: none"> <li>Trot Shoulder-in R &amp; L Travers and/or renvers R &amp; L (at least one must be shown in both directions)</li> <li>Medium</li> <li>Canter 10m circle R &amp; L Simple change R &amp; L Counter canter R &amp; L</li> </ul> <p><b>THIRD LEVEL</b></p> <ul style="list-style-type: none"> <li>Walk Medium walk (20 continuous meters)</li> <li>Extended walk (20 continuous meters)</li> <li>Trot Shoulder-in R &amp; L Half-pass R &amp; L Extension</li> <li>Canter Half-pass R &amp; L Flying change R &amp; L Extension</li> </ul>	<p><b>FOURTH LEVEL</b></p> <ul style="list-style-type: none"> <li>Walk Collected walk (20 continuous meters)</li> <li>Extended walk (20 continuous meters)</li> <li>Trot Shoulder-in R &amp; L Half-pass R &amp; L Extension</li> <li>Canter Half-pass R &amp; L Working half pirouette R &amp; L Tempi changes every fourth stride (3 min.) Extension</li> </ul> <p><b>PSG FOR YOUNG RIDER</b></p> <p>As in Fourth Level except:</p> <ul style="list-style-type: none"> <li>Tempi changes every fourth stride (5 min.) every third stride (5 min.)</li> </ul> <p><b>INTERMEDIATE</b></p> <p>As in Fourth Level for walk and trot</p> <ul style="list-style-type: none"> <li>Canter Half-pass R &amp; L Full pirouette R &amp; L</li> </ul>	<p>Tempi changes every third stride (5 min.) every second stride (5 min.) Extension</p> <p><b>GRAND PRIX</b></p> <ul style="list-style-type: none"> <li>Walk Collected walk (20 continuous meters)</li> <li>Extended walk (20 continuous meters)</li> <li>Trot Half-pass R &amp; L Extension</li> <li>Canter Half-pass R &amp; L Full pirouette R &amp; L Tempi changes every second stride (5 min.) every stride (9 min.) Extension Piaffe Passage</li> </ul>
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# ARTISTIC IMPRESSION

Non-compulsory movements must be rewarded or penalized under "Choreography".

Judges' marks may be given in full, half or tenth (.1) points.

<b>NO.</b>
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	POSSIBLE POINTS	JUDGE'S MARKS	COEFFICIENT	FINAL SCORE	REMARKS
1. Harmony between Horses & Riders, Fluency of Performance	10		3		
2. Choreography design cohesiveness, use of arena, balance, creativity, difficulty	10		4		
3. Music suitability, seamlessness, cohesiveness	10		2		
4. Interpretation music expresses gaits, use of phrasing and dynamics	10				

<b>Further Remarks:</b>	TOTAL ARTISTIC IMPRESSION	Overtime penalty will incur a deduction of 1 point from Total Artistic Impression.
	DEDUCTIONS <small>(Overtime Penalty)</small>	
	FINAL ARTISTIC IMPRESSION <small>(100 total possible)</small>	
	FINAL TECHNICAL EXECUTION <small>(100 total possible)</small>	
	FINAL SCORE	
	PERCENTAGE <small>(Final Score divided by 200)</small>	<b>In Case of Tie:</b> The higher total for Artistic Impression will break the tie.

- There are no qualifying requirements for Pas de Deux.
- Both horses must show all compulsory elements of the declared level.
- Tenth (.1) points are allowed in scoring Artistic Impression.