



NONTHABURI EQUESTRIAN SPORTS CLUB
MUSICAL FREESTYLE
NOVICE LEVEL

Tips for Freestyle Judges and Participants:

Time: The maximum time is 5 minutes. The minimum time limit is 4.5 minutes. Timing commences when the horse moves after the entry salute and ceases at the final salute. The rider must halt at both salutes. No bells are sounded at the end of the limit. Movements executed after the time limit are not scored. There is a 2 point deduction from the total artistic presentation for being over the time limit. The rider must enter the arena or signal the sound engineer within 60 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 a class, all judges will judge both technical and artistic.

Ties: In the case of a tie, the higher artistic score shall determine the winner.

Points: Only full points are allowed for the artistic and technical scores.

Movements above the level are penalized by elimination.

Music after the halt: Music must cease at the final salute. The competitor will be eliminated for exit music.

Removal of hat: Under penalty of elimination, a rider's hat may not be intentionally removed except for the halt at the first and final salute.

Horse	Rider
Technical Score	_____
Artistic Score	_____
Final Score	_____
Percentage	_____ (240 possible)
Judge's Signature	_____

TECHNICAL EXECUTION:

Movements which must be performed on both hands are so indicated by a "L" and "R" under preliminary notes. Omitted compulsory movements receive a "0" and are averaged into the Judge's marks. All judges' marks must be full points.

Compulsory Movements	Points	Prelim. Notes	Judge's marks	Coefficient	Final Score	Remarks
1. WALK (20 m minimum medium and 20 m minimum free walk)	10			2		
2. 10 m circle in trot*	10	L R				
3. Leg-yield in trot*	10	L R		2		
4. Lengthen stride in trot	10			2		
5. 15 m circle in canter*	10	L R				
6 Change of lead through trot	10	L R		2		
7. Lengthen stride in canter	10			2		
Further remarks				Sub-total		
				Deductions		
Total technical execution (120 points possible)						

NOVICE Level:

Clearly forbidden: reinback, shoulder-in, travers, renvers, half-pass, flying changes, turn on haunches or pirouette, (walk or canter), piaffe, passage.

Clearly allowed: counter canter, zigzag leg yield, leg-yield along wall, lengthen trot or canter in 10 m circle, counter serpentine, simple change, change or lead through trot, walk-canter-walk-canter

ARTISTIC IMPRESSION:

Non-compulsory movements must be rewarded or penalized under "Choreography" and/or "degree of Difficulty" (Artistic). Movement "Above the Level" are not rewarded in Artistic Impression. For exceeding the time limit deduct 2 points from total artistic impression. Judges marks must be given in full points.

	Poss. Points	Judge's marks	Coefficient	Final marks	Remarks
1. Rhythm, energy and elasticity	10		2		
2. Harmony between horse and rider	10		2		
3. Choreography, use of arena, inventiveness, design cohesiveness, balance and creativity	10		3		
4. Degree of difficulty	10		1		
5. Choice of music and interpretation of music	10		4		

Further remarks:

Sub-total _____