

MOVEMENTS

Forbidden (ALL LEVELS):

Any movement or transition found only above the level. Rising at the trot in Second Level or above

TRAINING LEVEL

Allowed:

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

Additionally Allowed:

Trot stretch circle, canter-trot-canter (trot must cover 20 meters min.), trot-halt-trot, trot-walk-trot, trot-canter-trot (trot must cover 20 meters min.)

FIRST LEVEL

Allowed:

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

Additionally Allowed:

Lengthen trot or canter on a curved line, turn on the forehand, canter lengthen stride, counter-canter, trot leg-yield- any configuration, canter serpentine

SECOND LEVEL

Allowed:

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

Additionally Allowed:

8m circles in trot, renvers (12m min.), half-turn on haunches (no more than 180 degrees), medium trot and/or canter on a curved line

THIRD LEVEL

Allowed:

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

Additionally Allowed:

walk half-pirouette, 8m circles in trot, 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

FOURTH LEVEL

Allowed:

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

Additionally Allowed:

8m circles in trot or canter, half-pass zig-zag in trot, counter-change of hand in canter, medium trot and/or canter on a curved line, canter half-pirouette

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 30 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

Pas de Deux

UNITED STATES DRESSAGE FEDERATION™

2019
Pas de Deux
Freestyle
TRAINING LEVEL — GRAND PRIX

TECHNICAL SCORE _____

ARTISTIC SCORE _____

FINAL SCORE _____

(200 TOTAL POSSIBLE)

PERCENTAGE _____ %

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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.

LEVEL

	POSSIBLE POINTS	JUDGE'S MARKS	COEFFICIENT	FINAL SCORE	REMARKS
1. Compulsory 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				

Further Remarks:	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>		

COMPULSORY ELEMENTS

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

TRAINING LEVEL

- Halt with salute, first and final
- Walk
Free walk
(20 continuous meters)
Medium walk
(20 continuous meters)

- Working trot
20m circle R & L
Serpentine - loops no smaller than 15m

- Working canter
20m circle R & L

FIRST LEVEL

- Halt with salute, first and final
- Walk
Free walk
(20 continuous meters)
Medium walk
(20 continuous meters)
- Trot
Leg-yield R & L
8-10m circle R & L
Lengthen stride on a straight line
- Working canter
15m circle R & L
Change through trot R & L

SECOND LEVEL

- Halt with salute, first and final
- Walk
Free walk
(20 continuous meters)
Medium walk
(20 continuous meters)

- Trot
Shoulder-in R & L (12 m min.)
Travers R & L (12m min.)
Medium on a straight line

- Canter
Medium on a straight line
Simple change R & L
Counter-canter R & L

THIRD LEVEL

- Halt with salute, first and final
- Walk
Medium walk
(20 continuous meters)
Extended walk
(20 continuous meters)

- Trot
Shoulder-in R & L (12 m min.)
Half-pass R & L
Extension on a straight line

- Canter
Half-pass R & L
Flying change R & L
Extension on a straight line

FOURTH LEVEL

- Halt with salute, first and final
- Walk
Collected walk
(20 continuous meters)
Extended walk
(20 continuous meters)
- Trot
Shoulder-in R & L (12 m min.)
Half-pass R & L
Extension on a straight line

- Canter
Half-pass R & L
Working half-pirouette R & L
Tempi changes
every third stride (3 min.)
Extension on a straight line

INTERMEDIATE

- As in Fourth Level for walk and trot
- Halt with salute, first and final

- Canter
Half-pass R & L
Full pirouette R & L
Tempi changes
every third stride (5 min.)
every second stride (5 min.)
Extension

GRAND PRIX

- Halt with salute, first and final
- Walk
Collected walk
(20 continuous meters)
Extended walk
(20 continuous meters)
- Trot
Half-pass R & L
Extension
- Canter
Half-pass R & L
Full pirouette R & L
Tempi changes
every second stride (5 min.)
every stride (9 min.)
Extension
Piaffe
Passage

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. 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				

Further Remarks:	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>		In Case of Tie: 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.