



**WDAA 2022 WESTERN DRESSAGE
MUSICAL FREESTYLE LEVEL 2**
WESTERN DRESSAGE ASSOCIATION® OF AMERICA

NOTE:
Elements which must be performed on both hands are so indicated by an L | R under "Preliminary Notes." Omitted compulsory elements receive a "0" and are averaged into the "Judge's Marks." Judges marks for Technical Correctness must be given in half points or full points (no tenths). Collected jog must be ridden sitting. All lateral movements must be at least 12 meters continuous.

ARENA SIZE:
To be ridden in a Large Arena (60m x 20m)
MAXIMUM RIDE TIME:
6:00 (Large)

TECHNICAL CORRECTNESS

	COMPULSORY ELEMENTS	POSSIBLE POINTS	PRELIMINARY NOTES	JUDGE'S MARK	*	TOTAL	REMARKS
Halts	1. Halts at beginning and end of test	10					
	2. Working walk (20m minimum continuous)	10					
Walk	3. Free walk (20m minimum continuous)	10			2		
	4. Lengthening of stride in jog	10					
Jog	5. Shoulder-in at collected jog	10	L R		2		
	6. Haunches-in at collected jog	10	L R		2		
Lope	7. 10m circle at collected lope	10	L R				
	8. Lengthening of stride in lope	10					
	9. Counter lope, collected	10	L R				
	10. Simple change of lead	10	L R				
Turns	11. Half turn on the haunches or pivot	10	L R		2		
	12. Gaits – freedom and regularity	10					
Other	13. Impulsion – desire to move forward with supple back and steady tempo	10			2		
	14. Willing cooperation - the horse accepts the aids and influence of the rider with attention and confidence	10			2		

Further Remarks:

Total Technical Correctness:
Deductions (Forbidden Movements):
Final Technical Correctness:
(200 Total Possible)

Total of points and coefficients above
Subtotal minus any deductions
Forbidden and Above the Level Movements will incur a deduction of 4 points per incidence from total.



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NOTE:
Non-compulsory movements are rewarded or penalized under "Choreography" and or "Degree of Difficulty" (Artistic). Judge's marks for Artistic Merit may be given in one tenth (.1) increments.

ENTRY NO:

ARTISTIC MERIT

	COMPULSORY ELEMENTS	POSSIBLE POINTS	JUDGE'S MARK	COEFFICIENT	TOTAL	REMARKS
1.	Harmony between Horse and Rider	10		6		
2.	Choreography - use of the arena, design cohesiveness, balance and creativity	10		4		
3.	Degree of Difficulty	10		2		
4.	Music - suitability, seamlessness, cohesiveness	10		4		
5.	Interpretation - music expresses gaits, use of phrasing and dynamics	10		4		

Further Remarks:

Total Artistic Merit:

Total of points and coefficients above

CLEARLY ALLOWED

- Jog circle no smaller than 10m
- Lope circle no smaller than 10m
- Shoulder-in
- Haunches-in
- Half turn on the forehand
- Half turn on the haunches or pivot
- Leg yield
- Counter lope
- Simple change of lead
- Lengthening of stride at jog and lope
- Back no more than 6 steps
- Sidepass

CLEARLY FORBIDDEN

- Half pass at lope
- Flying changes
- Reining spins
- Lope pirouette
- Anything not clearly allowed
- Compulsory movements in any higher level

Deductions (Overtime Deductions):

Final Artistic Merit:
(200 Total Possible)

Final Technical Correctness:
(200 Total Possible)

FINAL SCORE
(400 Total Possible)

PERCENTAGE
(Final Score divided by 400)

Subtotal minus any deductions

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

IN CASE OF A TIE:
The Higher Total Score for Final Artistic Merit will break the tie.

FORBIDDEN and ALLOWED:

The accompanying list serves as a guideline of elements, figures and transitions. Performing anything forbidden will result in a deduction of four points for each illegal element from the total technical correctness score. Reoccurrences of the same element will not incur further deduction.



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JUDGING MUSICAL FREESTYLE

ABOVE THE LEVEL / FORBIDDEN MOVEMENTS: Movements “above the level” are penalized by a four point deduction from the total for Technical Correctness for each illegal movement, but not for each recurrence of the same movement.

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 and transitions are judged.

MAXIMUM AND MINIMUM TIME LIMITS: The WDAA Musical Freestyle has a maximum time limit for each level stated on the test score sheet. 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 time limit are not scored.

TIME OF ENTRY: The rider must enter the arena or signal the sound engineer within 45 seconds of the entry bell, or a deduction of ten (10) points will be taken off total for Artistic Merit. The rider must enter the arena within twenty (20) seconds of the start of the music, or may be eliminated at the discretion of the judge.

TIME LIMIT DEDUCTIONS: One (1) point is deducted from the total for Artistic Merit for exceeding the time limit. There is no minimum time, or specified deduction.

POINTS (Full, Half, Tenths): Judges marks for Technical Correctness must be given in half-points or full points. Artistic Impression may be given in one-tenth (0.1) increments.

MUSIC: 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.

JUDGES: Western Dressage Freestyles are judged by USEF judges. If two or more judges officiate in a class, each judge will have a score for Technical Correctness and Artistic Merit.

RECOMMENDED SCHEDULING TIME: It is recommended that each ride is actually scheduled for nine (9) to ten (10) minutes to accommodate both ride time and allow the Judge ample time for comments.



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Horse	
Rider	
Number	Date
Competition	
<p>Purpose: The horse should show carriage appropriate to Level 2. The horse now accepts more weight on the hindquarters (collection) and moves with an uphill tendency demonstrating increased collection, straightness, balance, impulsion and engagement. The horse is reliably and lightly on the bit.</p>	
Technical Score:	_____
Artistic Score:	_____
Final Score:	_____ (400 TOTAL POSSIBLE)
Percentage:	_____

Name of Judge	

Signature of Judge	